

When to Abandon a race

At SYC we rarely abandon a race - but sometimes it can be a useful means of achieving a fairer race for more competitors. At SYC abandoning a race does not always imply that there will be no results for that race as we have a specific sailing instruction which allows us in most circumstances to take the results from previous lap times - known as "curtailing the race".

Scenario #1: Storm Conditions

Part way through a race a period of extended gusts (more than ~5 minutes) above 25 knots hits the fleet, and the majority of competitors are capsized. The two safety boats are clearly overwhelmed. Unless the wind conditions quickly abate you should signal the abandonment of the race using the red beacon and three hoots on the horn. Radio the safety boats to inform them on the abandonment and remind them that priority should be given to people rather than boats. If possible you should take steps to immediately launch a third safety boat .

In this scenario if the race meets the requirement for a curtailed race - follow the instructions below to produce the race results.

Scenario #2: Wind Disappears on First Lap

Shortly after the start of the race the wind disappears and boats are making no progress against the tide. It is likely that the sea breeze will arrive within the next 30 minutes or so. In a situation where no boat has completed a lap you should consider ABANDONING the race (red beacon and 3 hoots) and try again as the new breeze becomes established.

While you are deciding what changes need to be made to the course, ask the safety boats to inform competitors that the race is abandoned and either go ashore to wait for the restart or gather by the club line. If you do change course remember to signal this with Flag C and two hoots.

Scenario #3: Wind Disappears on Final Lap

This is not an uncommon experience at Starcross - especially for evening racing. If the failing wind affects the majority of boats in the race you can signal the abandonment of the race (red beacon and 3 hoots) - and because all boats will have completed at least one lap you can produce results based on the laps completed .

In this scenario the race meets the requirement for a curtailed race - follow the instructions below to produce the race results.

What is a curtailed race?

If a race has started and has progressed beyond the first lap for ALL boats AND conditions change such that the race cannot continue (e.g. extreme high winds, no wind, or some other emergency), a race may be signalled as abandoned as described above. At Starcross YC in this situation we have a long-standing (*at least the last 25 years*) Sailing Instruction that allows the OOD to produce results from an Abandoned race by taking results from the laps completed before the abandonment.

We call a race scored this way a CURTAILED race. It can only be used when *all boats still racing at the abandonment have completed at least one lap*. For obvious reasons a Pursuit Race cannot be curtailed.

To produce the results for a curtailed race the OOD should do the following using the raceManager system:

- On the RESULTS page select the **Change Finish Lap** option
- Set the finish lap for EACH fleet as follows - depending on the type of race scoring used

Handicap scoring

set the finish lap to the last lap that all boats in each fleet have completed

Average Lap scoring

set the finish lap to the last lap that the leading boat finished before the abandonment

The system will then make the calculations to re-score the race. You can use this function to change the no. of laps for each fleet at any time.