

LTSC Race Officers

Course Setting

# Introduction and Objective

- Introduce the factors that influence course setting
  - Course position
  - Course lengths
  - The marks to be used
- Differentiate between Solent & River starts
  - Example Solent courses
  - Example River Line courses
- There is no single right answer

# Course Position

- Different parameters for River and Solent starts
  - River starts
    - East or West of the River
    - Tide direction
    - Availability of marks
    - Shortening the course
  - Solent starts
    - Crossing the channel
    - Tide direction
    - Availability of marks
    - Lap timed courses

# Course Length

- Know the target time for the race & the time limit
  - Find them in the DSSI
  - Target is for the first boat
  - Consider lap time for slower boats
- Differentiate by fleet
  - Fleet 1 needs a longer course
  - A course for Fleet 3 is often too short for Fleet 2 (and vice versa)
  - Fleet 4 needs to be short and simple.

# Marks to be used

- Defined on the Course cards
  - On the official Notice Board
  - River Marks for most club racing
  - Solent Marks for long distance races
- Local idiosyncrasies
  - Do not use the posts
  - Consider how many movables you might need
  - It is too shallow around Oxey Entrance (Diamond) towards low water.
  - Marks to Port on a flood tide, to Starboard on an ebb tide.
  - Marks are rounding marks unless specified otherwise.

# Solent Courses

- Baverstock start except
  - Very light weather in the summer - Fortuna
  - Nasty weather in the winter – River with the Harbour Master’s permission
  - Baverstock refit – Fortuna
  - All comments from here assume Baverstock
- Course Length guide lines
  - Fleet 1 – Mark + 3 times
  - Fleet 3 – Mark W 3 times
  - Fleet 2 – Somewhere between!
  - All comments from here assume Baverstock
- Adapt these lengths for wind direction and strength.

# Solent Courses – Find your beat

- Are fixed marks available
  - For Fleet 1 & shorter courses
- Points for consideration
  - + is good in a SW but is not in line with either Spade or W. Do you need a moveable to differentiate course lengths?
  - Y and Acorn are good in an easterly
  - There are gaps for both westerlies and south easterlies
  - Have you allowed for the tidal offset?
  - The side of the committee boat for the starting line makes a difference.
  - Do you need movables to differentiate course lengths.

# Solent Courses – The course shape

- Fleet 1 - Normally windward leeward
  - They are mainly asymmetrics
- Fleets 2 & 3 - Should not / Need not be the same
  - Big range of handicaps from Contender to Tera
  - Triangle, the reaches can be too deep or too long
  - Trapezoid, tighter reaches with a run in between
  - Figure of 8, keeps the fleets in the middle of the course
- Try to keep the uptide legs inshore.

# Solent Courses – Random thoughts

- Some competitors like variation in the course
  - Cross the river but only outside the posts
  - Consider Marks D or S East of the river
  - Consider Marks T or B for fleet 1
  
- Some DON'Ts
  - Cross the river to marks Y or Z
  - Use Mark @ in the middle of summer
  - Use mark % at low tide
  - Make it too complicated

# River Courses

- Normally a start on the river line
  - Very low water you may start from Fortuna
  - Only if you feel that it is not safe to start in the River
  
- Course Length guide lines
  - Fleet 1 – Mark + twice
  - Fleet 2 – Mark + then Mark Spade or W
  - Fleet 3 – Mark Spade or W twice
  - Fleet 4 – Mark W once

# River courses – Find your course Area & beat

- West or East of the River
  - Tide back to the river
    - Dropping wind
    - Risk of capsizes
- Are there marks for different length beats
  - There are more marks to the west of the river
  - Do you need movables
  - Can you shorten to send fleets home
    - At one mark
    - Without a loop
    - Does this require a movable

# River Courses – The course shape

- Courses are displayed on shore
  - They don't have laps
  - Can be more complicated
  - Can be any shape
- Fleets will normally have different courses
  - Courses should overlap for safety reasons
  - Fleet 1 – windward leeward
  - Fleet 2 & 3 - Triangle sausage
  - Fleet 4 – There and back
- Try to keep the uptide legs inshore.

# River Courses – Course lengths

- Some example course lengths
- Rivergate is always in the course, out and back
- West Side
  - Fleet 1 – Plus + twice windward leeward
  - Fleet 2 – Plus, triangle via C & W with a run back
  - Fleet 3 – W , triangle with spade & W with a run back
  - Fleet 4 – W and Back
  - Choose between Y or Oakhaven for the leeward mark
- East side
  - Equivalent course use
    - Pi or E as the further mark
    - \$ or S as the nearer mark
    - Choose between Y or Oakhaven for the leeward mark
  - Choose between D or Z as the windward
- In both case you may need a moveable to get the correct mark rounding into the river

# River Courses – Random thoughts

- Some competitors like variation in the course
  - Consider a run out to the furthest mark first.
  - Only use the River chart marks (not B or T)
  - You can cross the river but only outside the posts
- Some DON'Ts
  - Cross the river to marks Y or Z
  - Use mark % at low tide