

# Prolines Match Racing League

## General Information

- Qualification rounds will take place on Tuesdays during the month of July. The finals will take place on Saturday July 30<sup>th</sup> (dates may change due to weather)
- Each team will compete in two qualification rounds to make the final. Entrants therefore should be available to race on two consecutive Tuesday evenings (see below for league format)
- Each team will race two matches per round. A match will be defined as best of three races
- A race will consist of one round of a windward/leeward course under white sail (see below for pre-start instructions)
- League points will be awarded as follows: 3 points for a straight 2-0 win. 2 points for a 2-1 win
- The top 2 teams in each qualifying section will go through to the semi-finals
- Helm and crew may swop positions if they desire to do so. However, one of the original pairing must helm should a sub be required on any occasion
- The club 420's will be used for the event. Any damage done is fully the sailor's responsibility
- Entry 30 euro per team. Entry limited to 12 teams. Closing date: Thursday 30<sup>th</sup> June

## League Format

### Qualifying Group A

Tuesday July 5 <sup>th</sup>		Tuesday July 12 <sup>th</sup>	
<b>Teams 1,2,3</b>	<b>Teams 4,5,6</b>	<b>Teams 1,3,5</b>	<b>Teams 2,4,6</b>
Team 1 V Team 3	Team 4 V Team 6	Team 1 V Team 5	Team 2 V Team 6
Team 2 V Team 3	Team 5 V Team 6	Team 3 V Team 5	Team 4 V Team 6
Team 1 V Team 2	Team 4 V Team 5	Team 1 V team 3	Team 2 V Team 4

### Qualifying Group B

Tuesday July 19 <sup>th</sup>		Tuesday July 26 <sup>th</sup>	
<b>Teams 7,8,9</b>	<b>Teams 10,11,12</b>	<b>Teams 7,9,11</b>	<b>Teams 8,10,12</b>
Team 7 V Team 9	Team 10 V Team 12	Team 7 V Team 11	Team 8 V Team 12
Team 8 V Team 9	Team 11 V Team 12	Team 9 V Team 11	Team 10 V Team 12
Team 7 V Team 8	Team 10 V Team 11	Team 7 V team 9	Team 8 V Team 10

\*Team Numbers will be drawn from a hat on Friday 1<sup>st</sup> July and posted on club website

### Finals: Saturday July 30<sup>th</sup>:

Winner Group A V Second Group B

----- **FINAL**

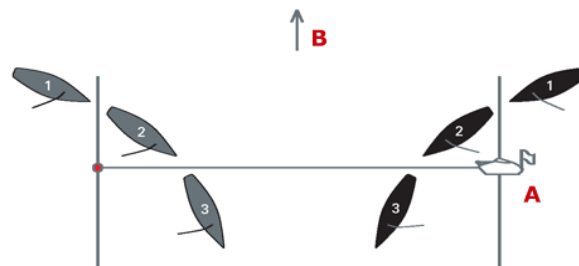
## Sailing Instructions

### Starting Instructions

The match racing start procedure is very precise. One boat gets the blue flag, which means it must enter the start area on port tack from the pin end. The other gets the yellow flag and must enter on starboard tack from the committee boat end of the start line.

- **3 minutes:** Preparatory signal (Boats enter starting box.)
- **2 minutes:** End of pre-start entry time (Penalty imposed on any boat that has failed to enter the starting box)
- **1 minute:** One minute warning
- **0 minutes:** Start

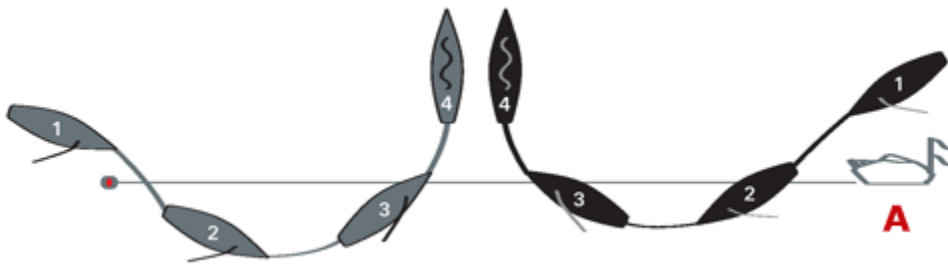
Both boats must be outside the ends of the start line at the 3 minute gun. The boats then enter the starting box from the windward side of the line. **Then the fight for an advantage begins...**



**Figure 1 - At the 5 minute gun. (A) Committee Boat, (B) Windward mark**

### The dial up

80% of match racing starts begin with a dial up as the first manoeuvre. Both boats enter the box, they sail a collision course, turn head to wind and come to a virtual halt. The trick here is to maintain steerage at these slow speeds for control of your boat.



**Figure 2 - The dial up. (A) Committee Boat, (B) Windward mark.**

Ultimately you want to push your opponent away from the starting area and/or block him from having a strong start, i.e returning to the line on time.

### **Protests and Penalties**

Most umpire decisions are player-initiated by a boat displaying flag Y. For such incidents, a decision will be given with the umpires indicating either a penalty (the coloured flag identifying the boat) or no penalty (white flag).

A boat with one outstanding penalty may take that penalty anytime during the match after starting and before finishing. Should a boat get a second penalty, she must always take one of them as soon as reasonably possible (but never before starting). A boat with more than two outstanding penalties will be given a black flag, and the match will be terminated and awarded to the other boat.

The penalty varies on different legs of the course. If a boat is sailing to a windward mark, the penalty is to gybe and, as soon as reasonably possible, luff to a closehauled course. If a boat is sailing to a leeward mark or the finishing line, the penalty is to tack and, as soon as reasonably possible, bear away to a downwind course.

If a boat has one or two outstanding penalties and the other boat in her match is penalised, one penalty for each boat is cancelled.

The benefit of this penalty system is that it keeps boats close together throughout the race. A penalised boat will try to get the other boat to break a rule, so that the penalty will be cancelled. This leads to aggressive, exciting sailing. A penalised boat will normally wait to take her penalty until she is far enough ahead that she is likely to still be in control after taking the penalty, or wait until just before finishing.

### **More Serious Penalties**

Sometimes breaking a rule and getting penalised leaves a boat in a better position than she would have been if she had not broken a rule. In such cases the umpires have several options:

1. To give the penalty as a red-flag penalty
2. To give an additional, umpire initiated penalty
3. To display a black flag

The additional, umpire initiated penalty is meant to take away an advantage gained by a boat that broke a rule, especially if that advantage was gained through a deliberate breach of a rule at a critical time e.g. breaking a rule to avoid being OCS, barging at the start and denying an inside boat room at the mark. A red-flag penalty must be taken before the end of the leg being sailed

Should a boat that touches a mark gain a controlling position, the umpire may give a red flag penalty.

A boat taking a penalty shall keep clear of one that is not

The umpire's decision is final!

### **Scoring**

- League points will be awarded as follows: 3 points for a straight 2-0 win. 2 points for a 2-1 win
- The top 2 teams in each qualifying section will go through to the semi-finals
- In the case of teams finishing with same number of points
  - The team that won the match between those two teams goes through
  - If the teams did not meet, a one race playoff will be sailed. This race will involve two rounds of a windward/leeward course