

TEAM RACING

Hugh Wylam

Why?

Sociable

Short sharp races

Boats

Boat handling

Rules

FUN

Why now?

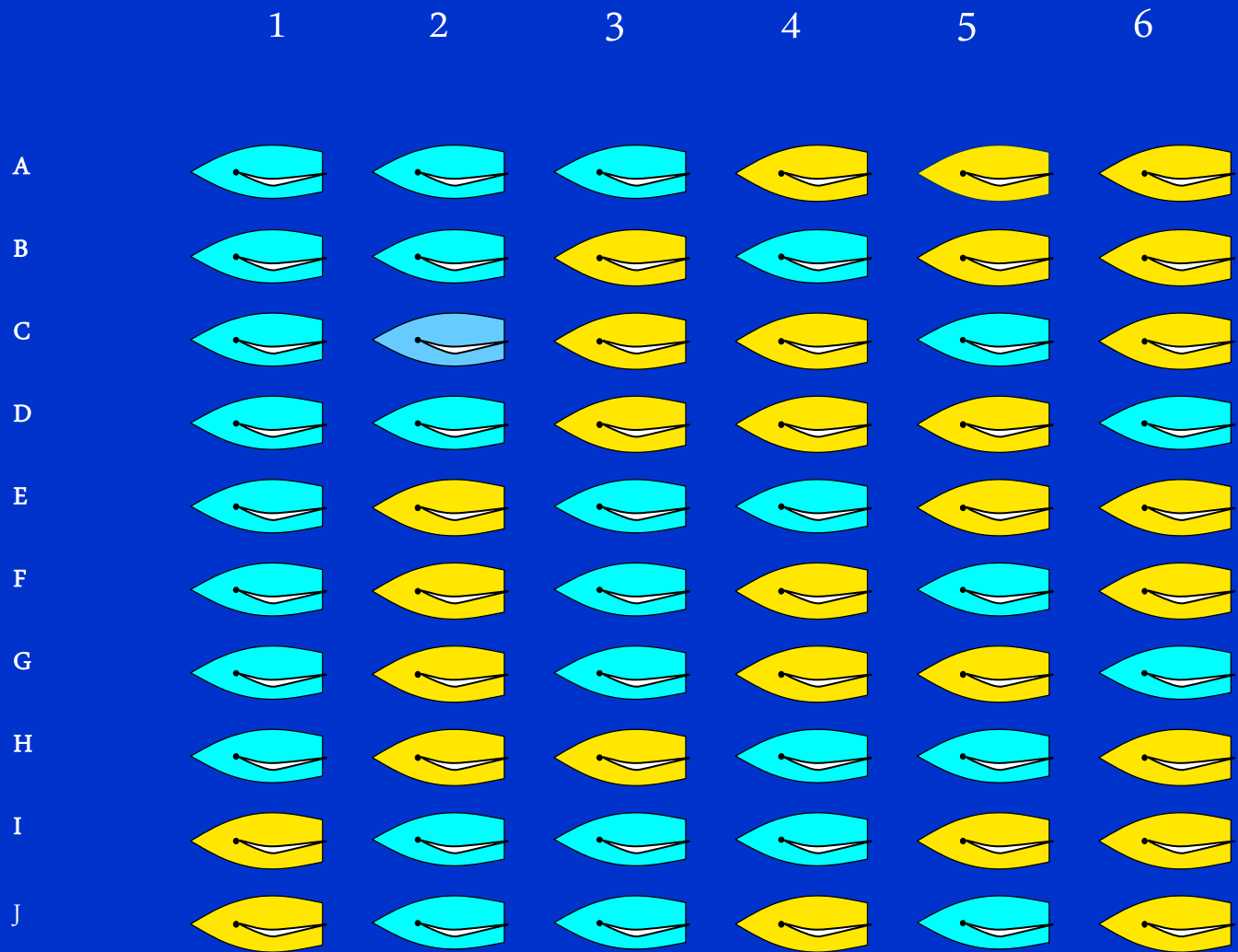
On-the-water Umpiring

World Championships

Scoring

Lowest score

If equal, then NOT LAST



Go FAST?

1

2

3

4

5

6



Go SLOW?

1

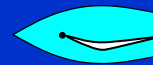
2

3

4

5

6



Go SLOW?

1

2

3

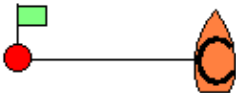
4

5

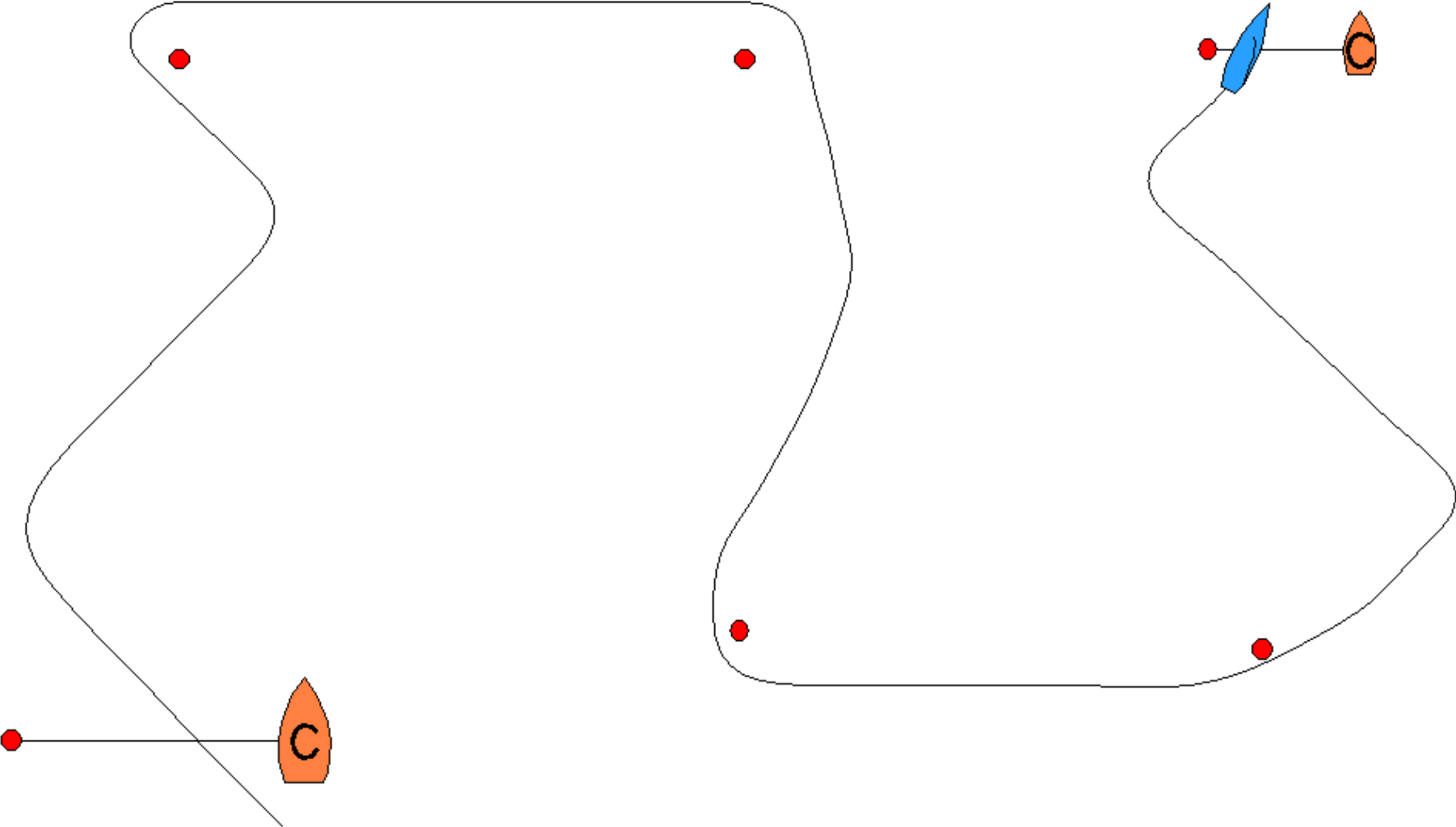
6



The Course



The Course



The START

3, 2, 1, Start or 4, 2, Start

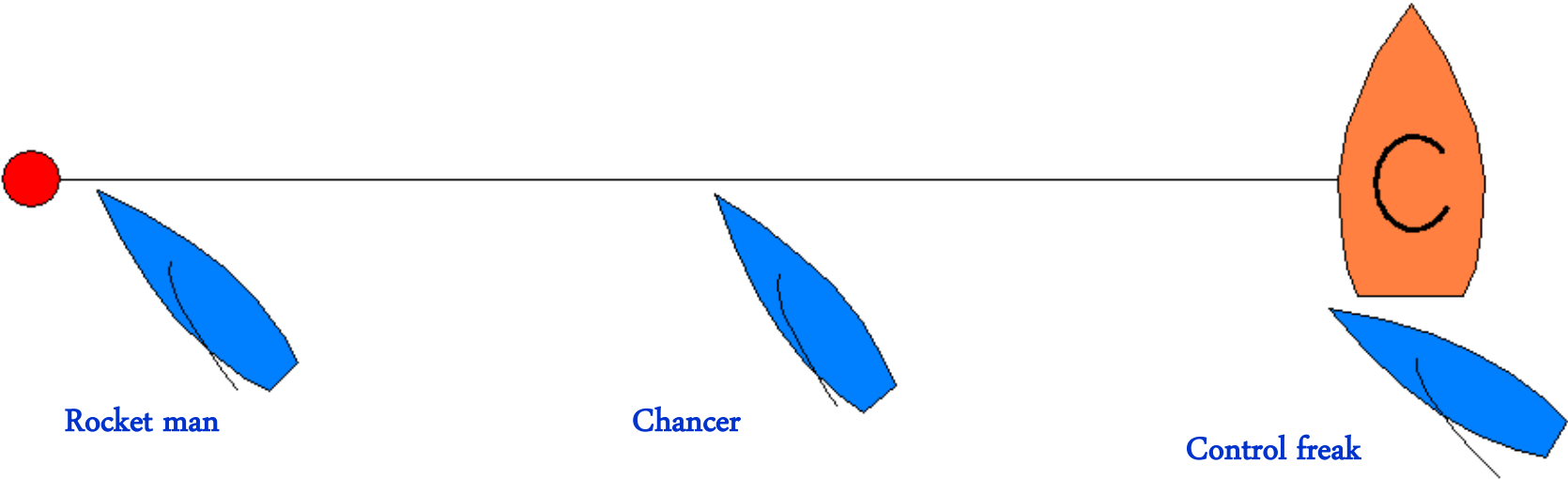
Have a plan!

Spread out

The Start



The Start



First beat

Go *FAST!*

Work out who is winning

Communicate

Windward Mark

Split your approach

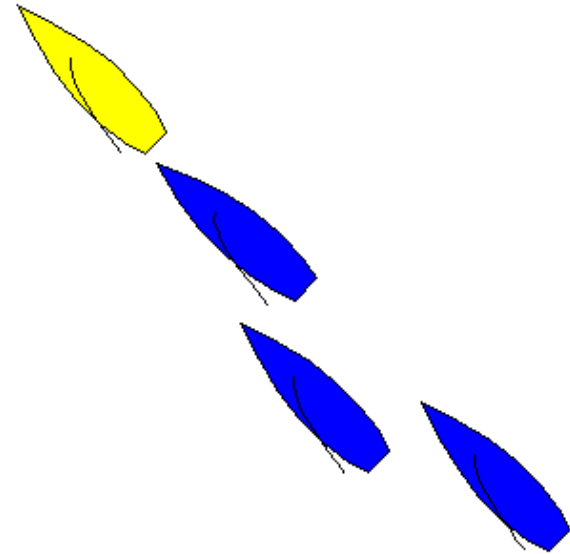
Go high if on port

Communicate

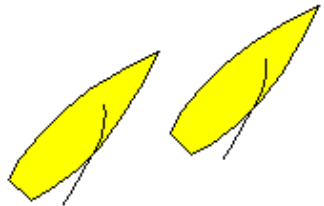
Split tacks



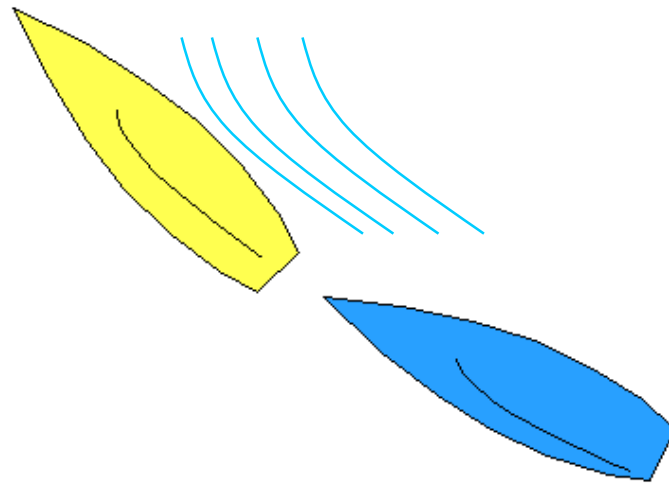
“I’ll try”



“See if you can slow them down”

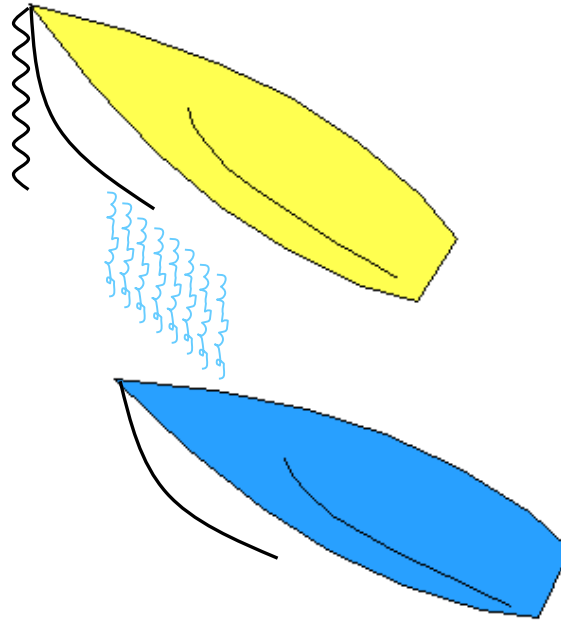


Over-sheeting

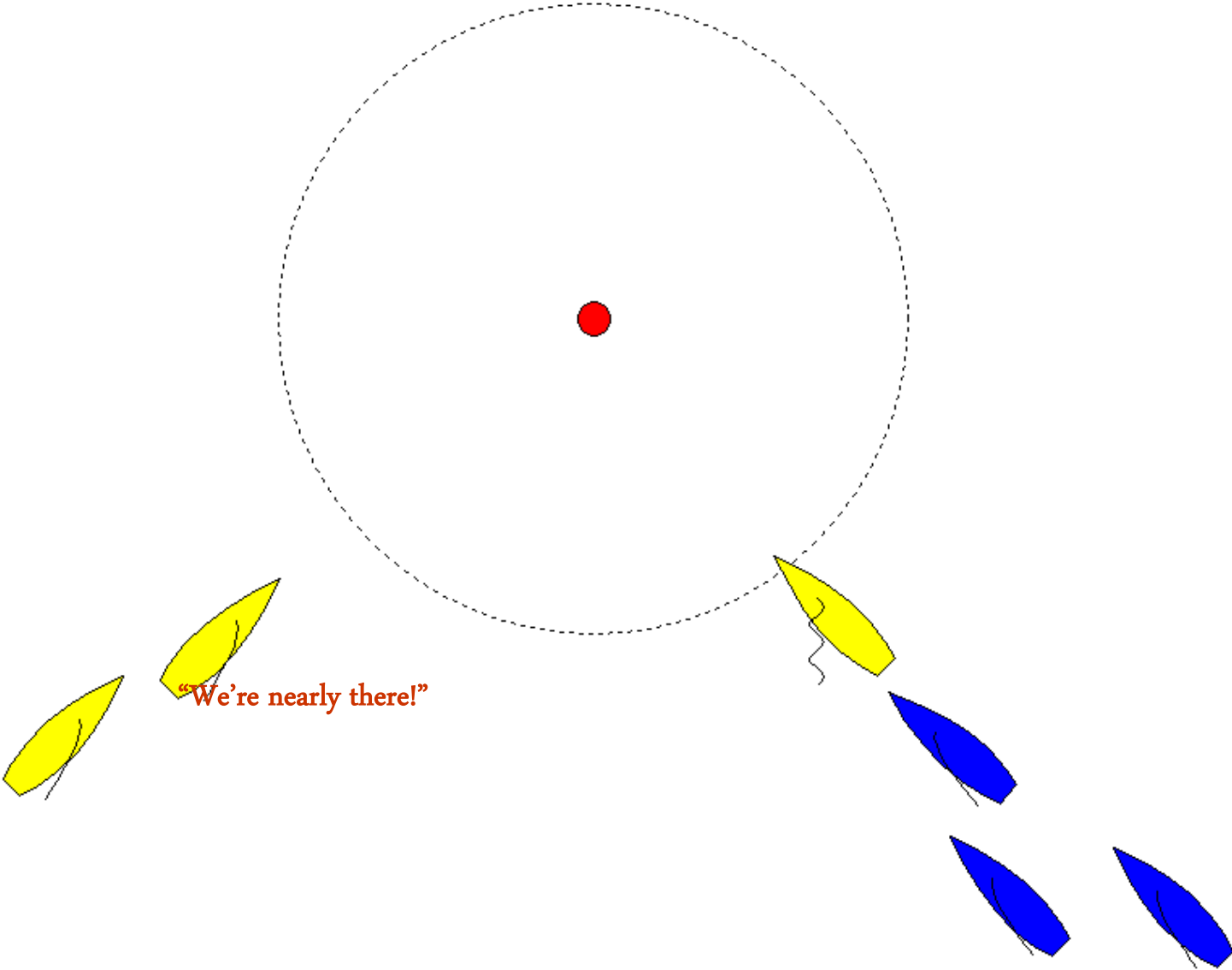


“Rats, I can’t point”

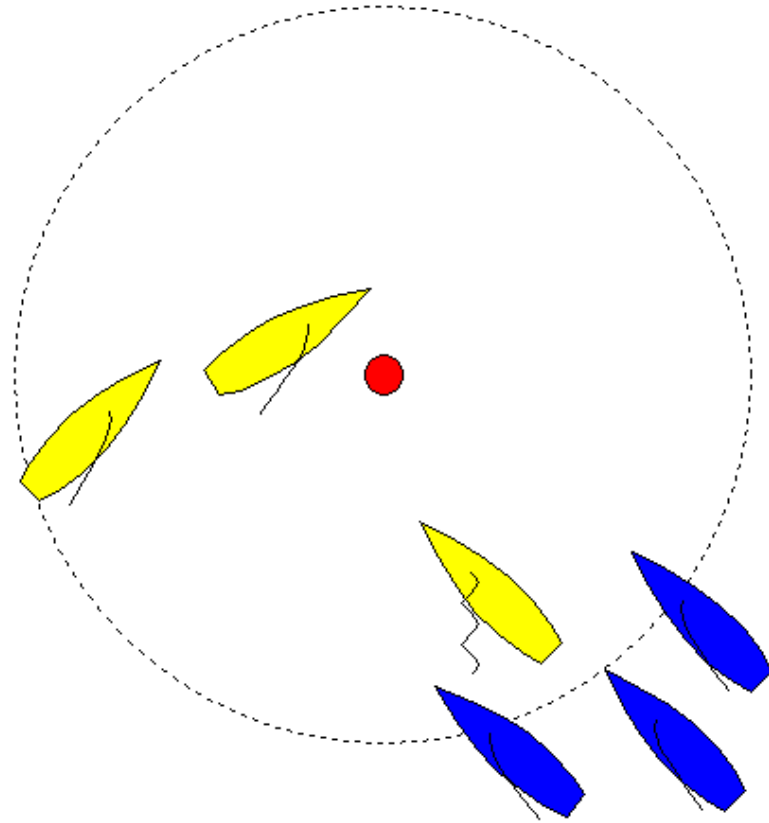
Close-cover



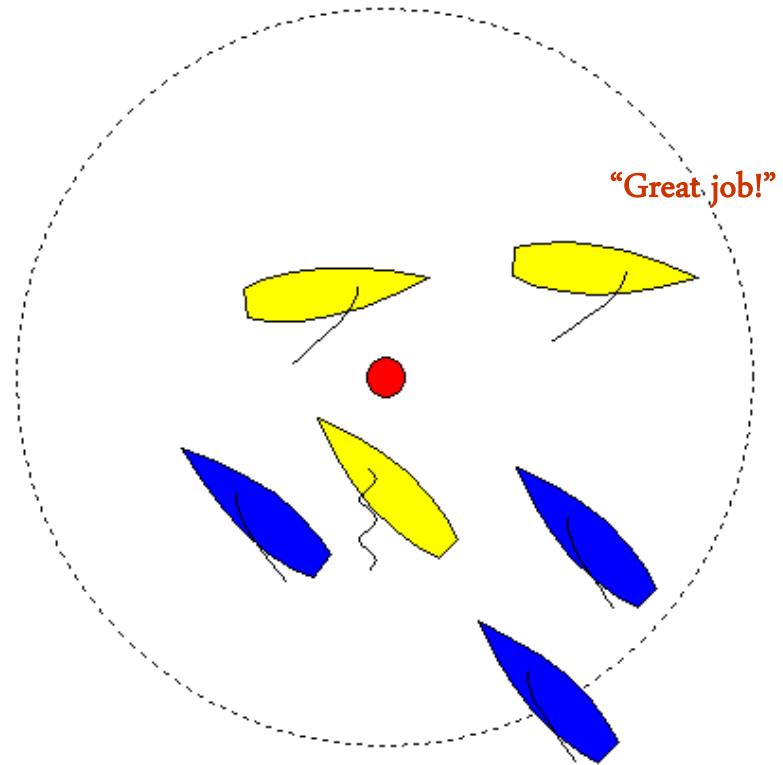
Split tacks



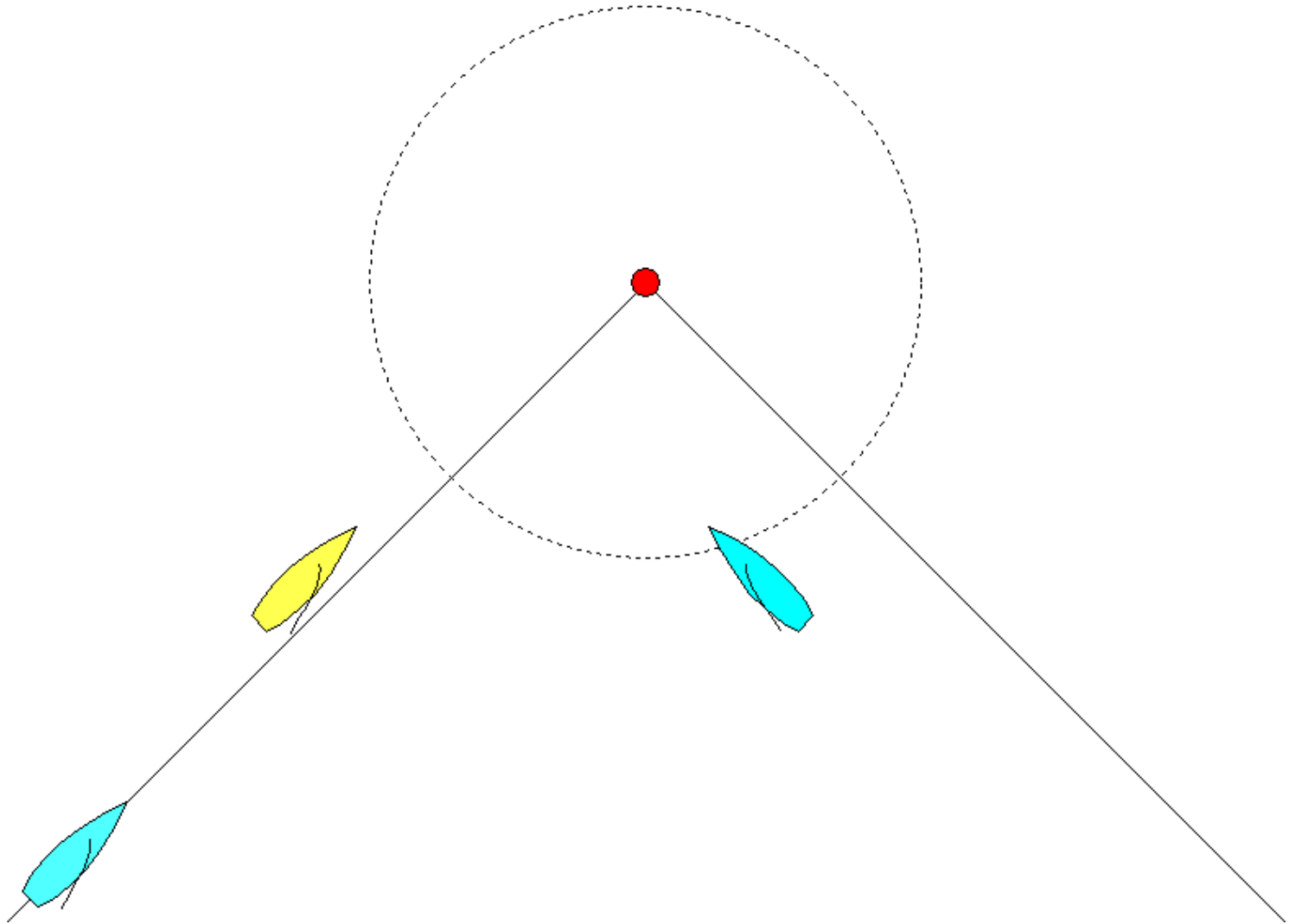
Split tacks



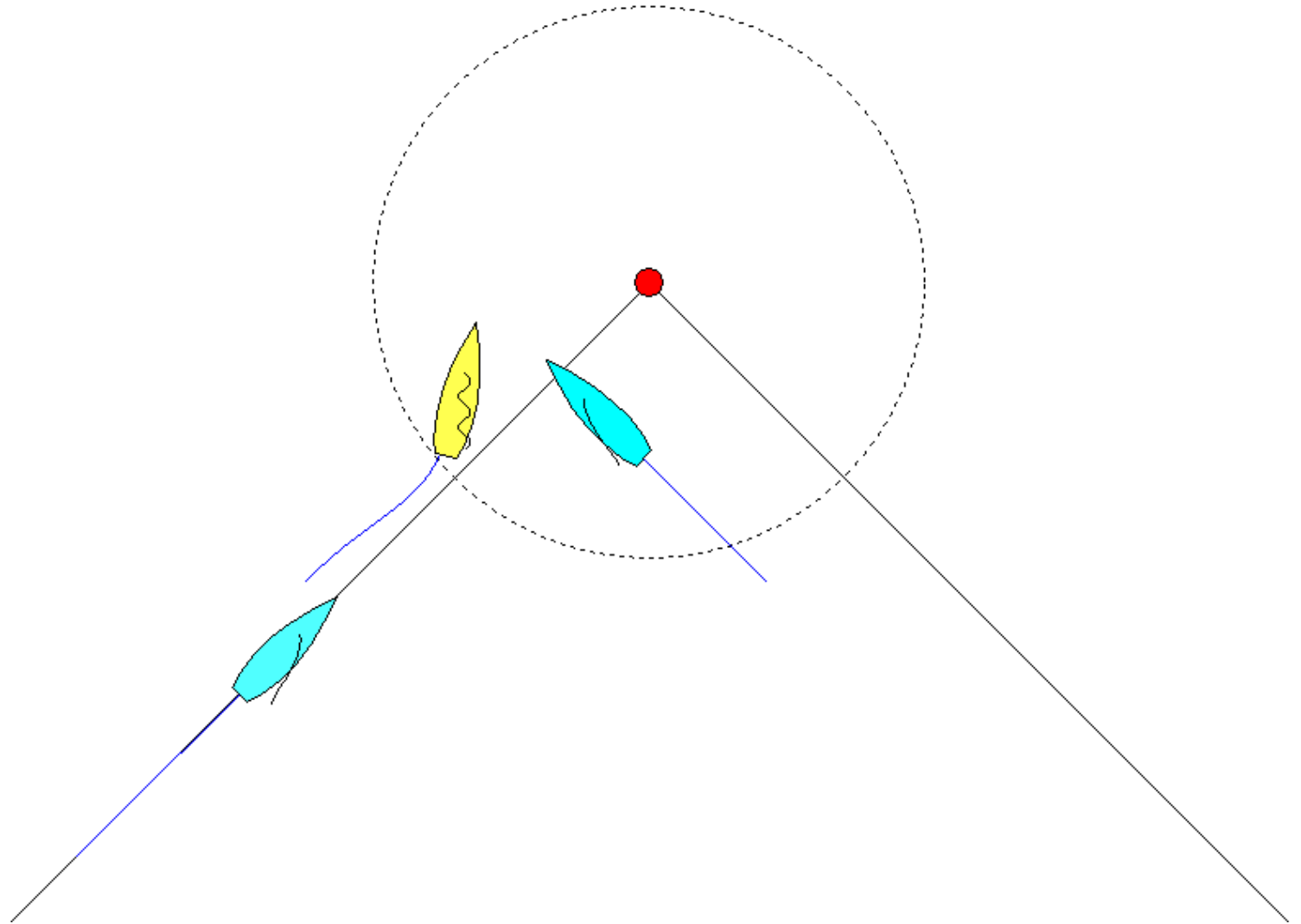
Split tacks



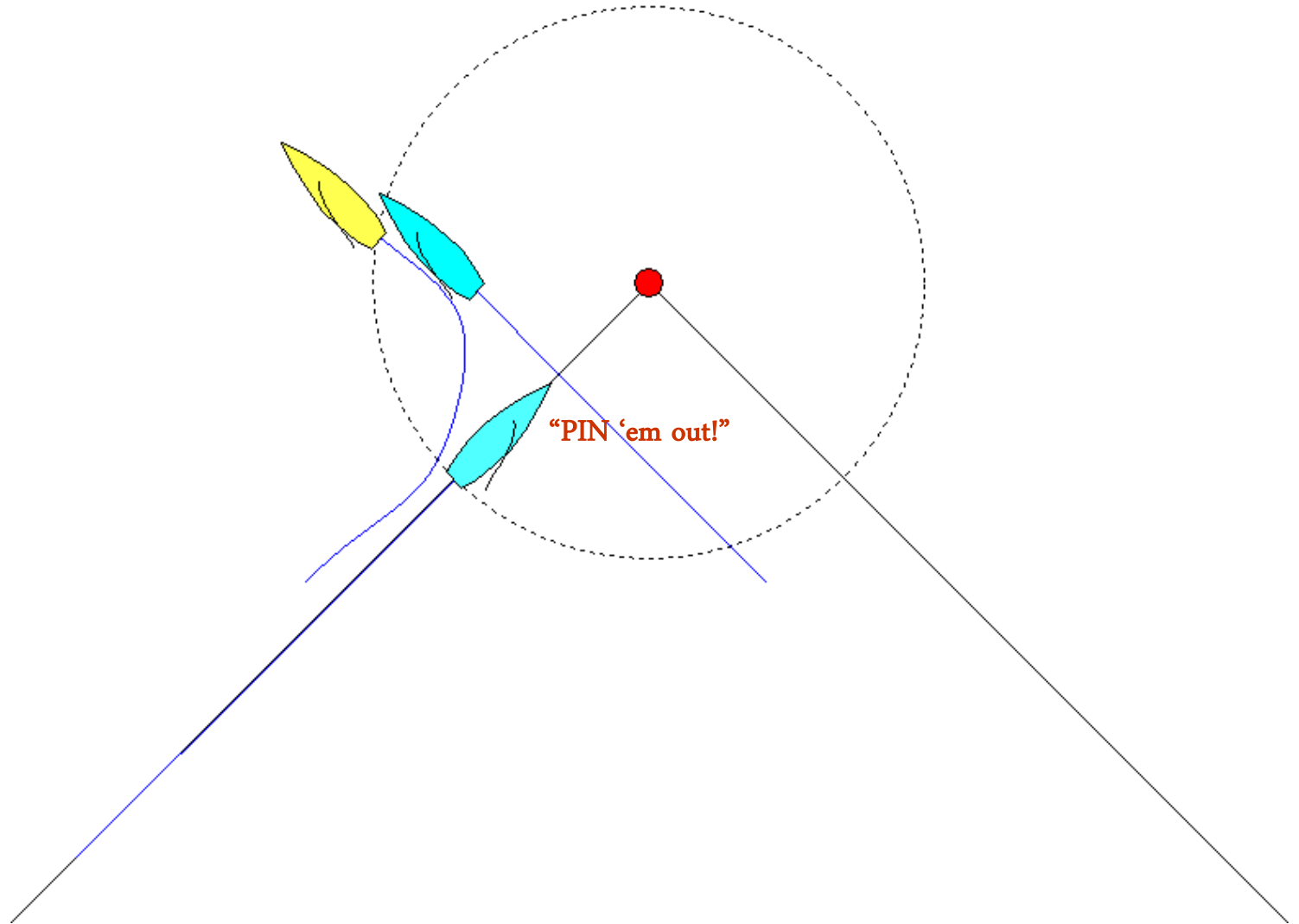
High on port



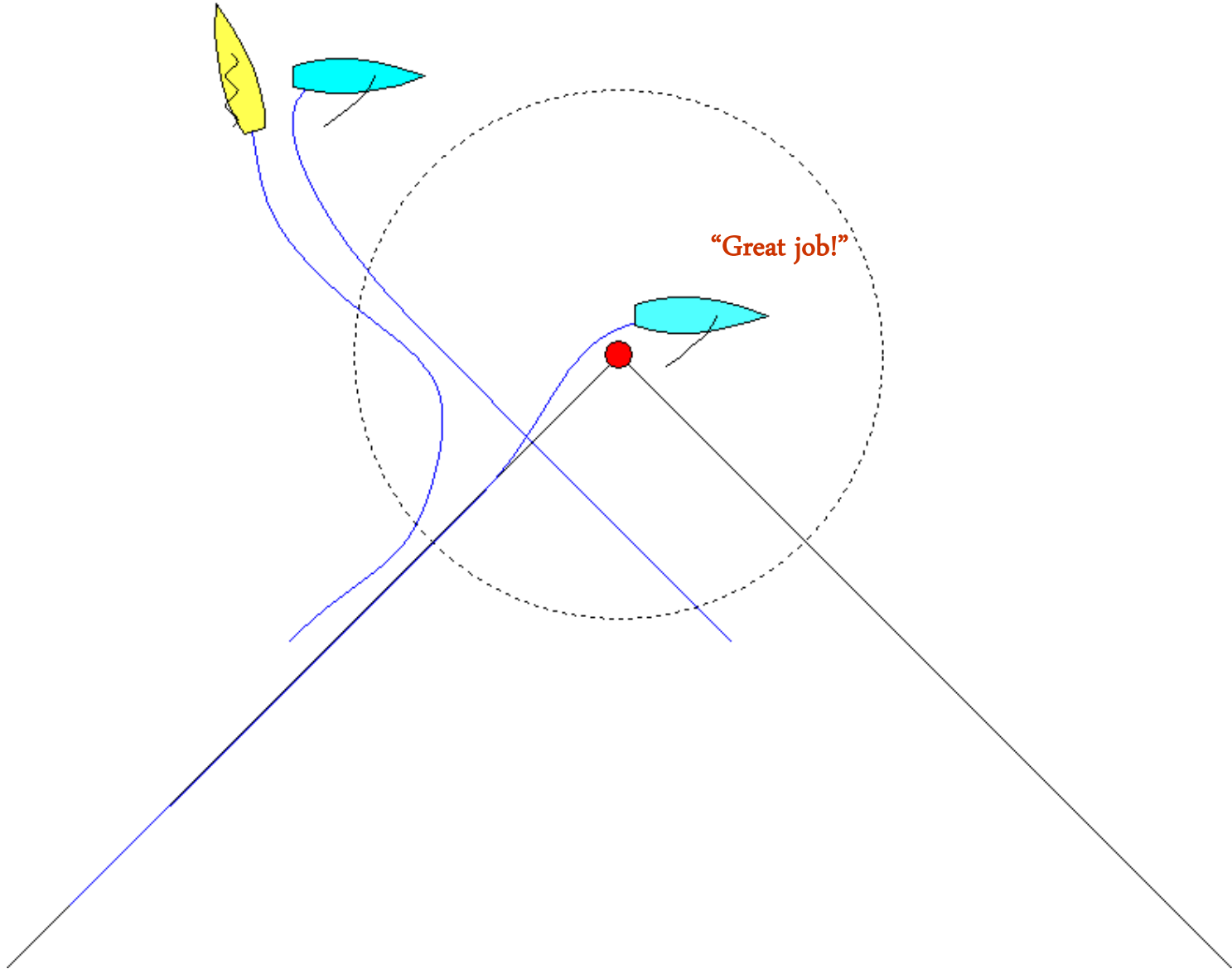
High on port



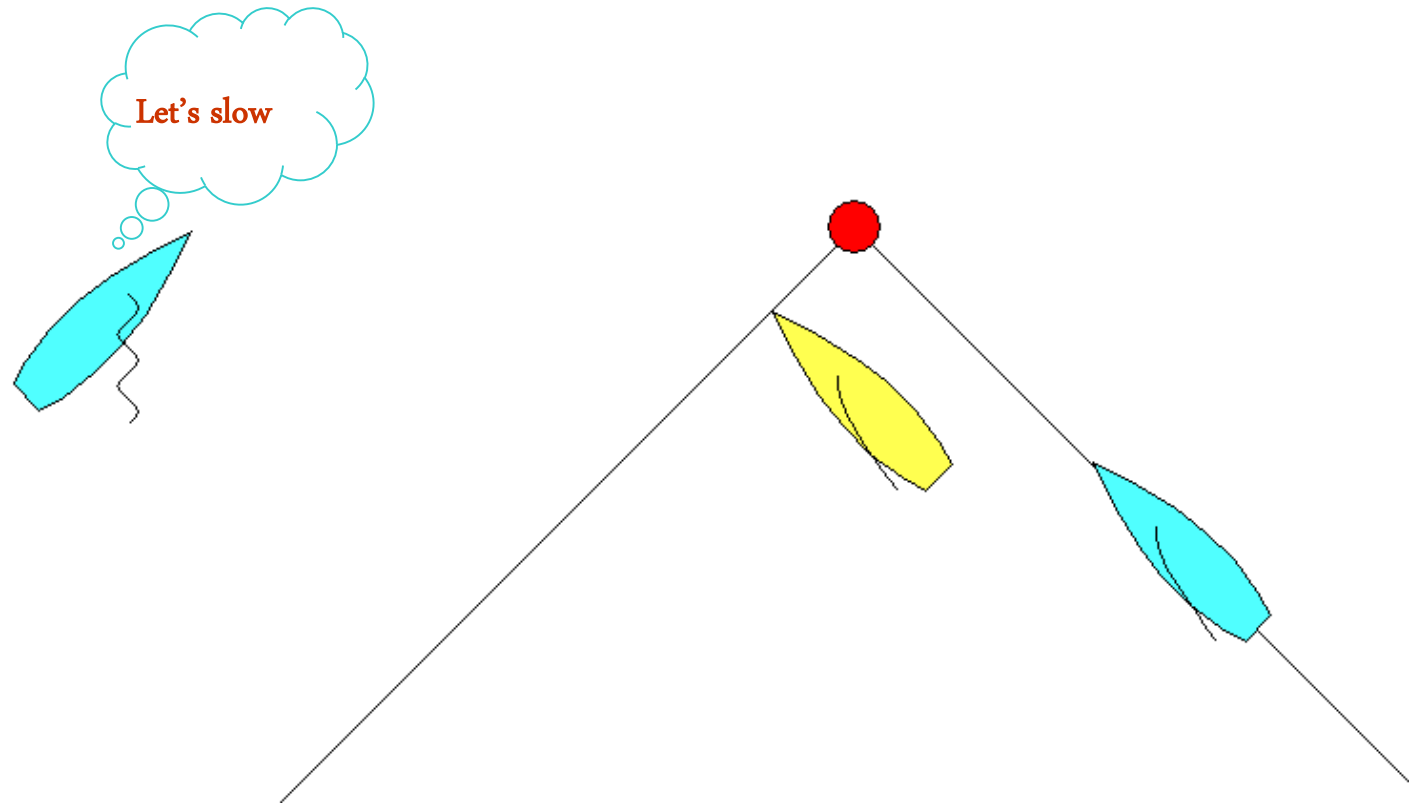
High on port



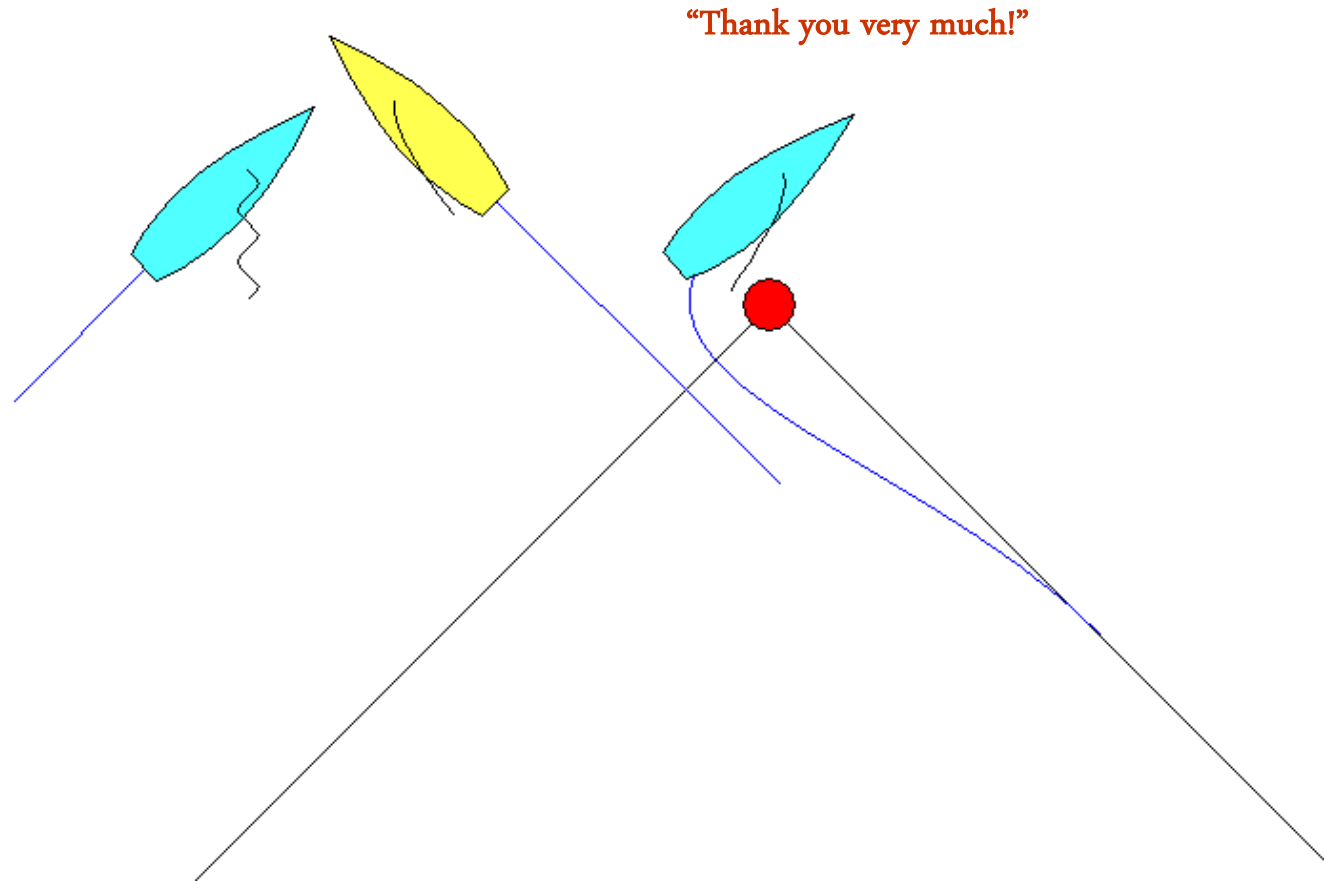
High on port



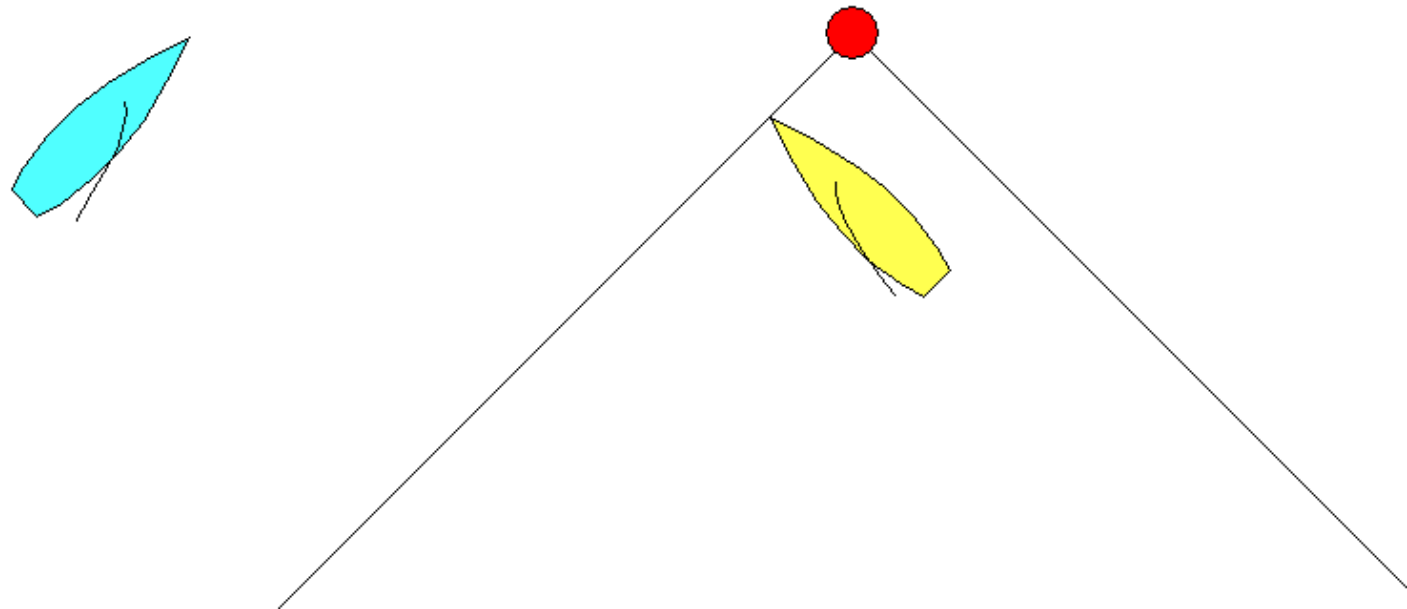
High on port



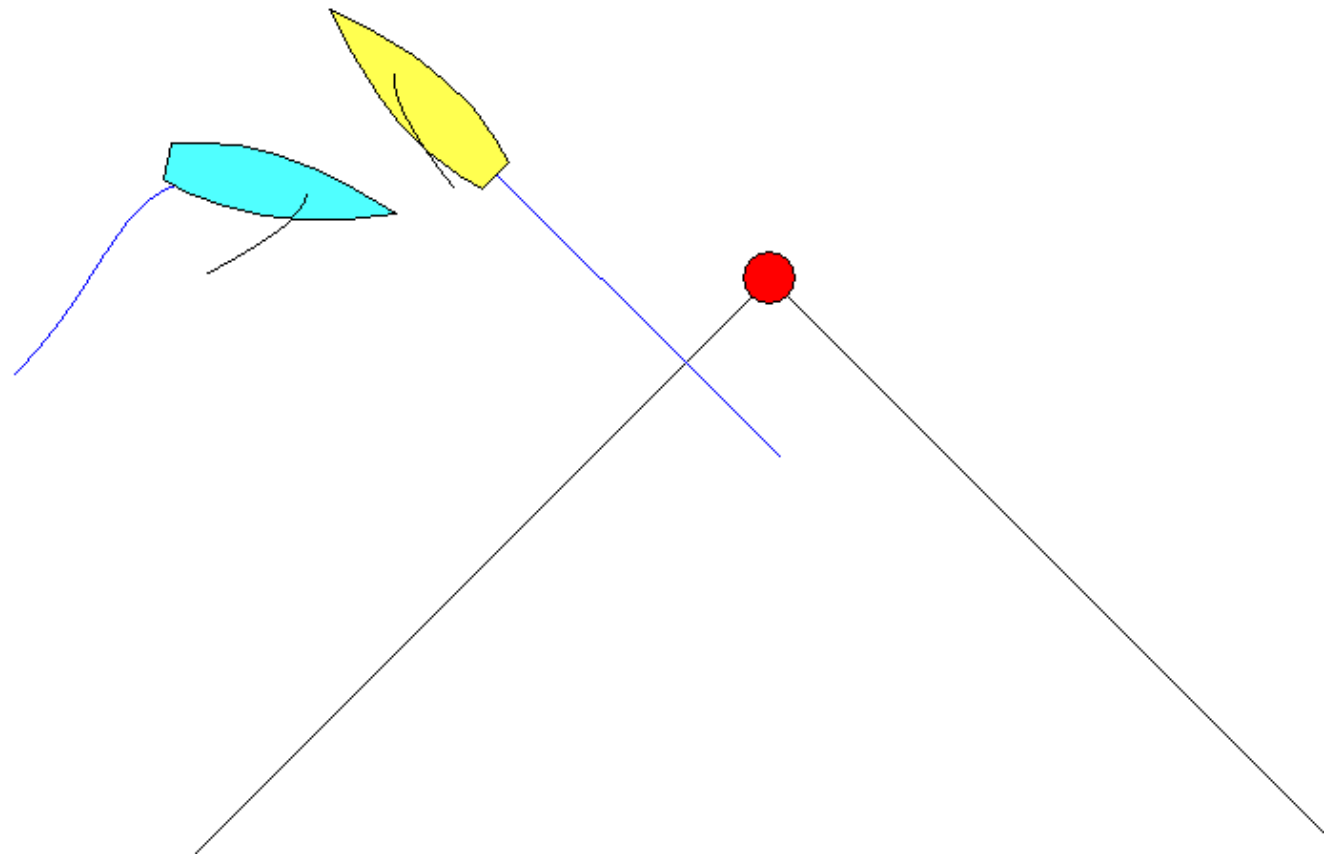
High on port



High on port

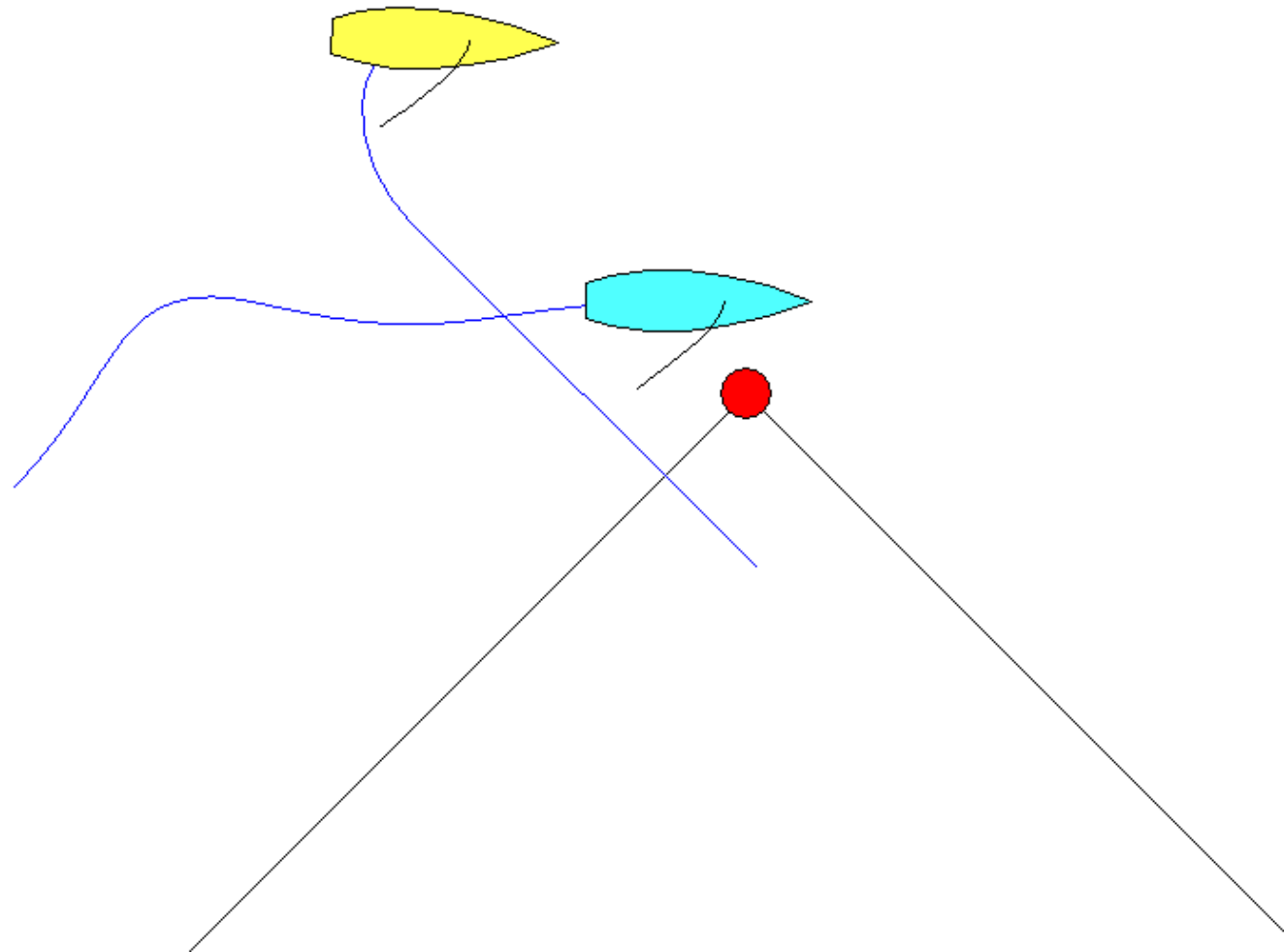


High on port

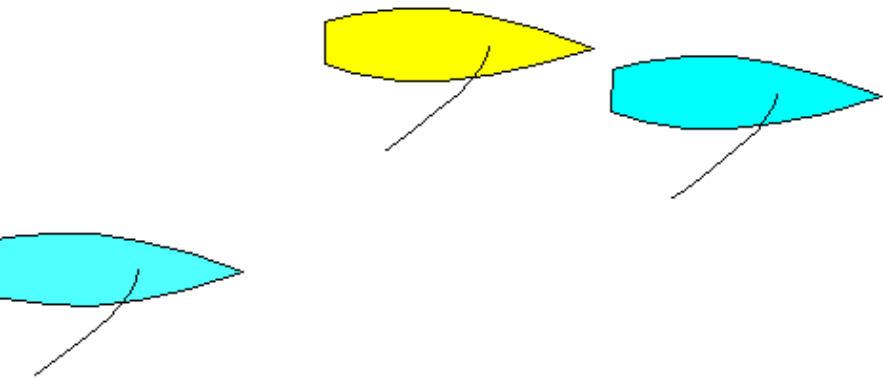


High on port

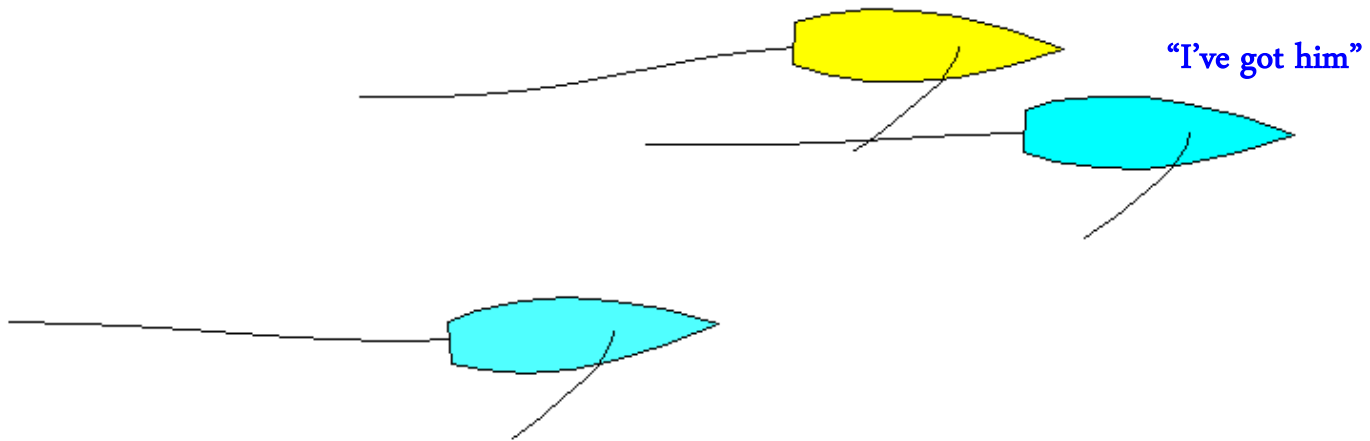
“Curses!”



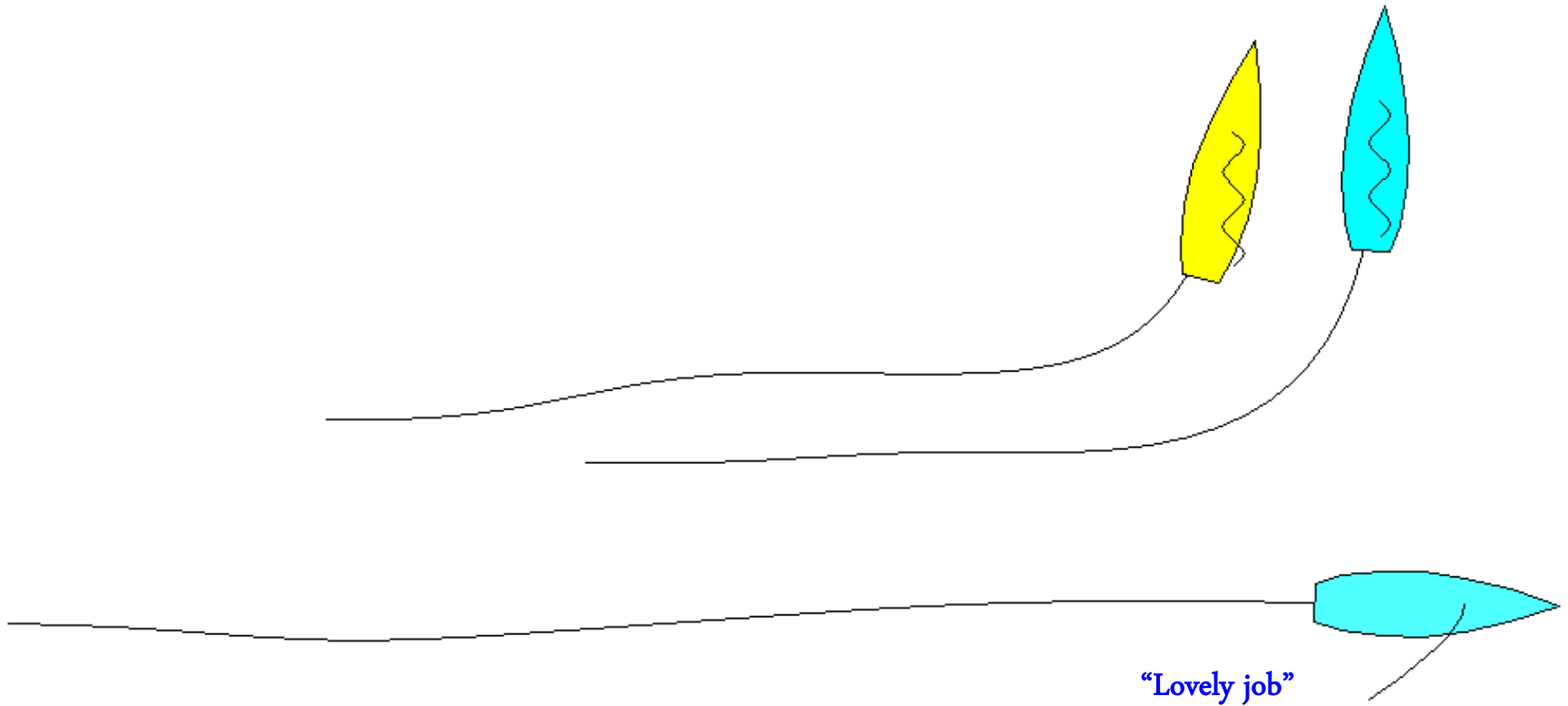
TOP REACH The Pick



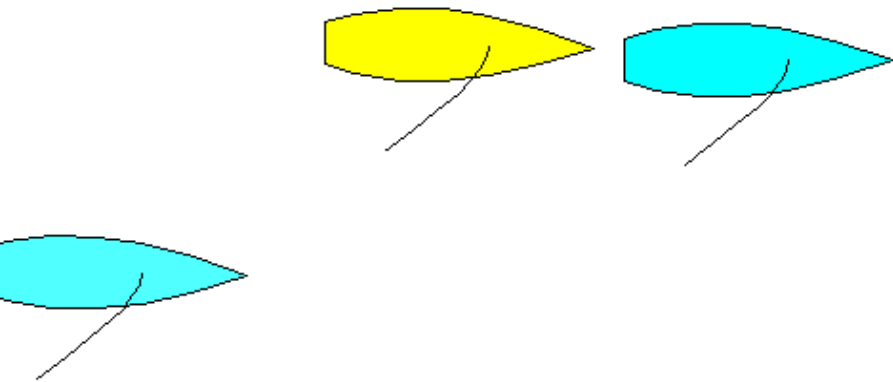
TOP REACH The Pick



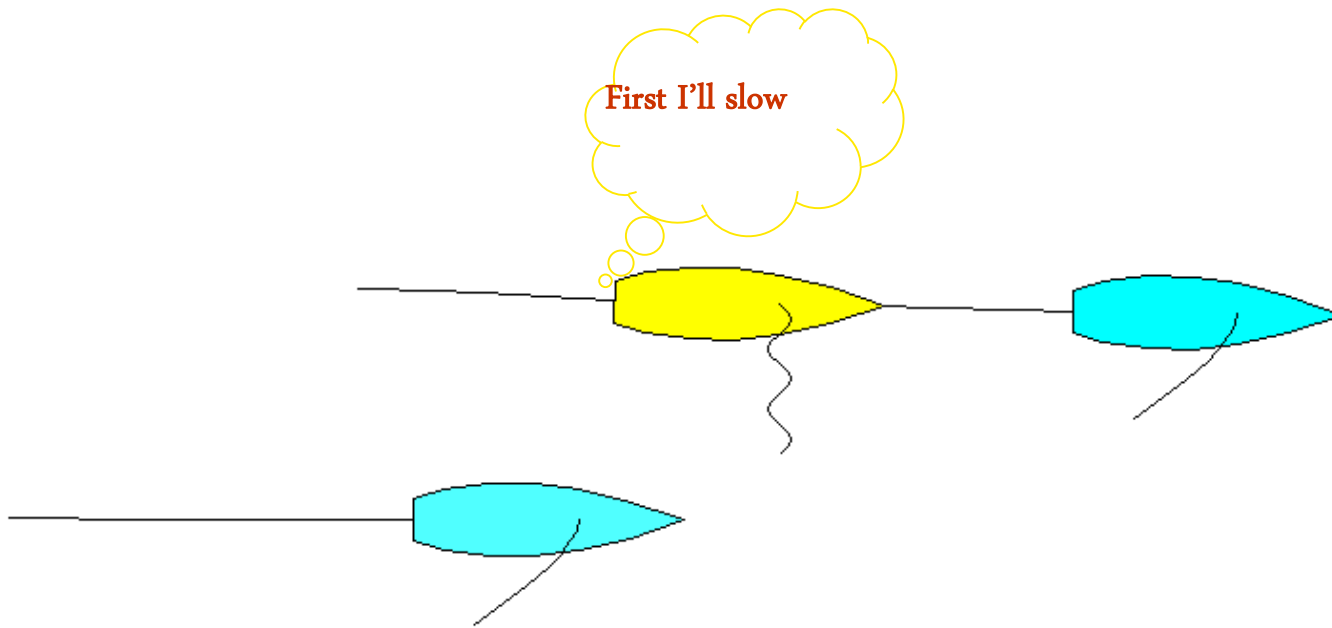
TOP REACH The Pick



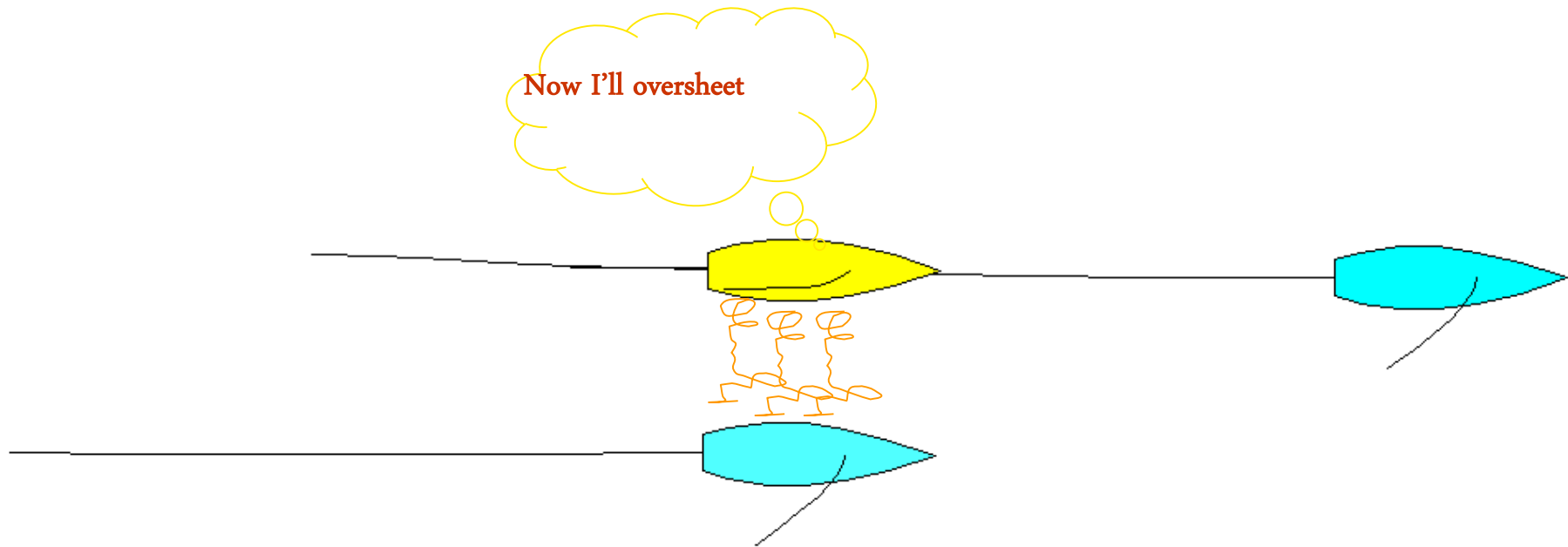
TOP REACH Get your retaliation in first!



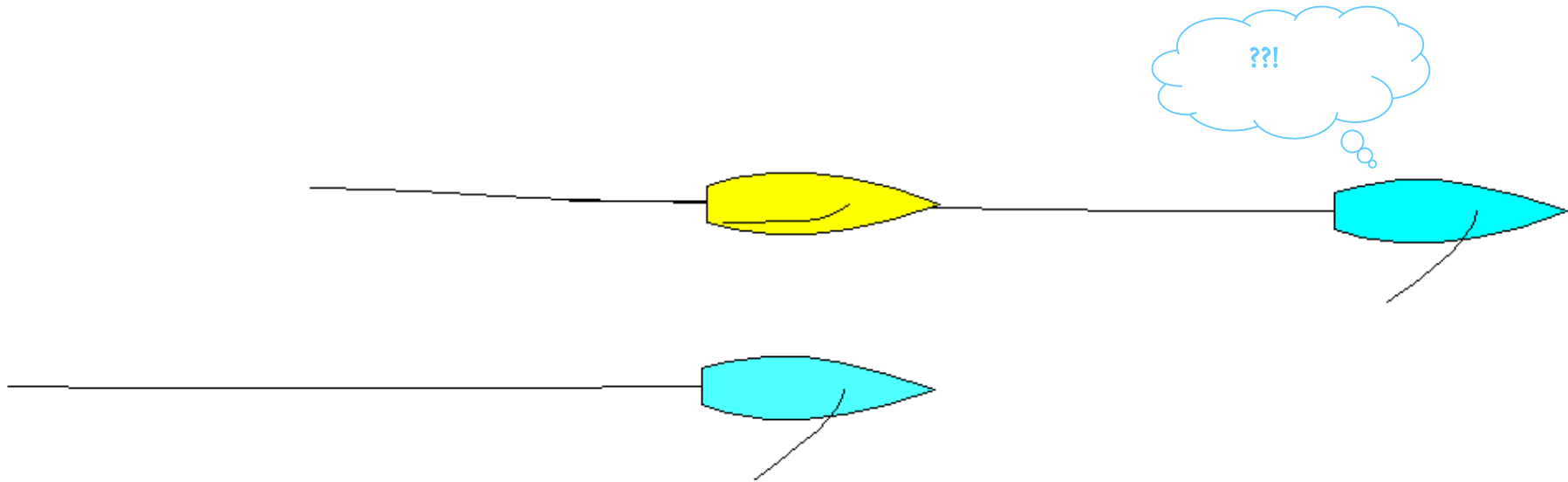
TOP REACH Get your retaliation in first!



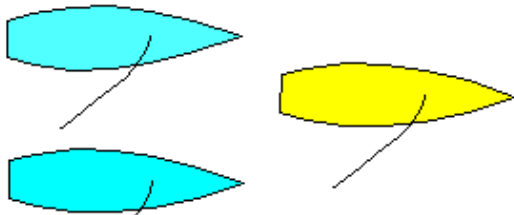
TOP REACH Get your retaliation in first!



TOP REACH Get your retaliation in first!



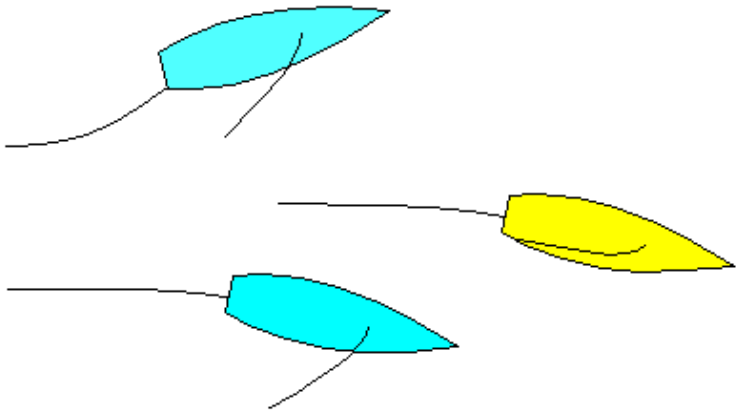
TOP REACH Hi-Low!



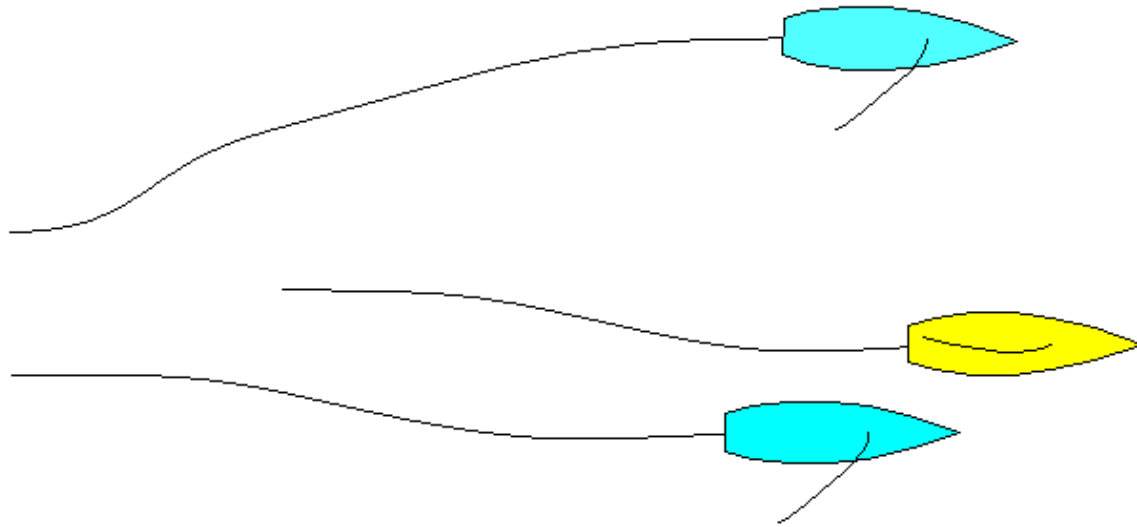
“You go high

I’ll go low”

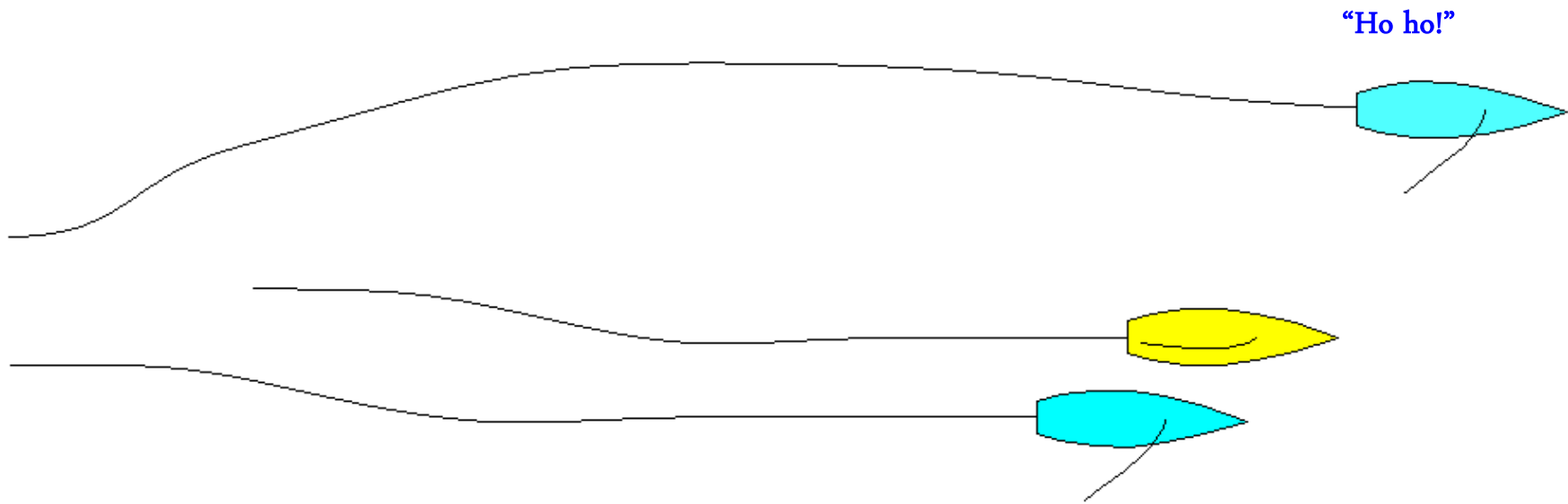
TOP REACH Hi-Low!



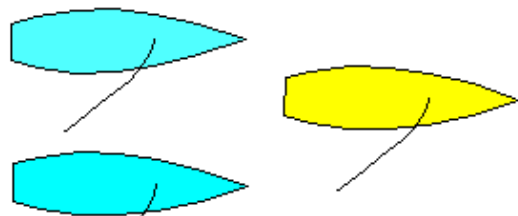
TOP REACH Hi-Low!



TOP REACH Hi-Low!



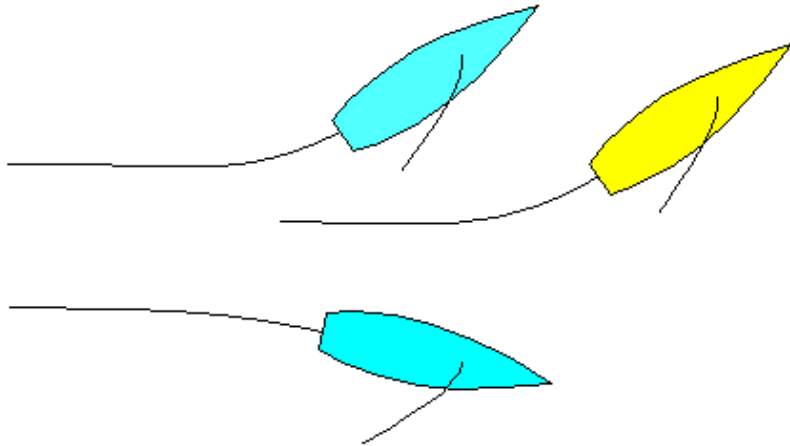
TOP REACH Hi-Low!



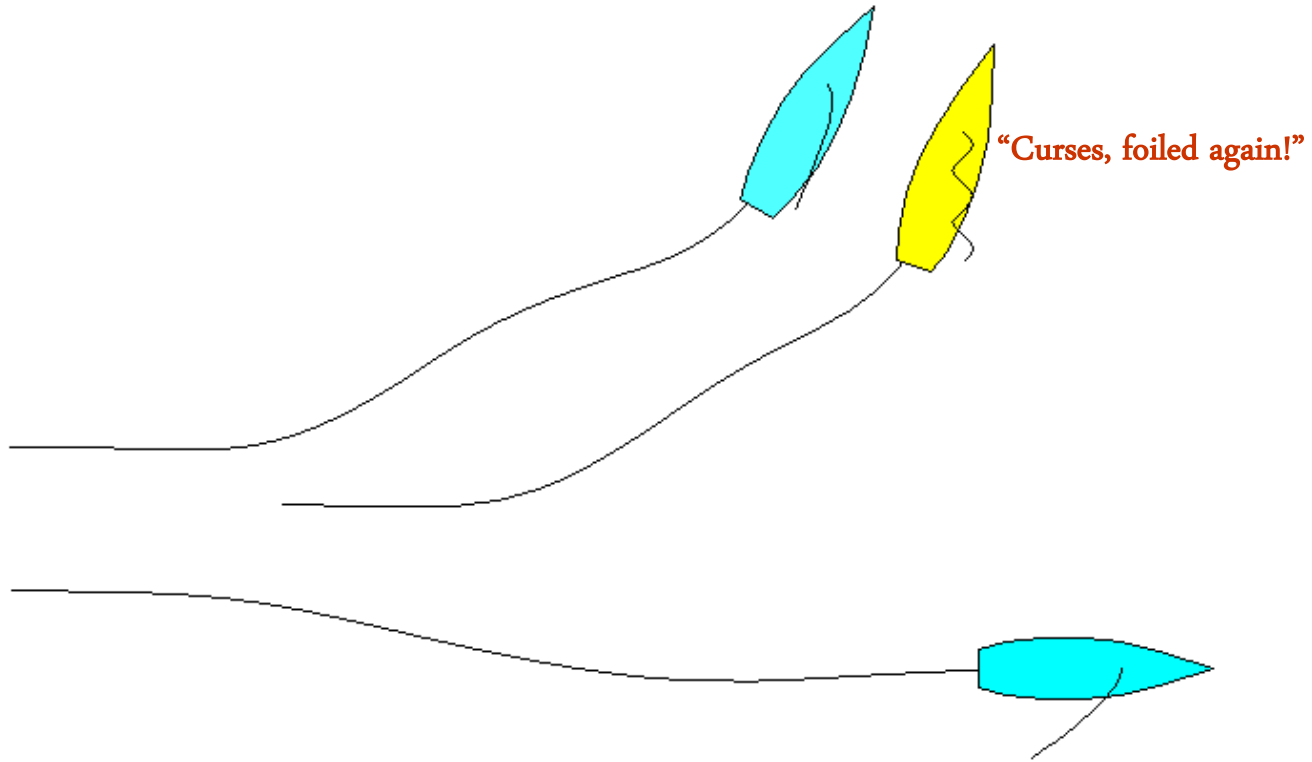
“You go high

I’ll go low”

TOP REACH Hi-Low!



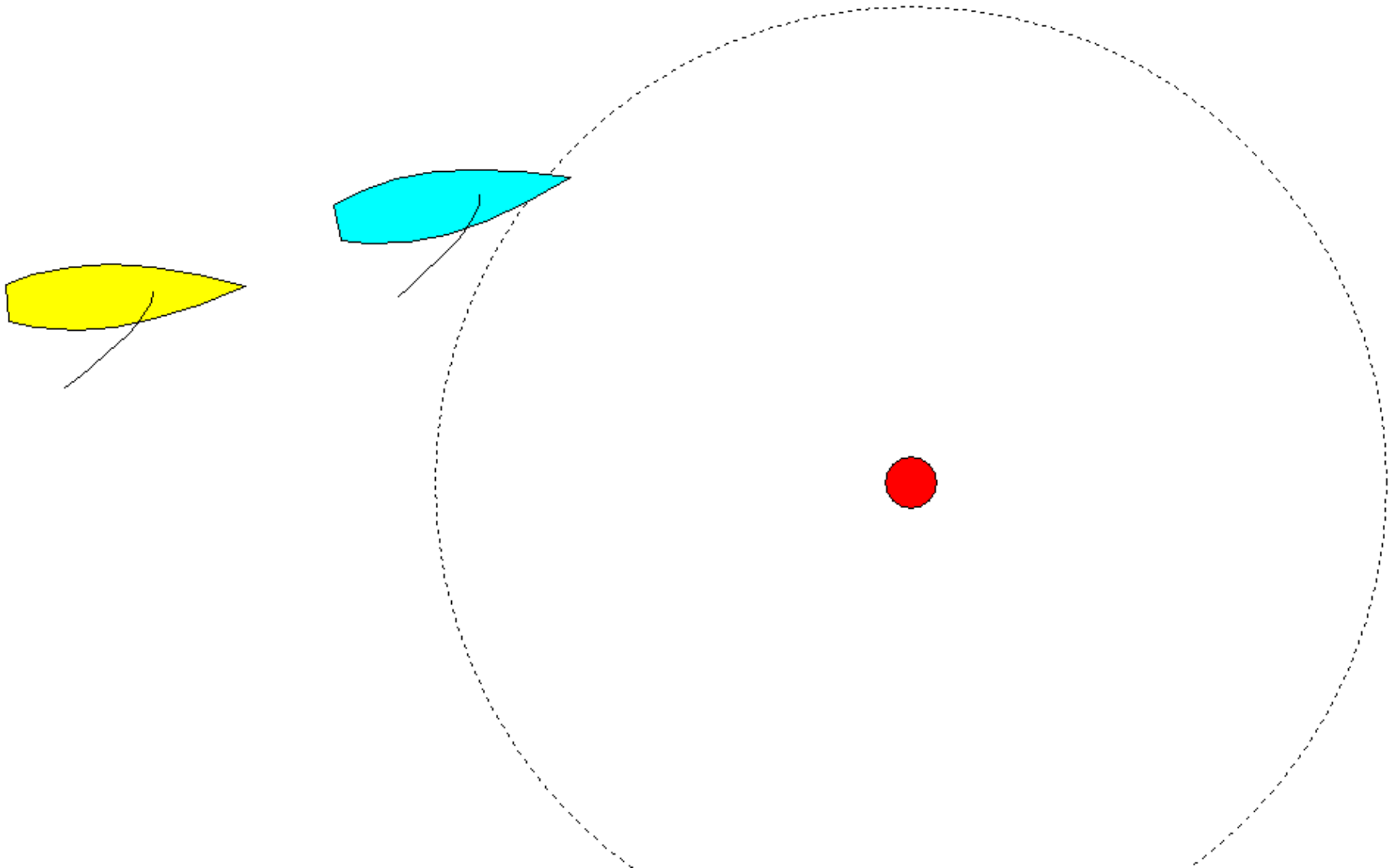
TOP REACH Hi-Low!



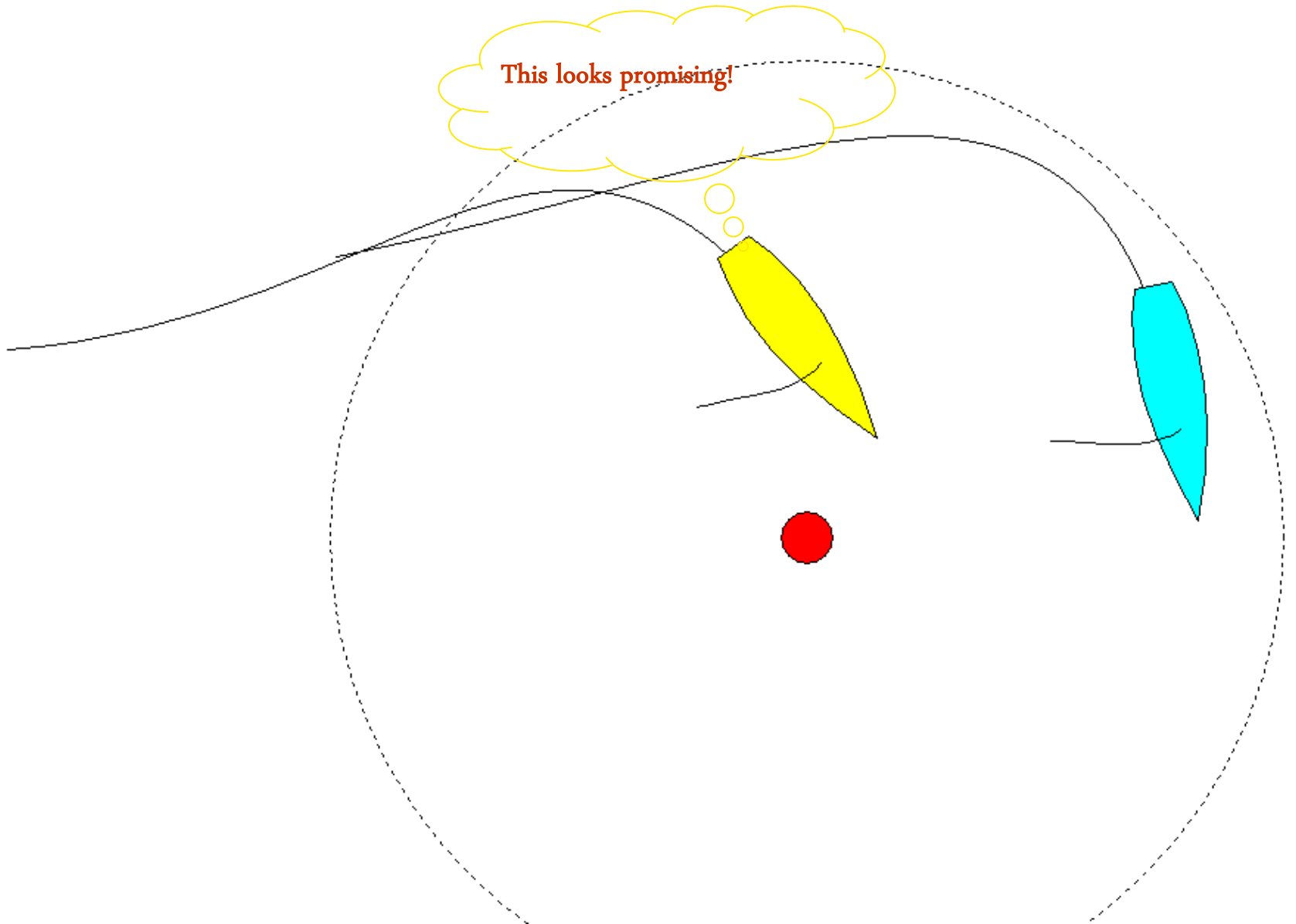
MARK 2

Strategy?

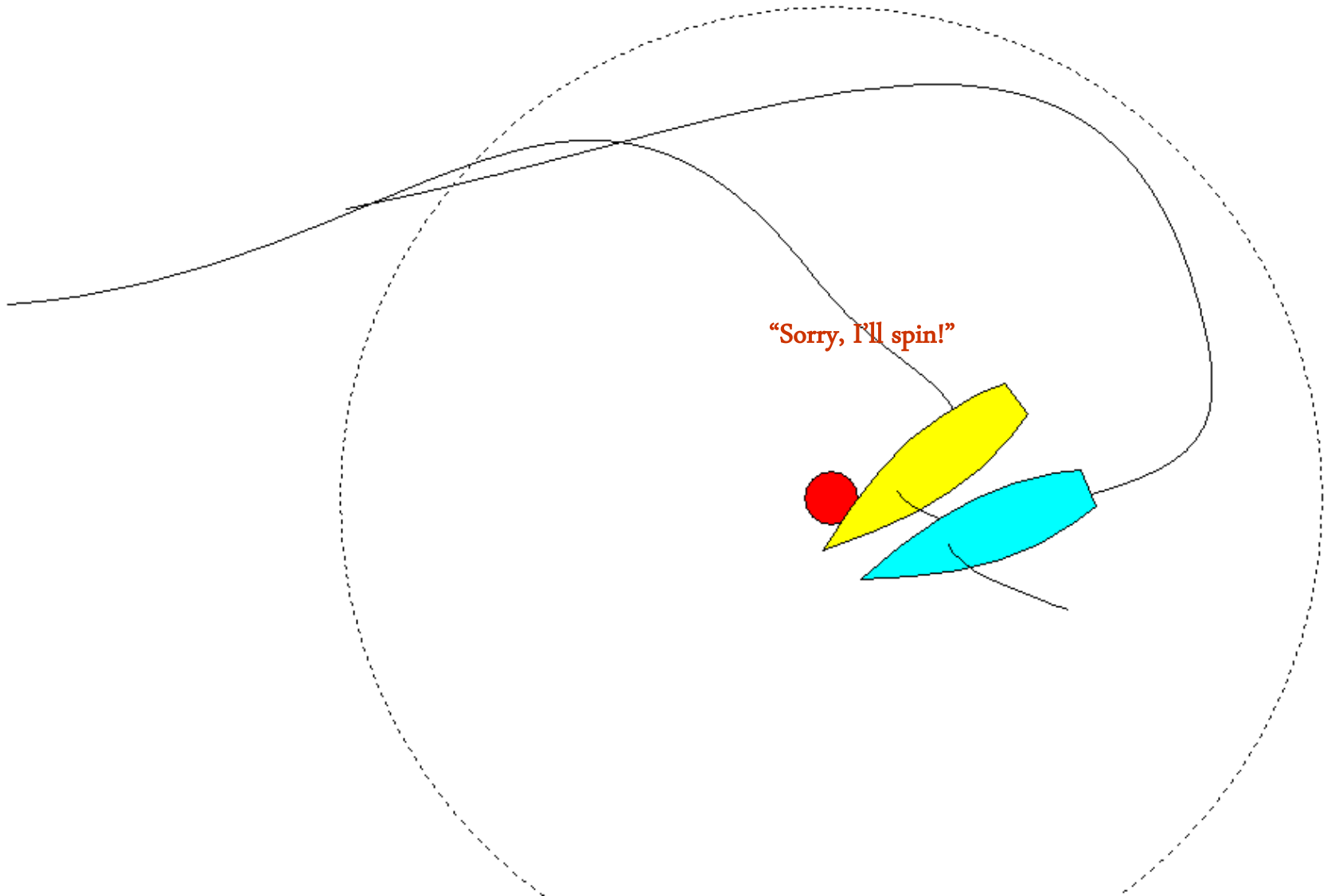
MARK 2 The trap!



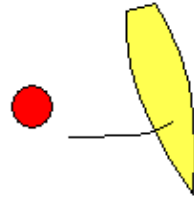
MARK 2 The trap!



MARK 2 The trap!



THE RUN Which way?



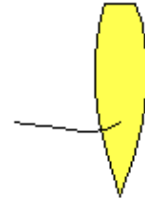
THE RUN Which way?



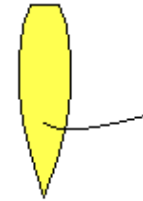
Less likelihood of cover



THE RUN Which way?



THE RUN Which way?

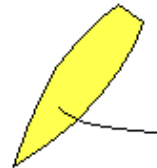


THE RUN Which way?



Right of Way on nearly everybody

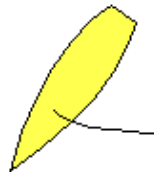
.....



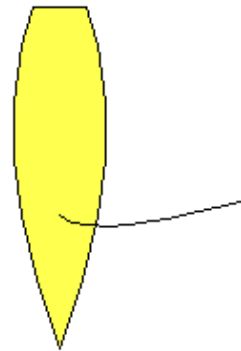
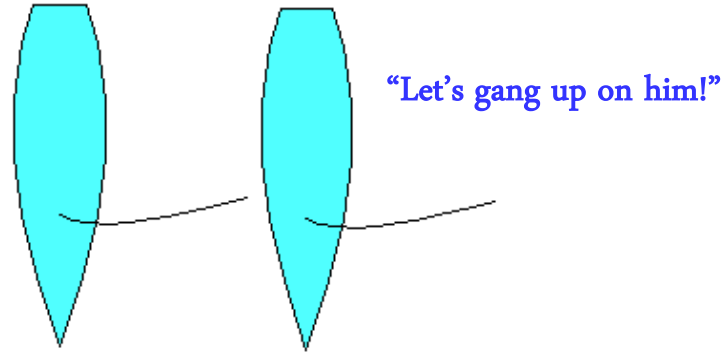
THE RUN Which way?



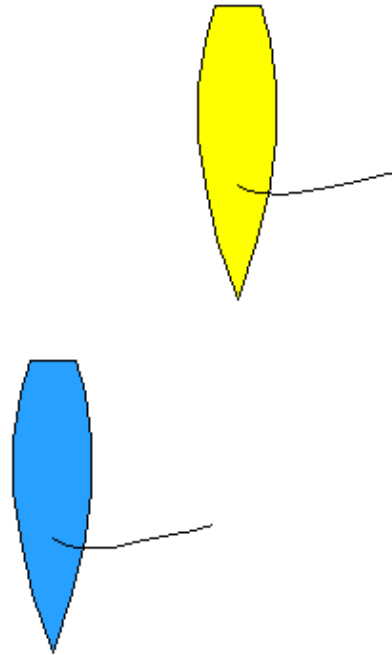
.... and inside



THE RUN Double cover

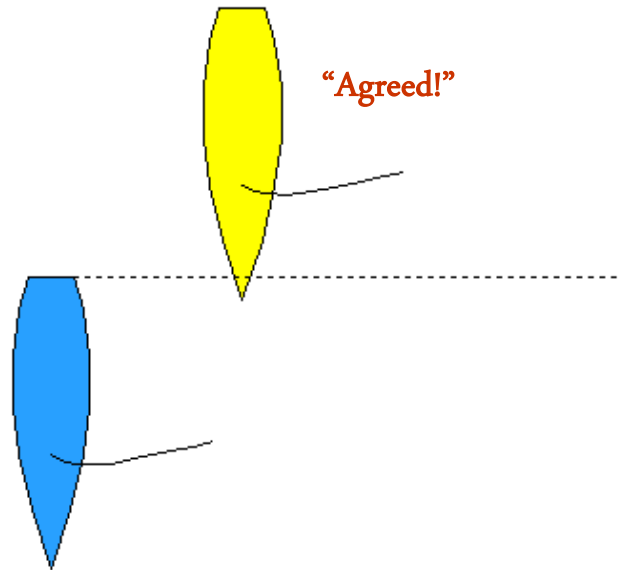


THE RUN Double gybe

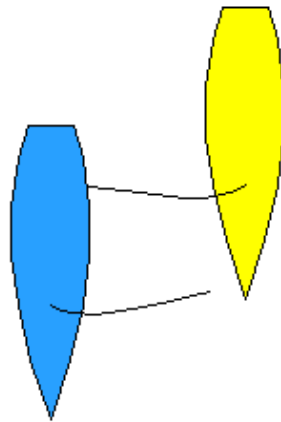


THE RUN Double gybe

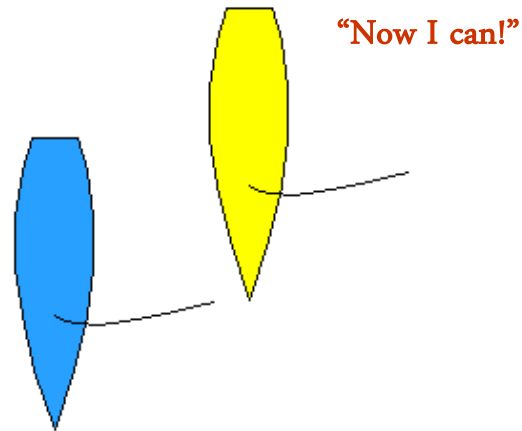
“You cannot luff,
you came from astern!”



THE RUN Double gybe

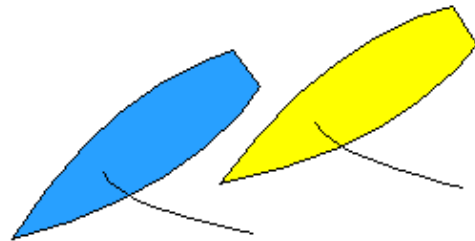


THE RUN Double gybe

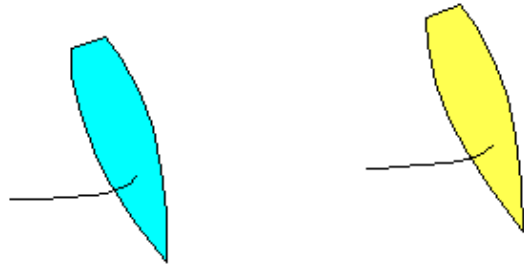


THE RUN Double gybe

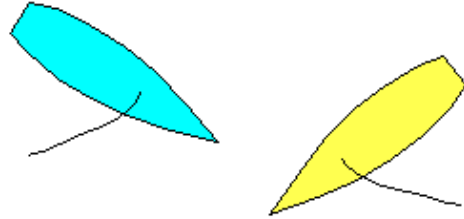
“Rats!”



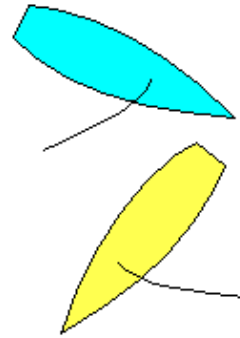
THE RUN Gybing duels



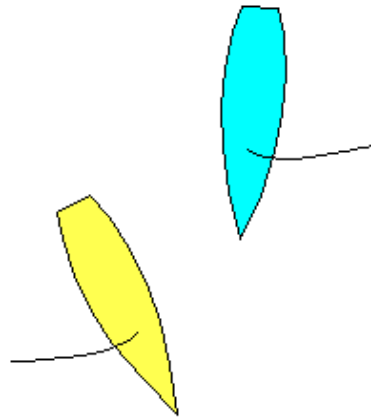
THE RUN Gybing duels



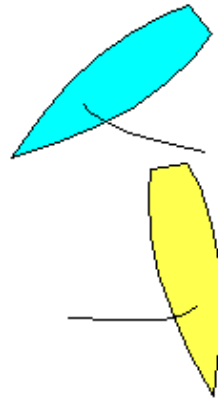
THE RUN Gybing duels



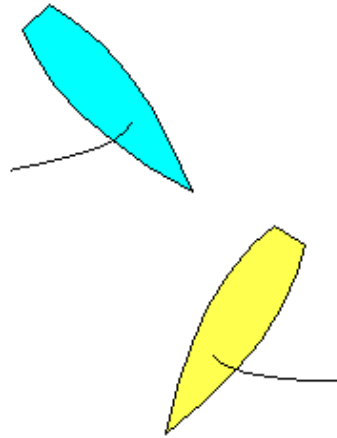
THE RUN Gybing duels



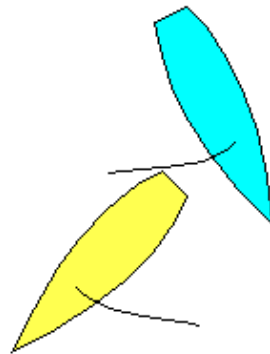
THE RUN Gybing duels



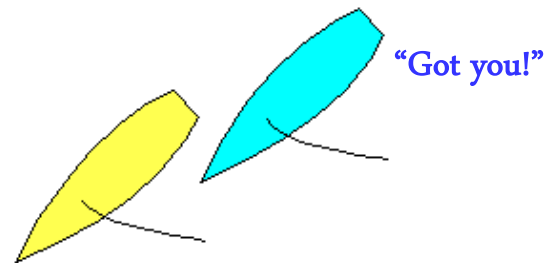
THE RUN Gybing duels



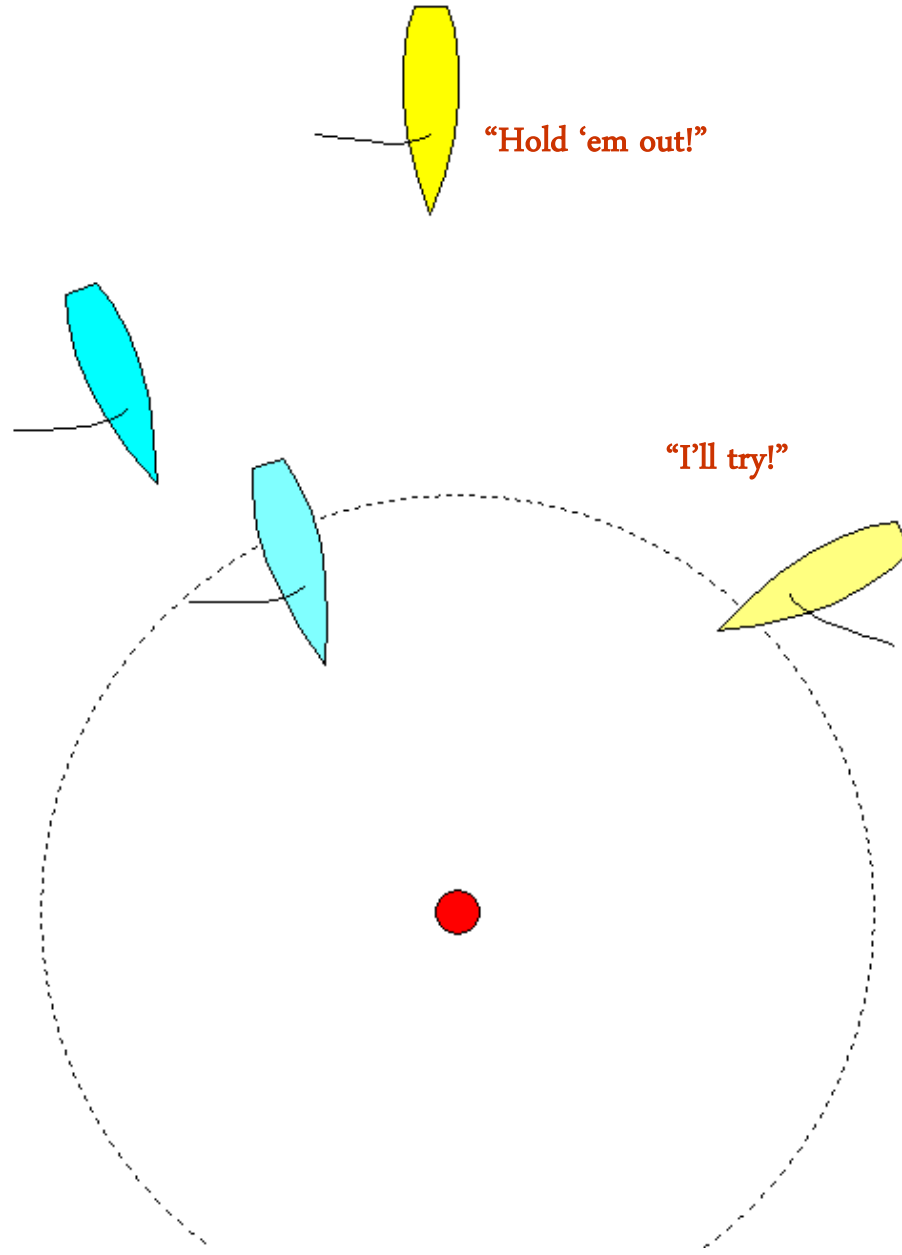
THE RUN Gybing duels



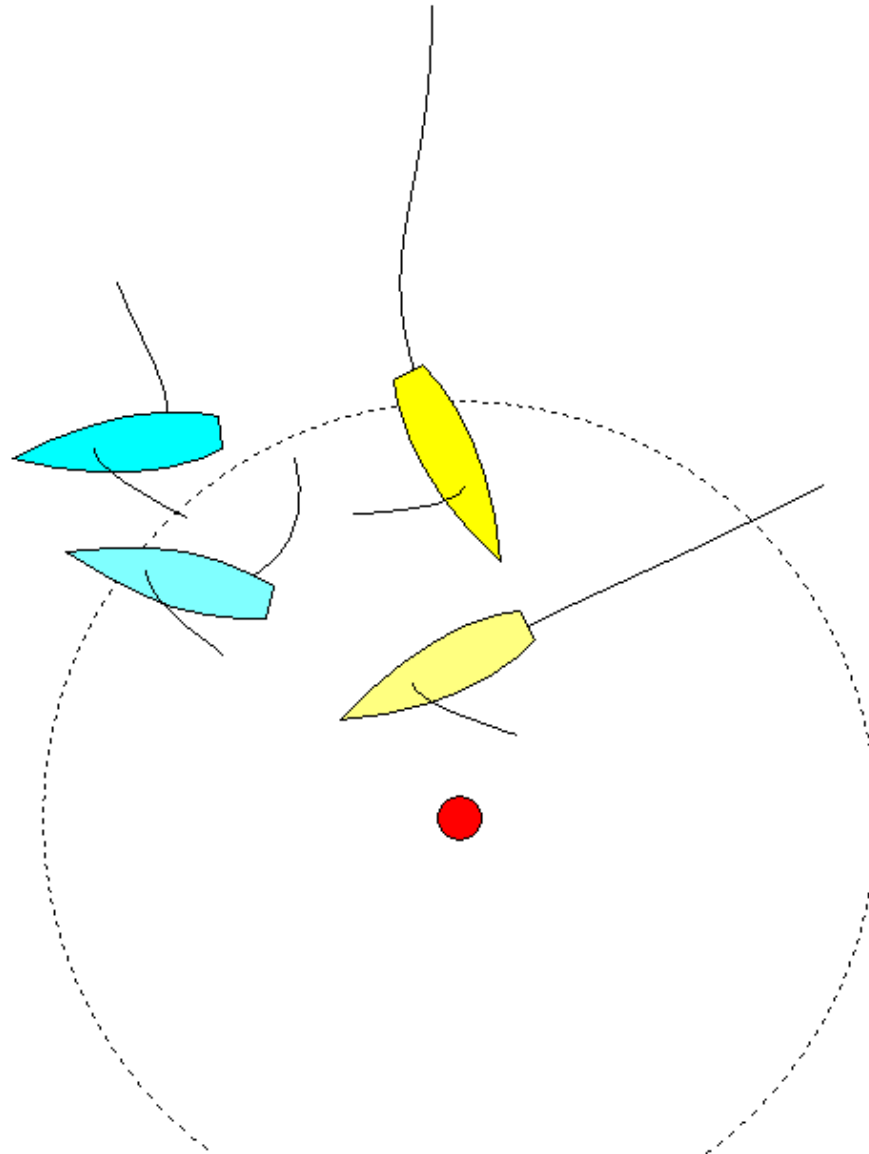
THE RUN Gybing duels



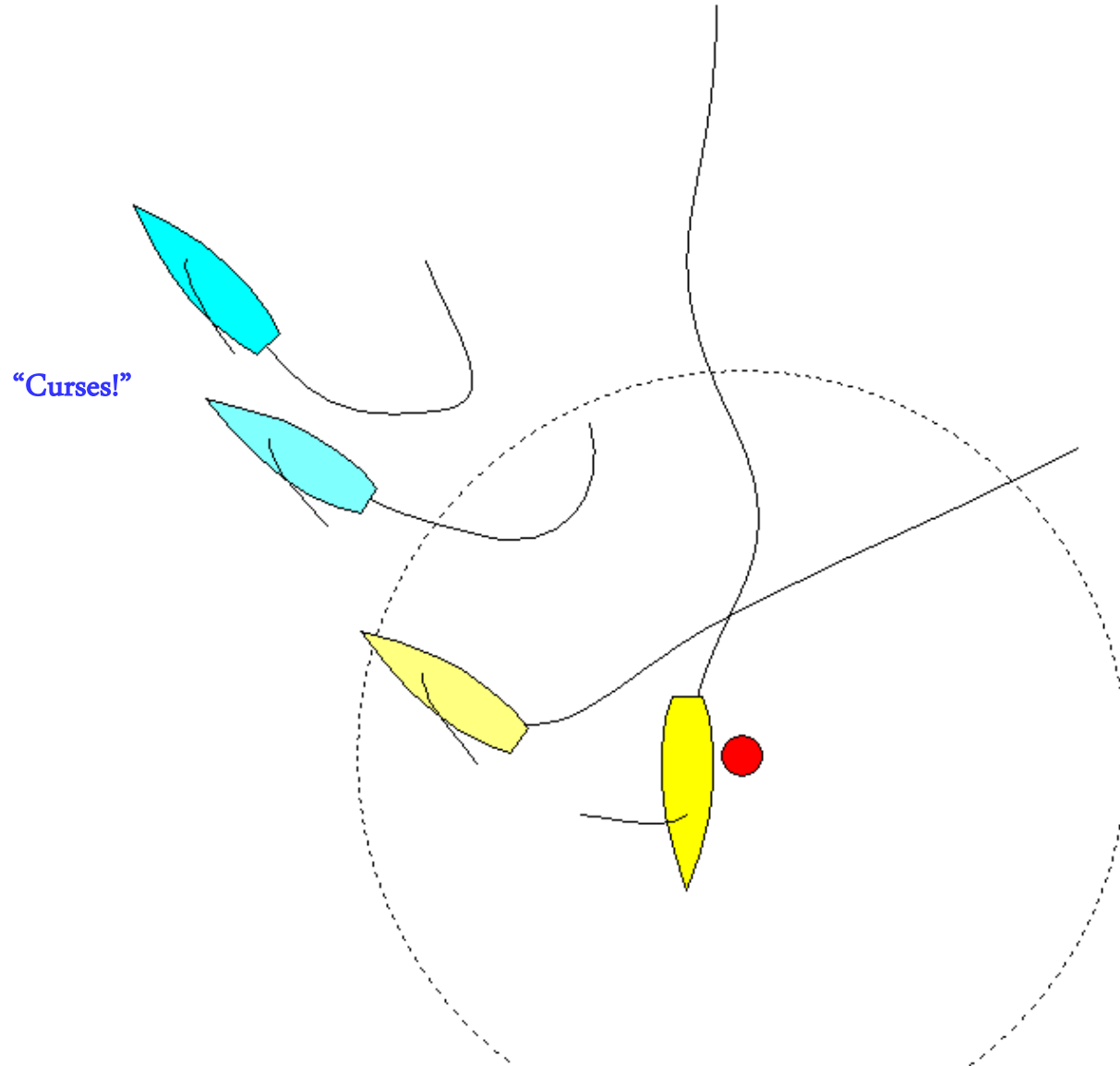
MARK 3



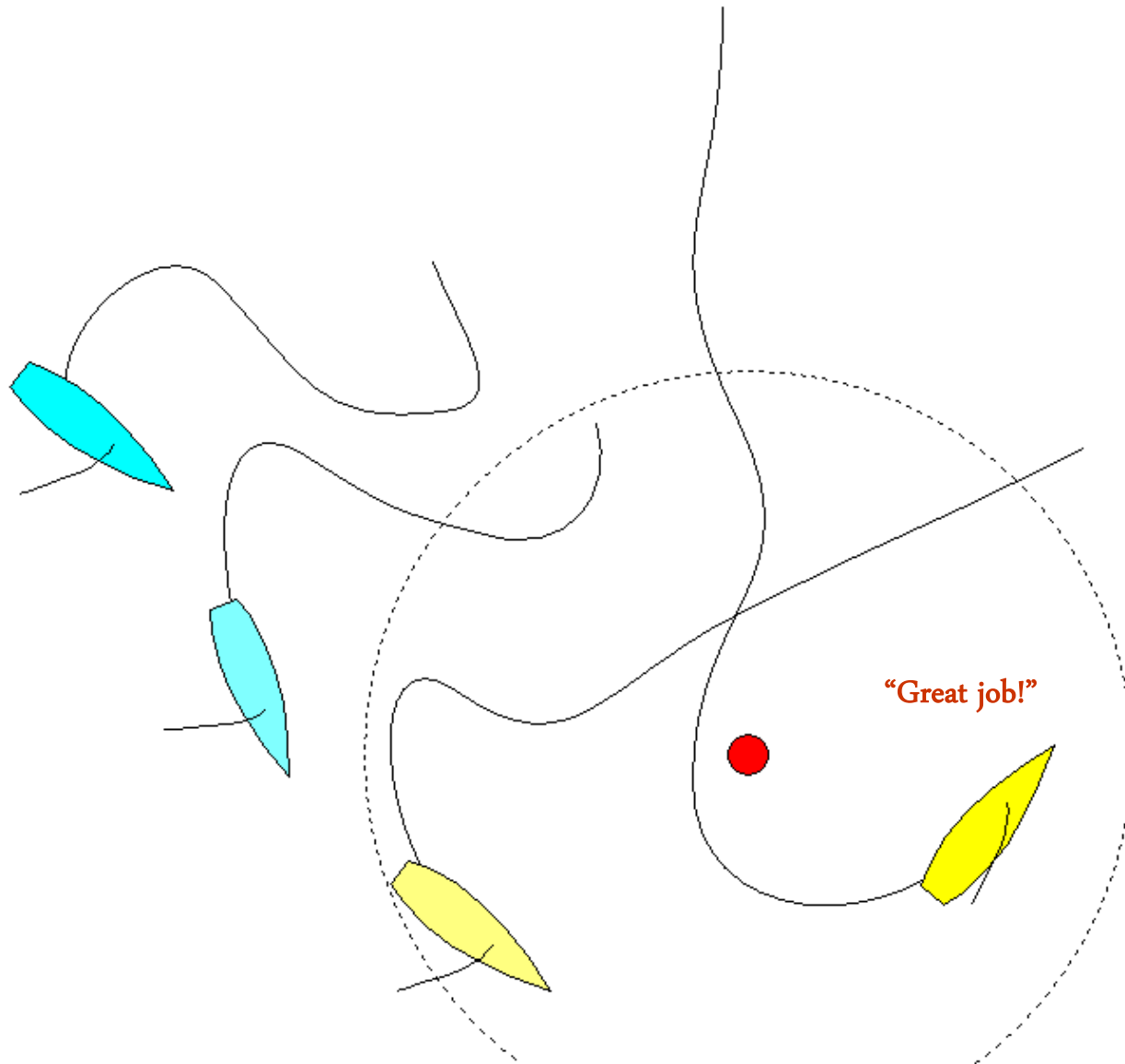
MARK 3



MARK 3



MARK 3



BOTTOM REACH

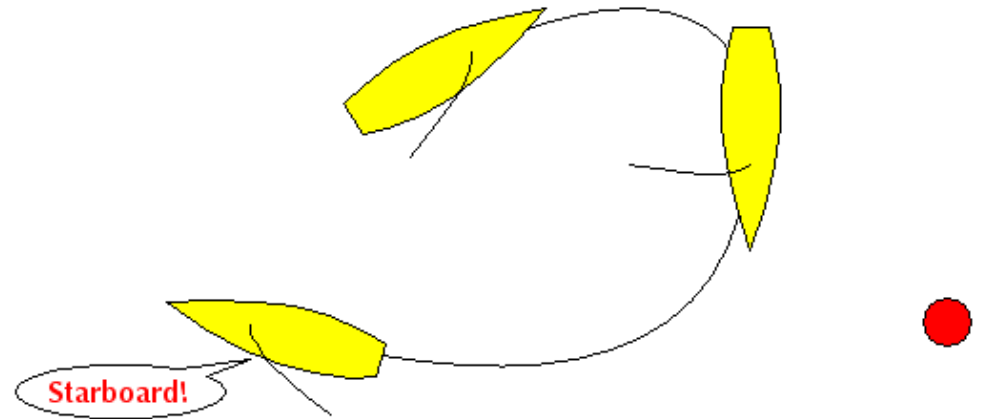
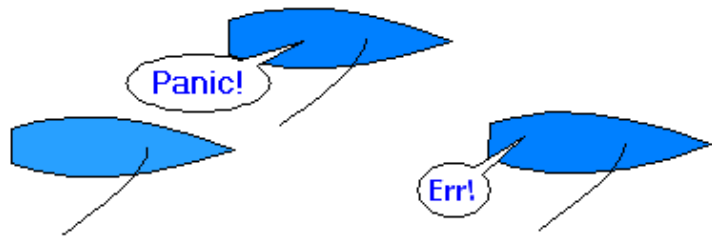
Much the same as the top reach

BUT

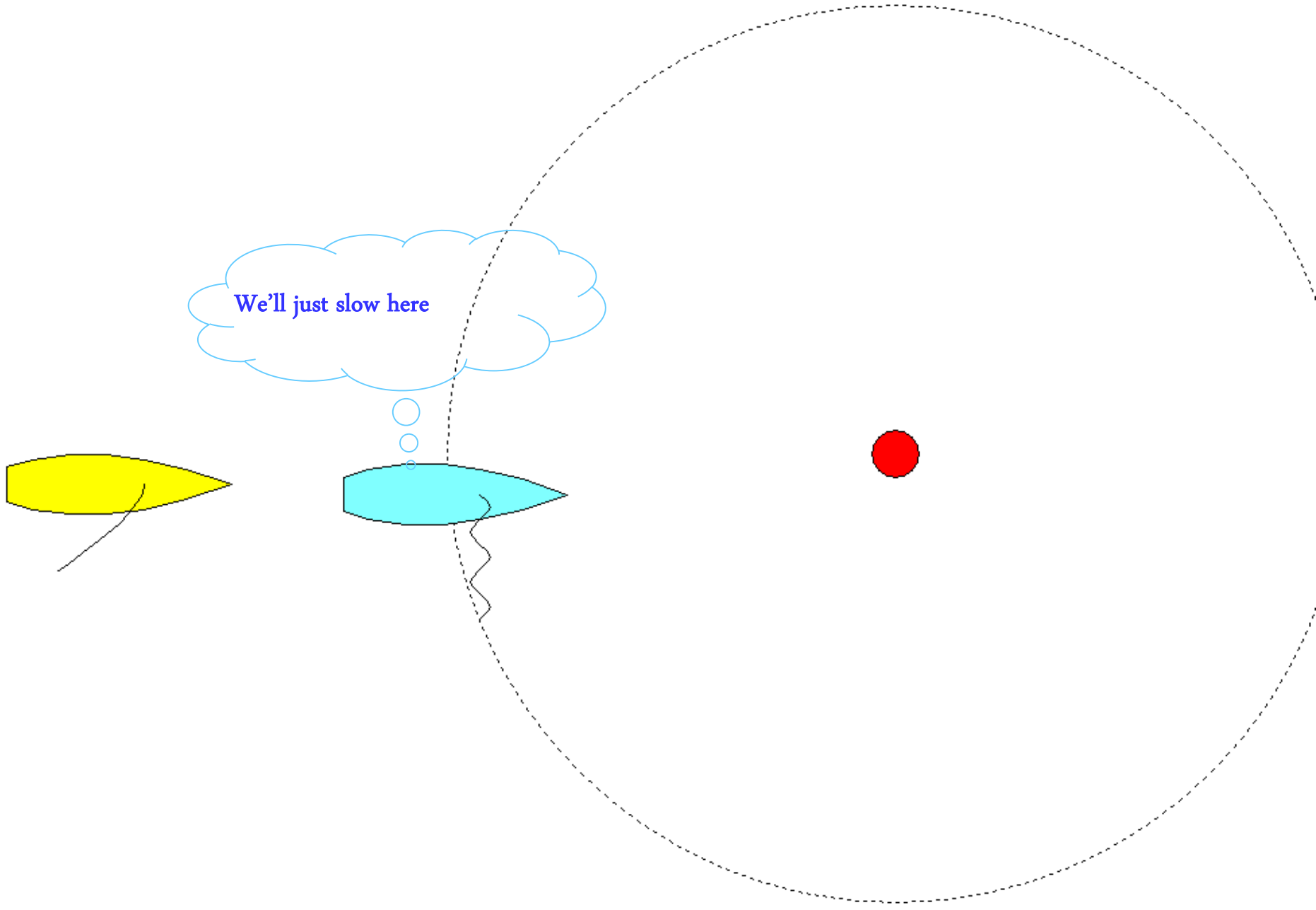
INSIDE is now to Windward

Things may be getting desperate

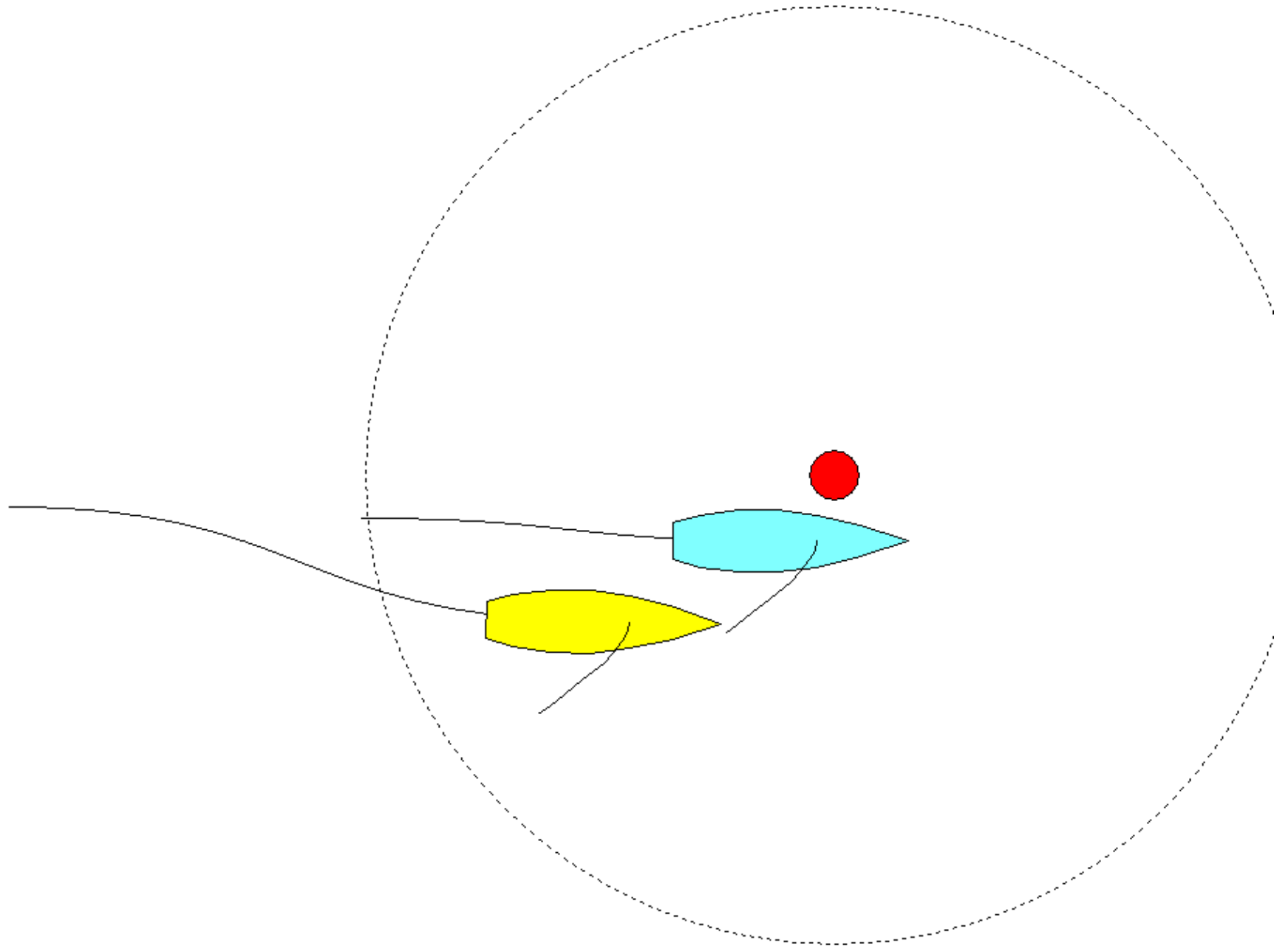
BOTTOM REACH



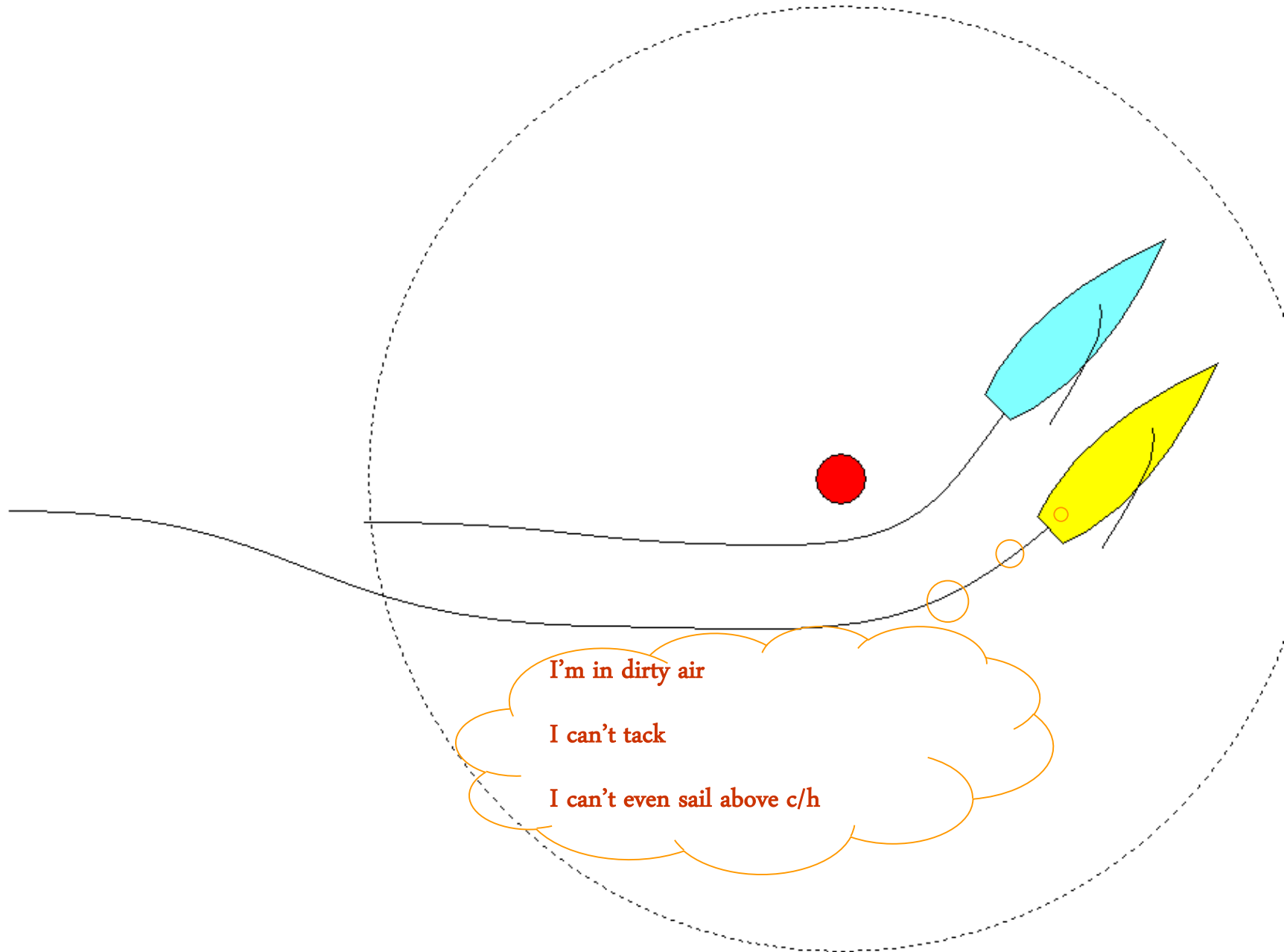
MARK 4



MARK 4



MARK 4



LAST BEAT

Last chance saloon

LAST BEAT

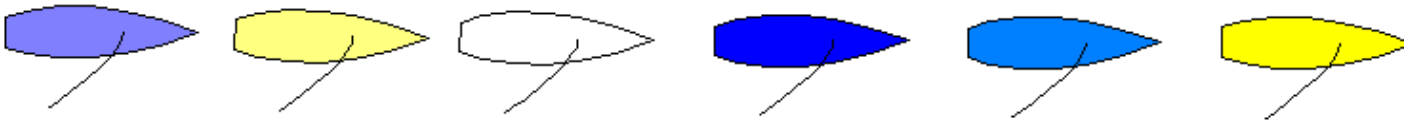
Who's winning?

What have they got to do?

“We need a
big gap here”

“I'll keep first.

Make sure we don't have last”



LAST BEAT

Who's losing?

What have they got to do?

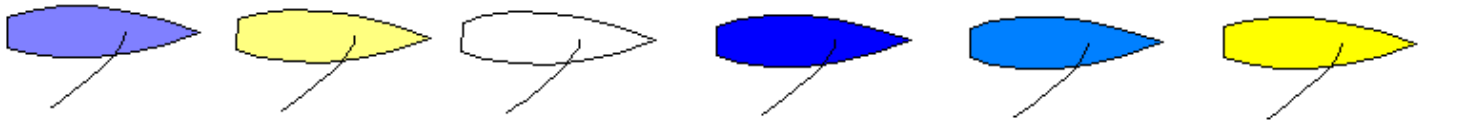
“1 ought to be able to keep first”

“We need 2,3,5

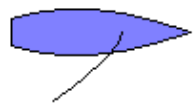
or 2,3,4”

“You hold 4.

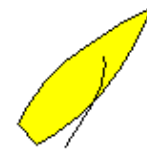
I'll go for 5”



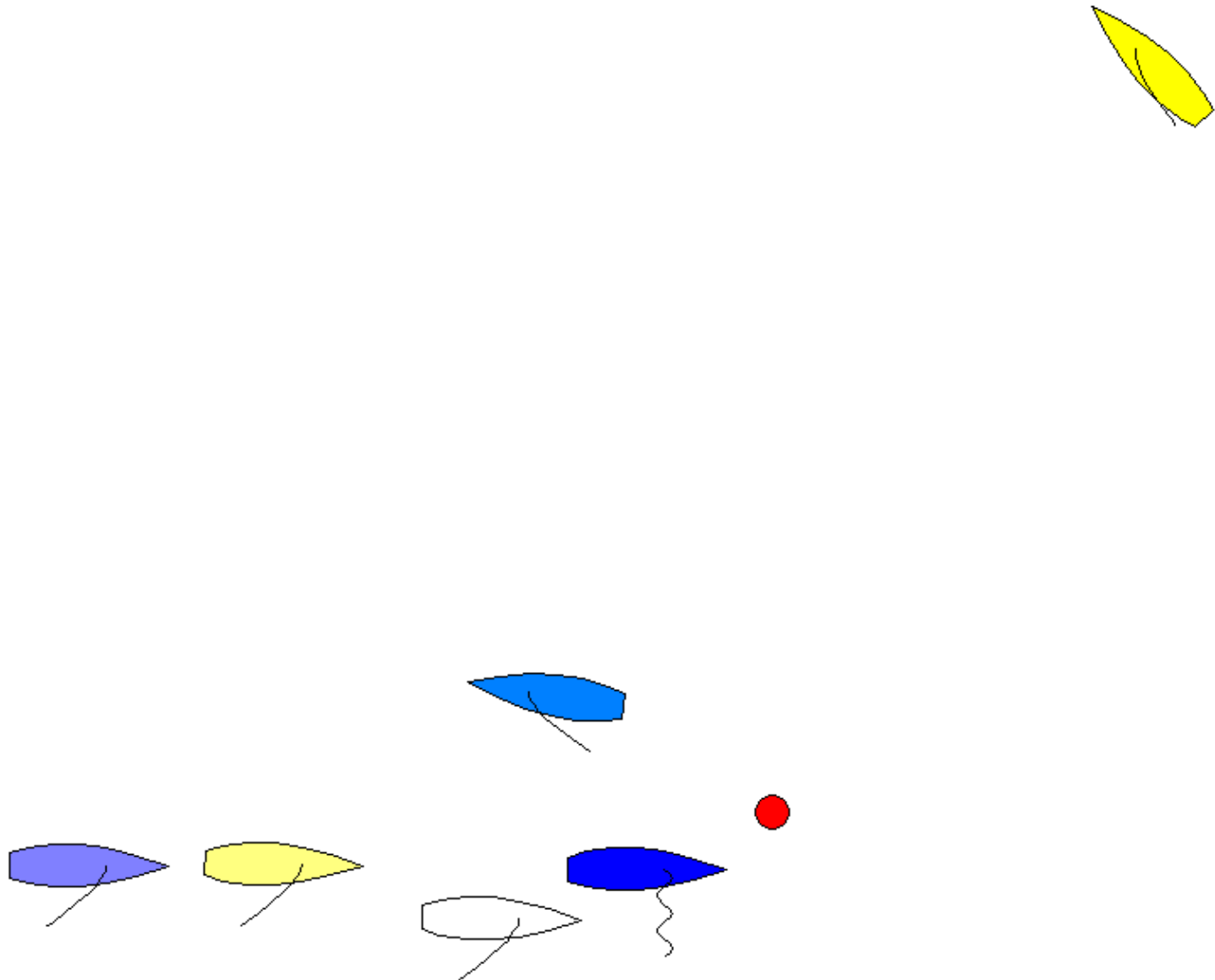
LAST BEAT



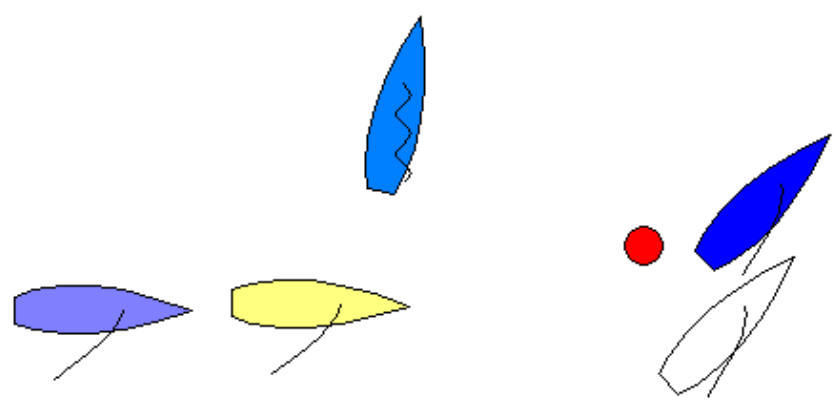
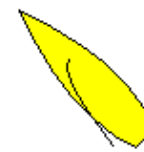
“Here we go”



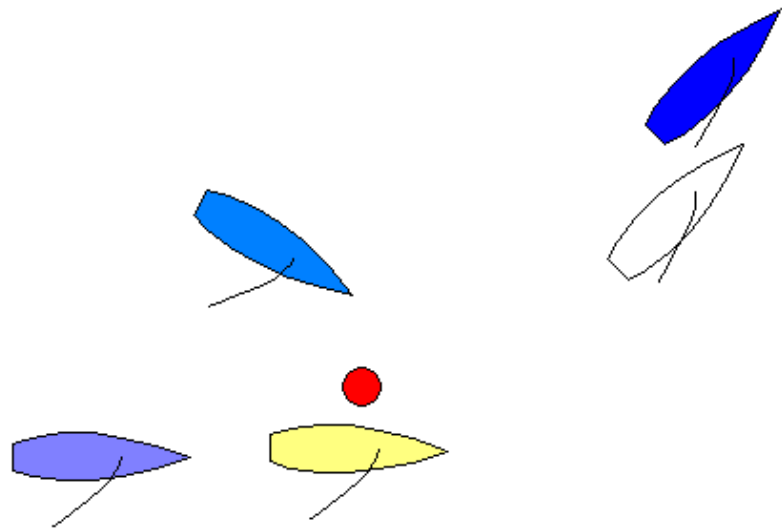
LAST BEAT



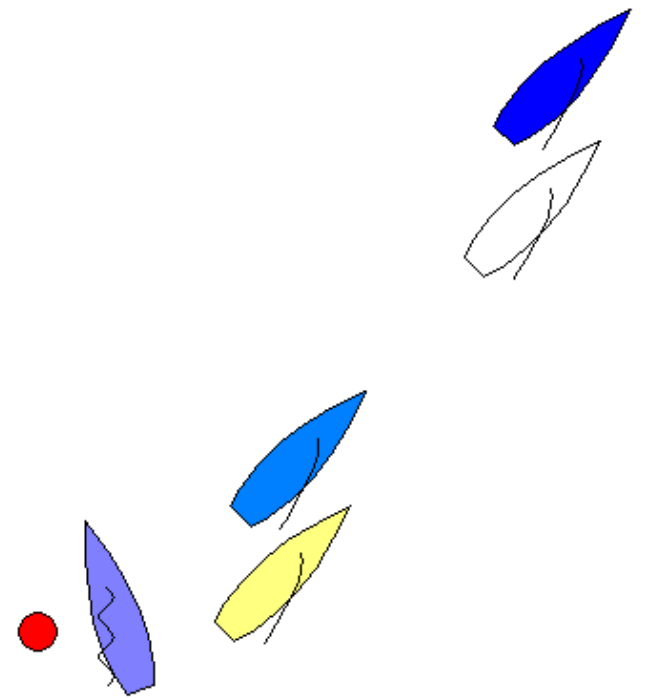
LAST BEAT



LAST BEAT



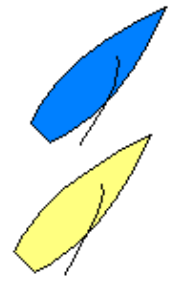
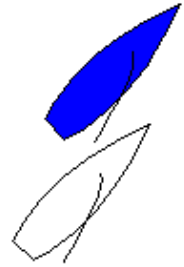
LAST BEAT



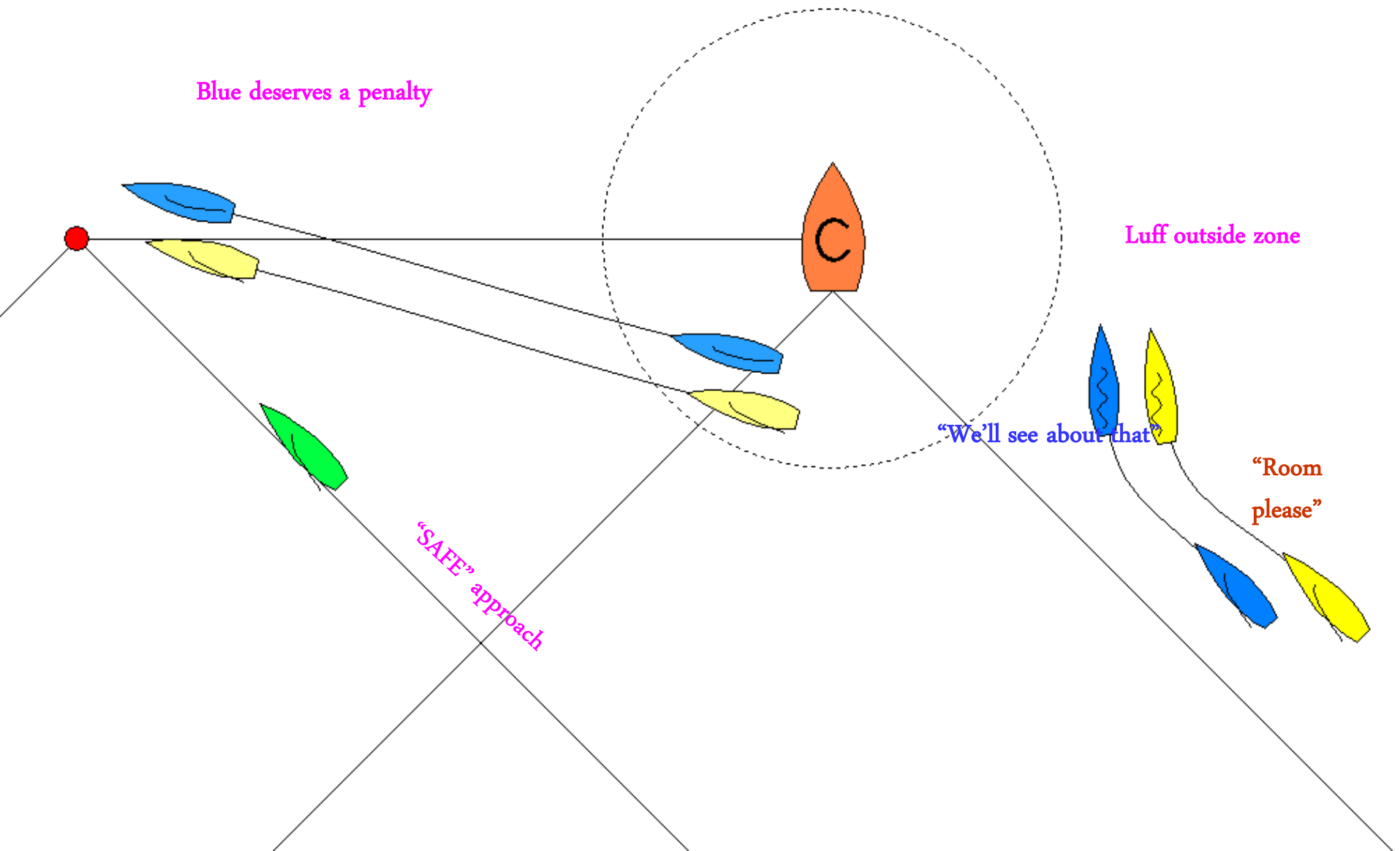
LAST BEAT

“All we have to worry about now is whether 1 comes back and joins the party!”

“Great job”

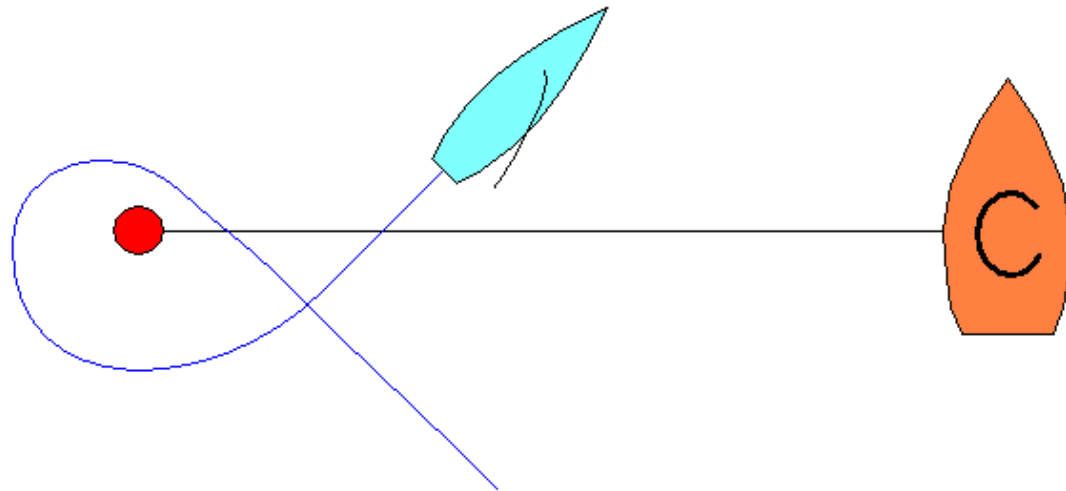


FINISH

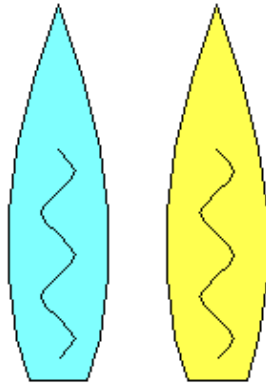


FINISH

What should the umpires do?



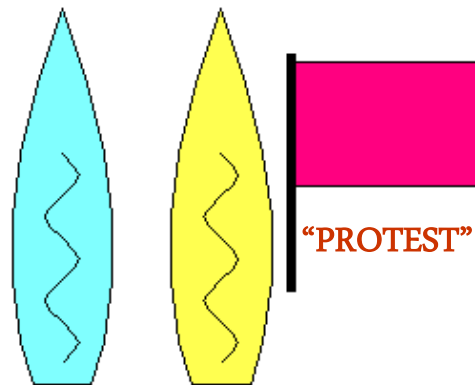
UMPIRING



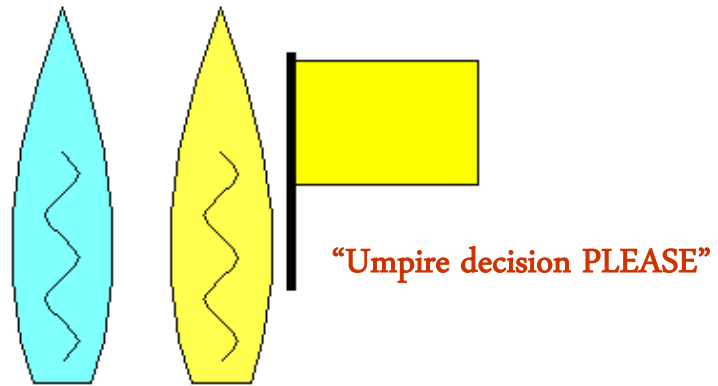
“That was extremely
naughty”



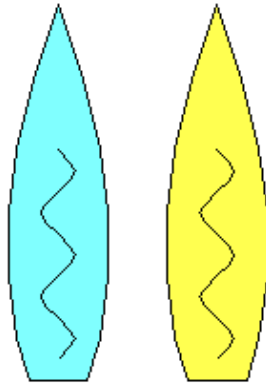
UMPIRING



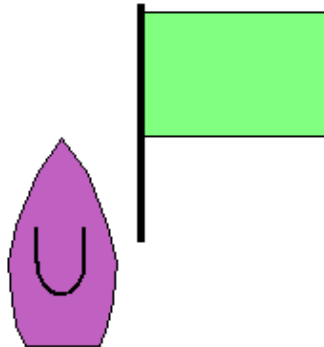
UMPIRING



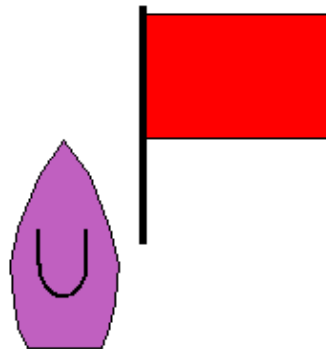
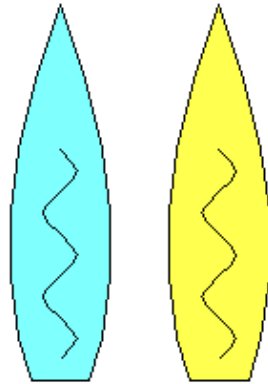
UMPIRING



NO INFRINGEMENT
“We couldn’t agree”
INCIDENT CLOSED
“No rule broken”



UMPIRING



Whistle

“BLUE”

UMPIRING

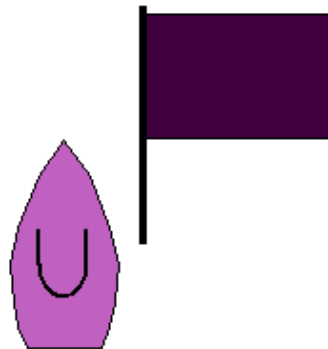
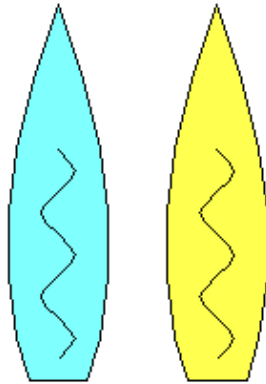
PENALTY

SAIL CLEAR

TWO GYBES AND TWO TACKS

In same direction

UMPIRING



“Carry on sailing,

We’ll sort this out ashore”

UMPIRING

UMPIRE INITIATED PENALTIES:

HITTING A MARK (1 or 2 Turns)

HITTING A TEAM MATE (1 or 2 Turns)

SAILING THE COURSE

RULE 42

URNS NOT COMPLETED

BREACH OF SPORTSMANSHIP

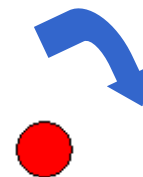
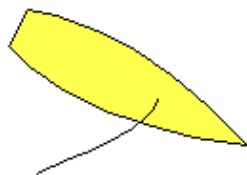
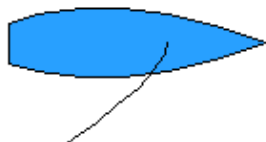
14 including DAMAGE OR INJURY

GAINING AN ADVANTAGE DESPITE A PENALTY

RULES CHANGES

17.2 SAME TACK: PROPER COURSE

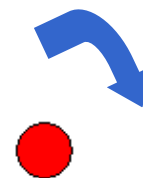
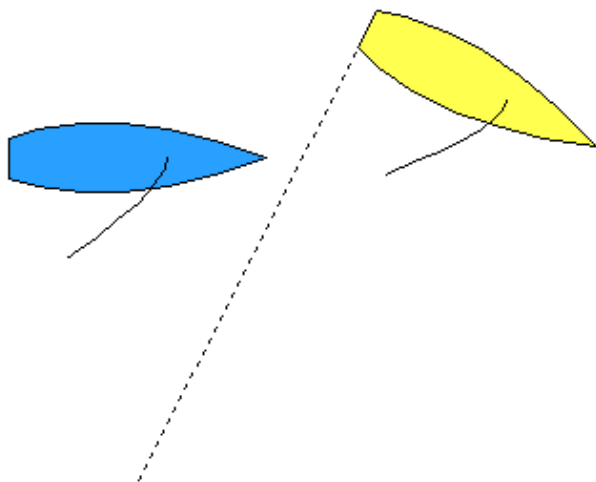
“Oy, proper course!”



RULES CHANGES

17.2 SAME TACK: PROPER COURSE

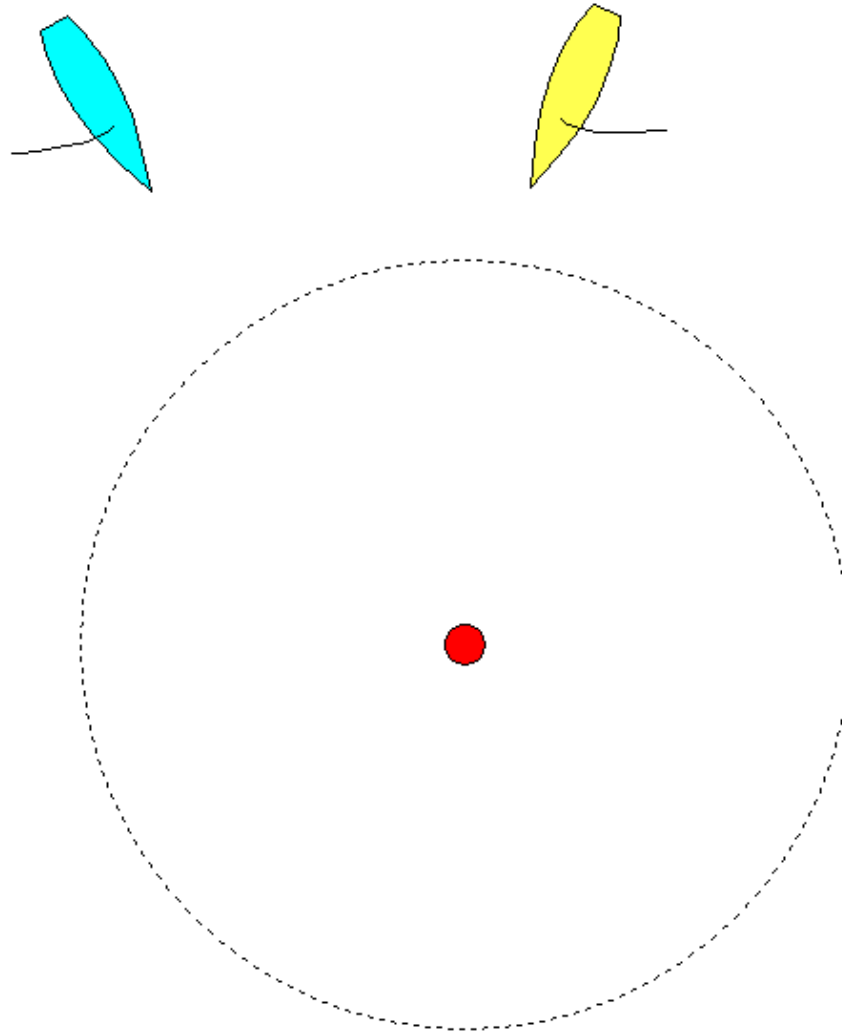
“We are Team Racing and you are not overlapped”



RULES CHANGES

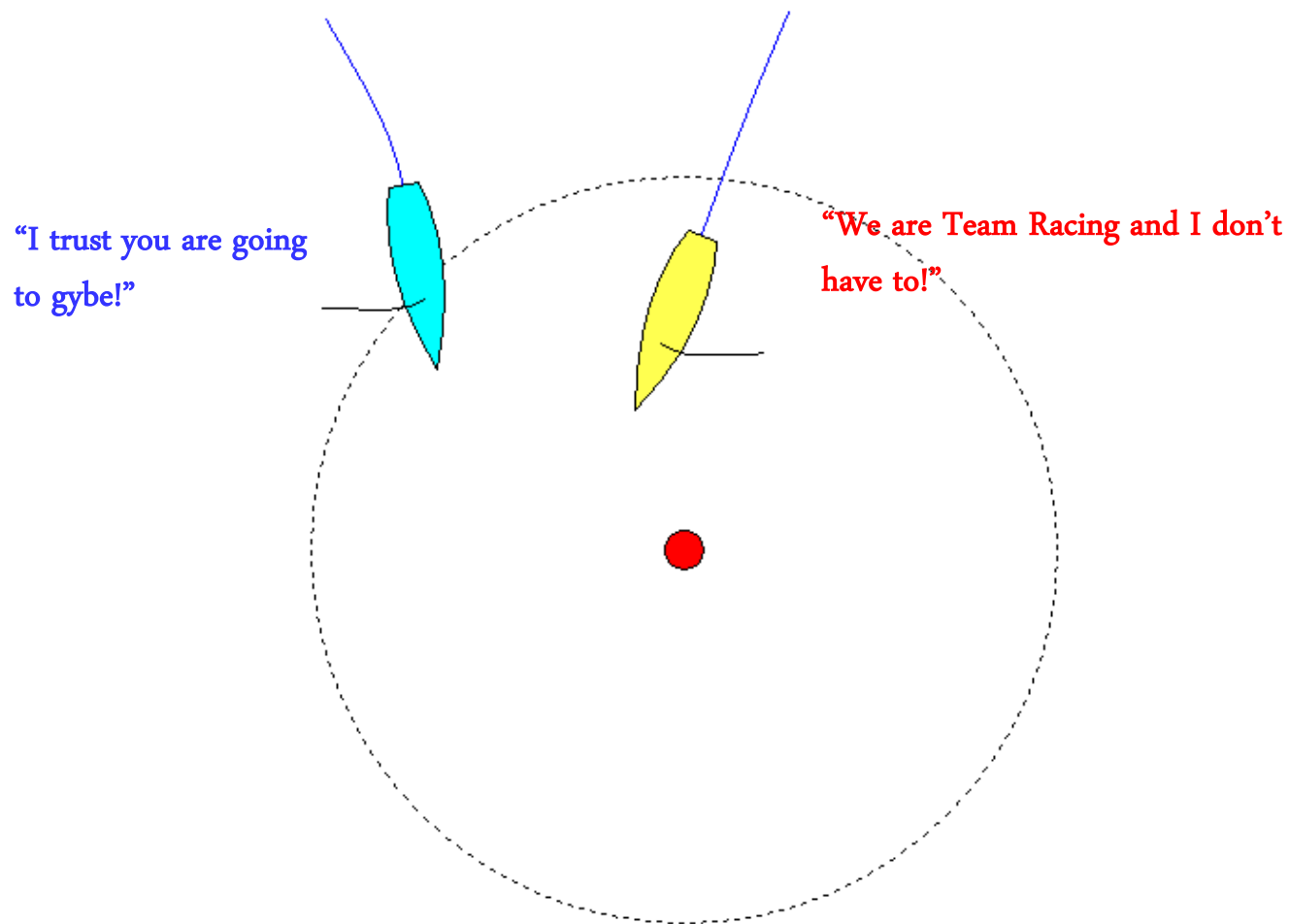
18.4

Gybing



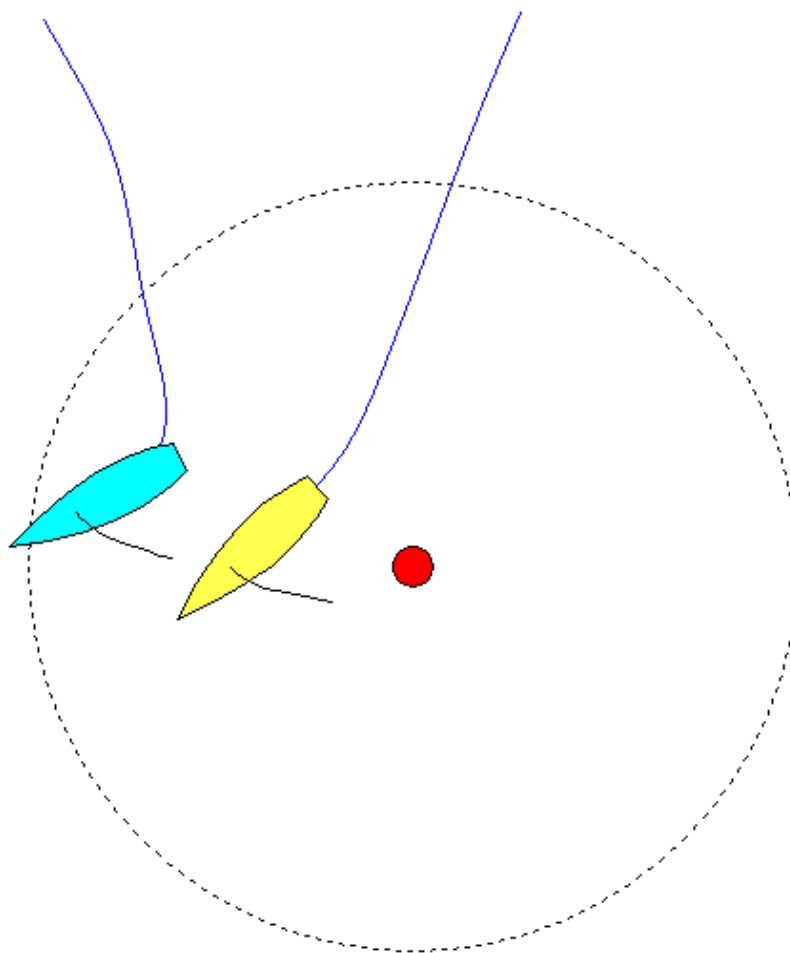
RULES CHANGES

17.2 SAME TACK: PROPER COURSE



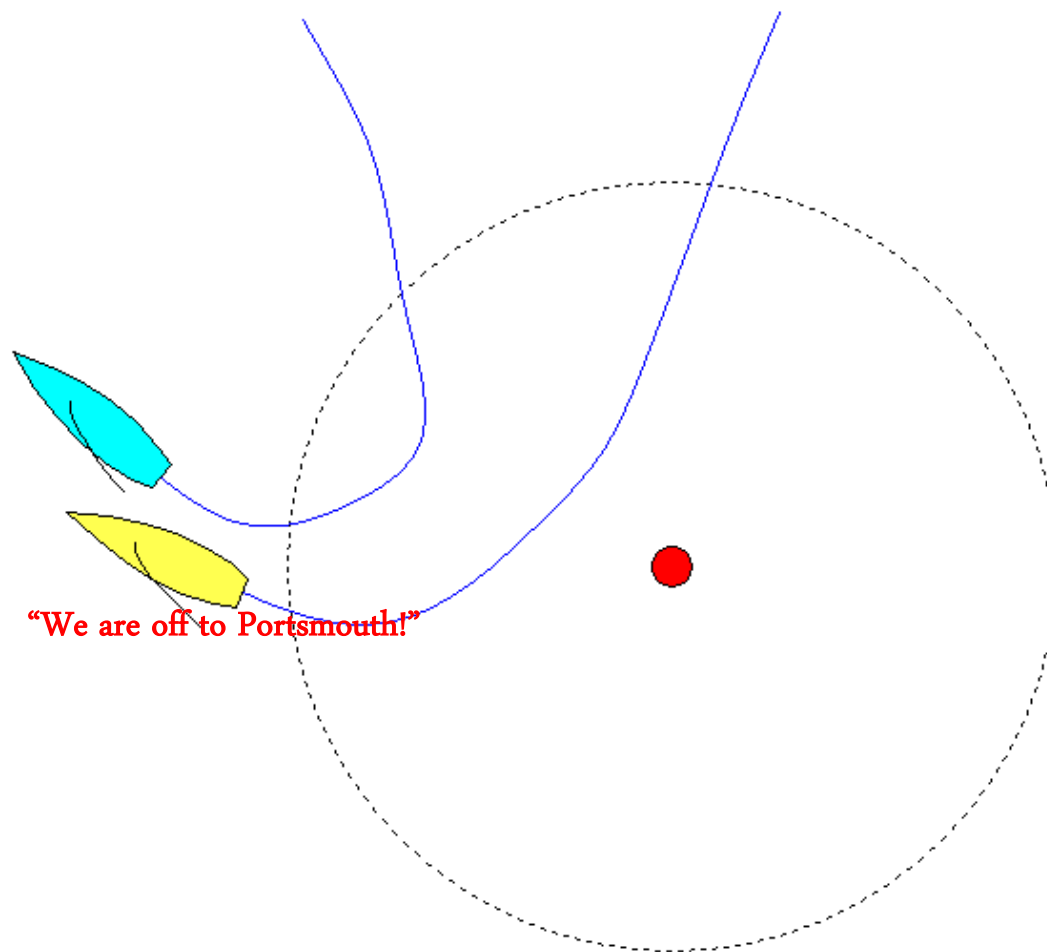
RULES CHANGES

17.2 SAME TACK: PROPER COURSE



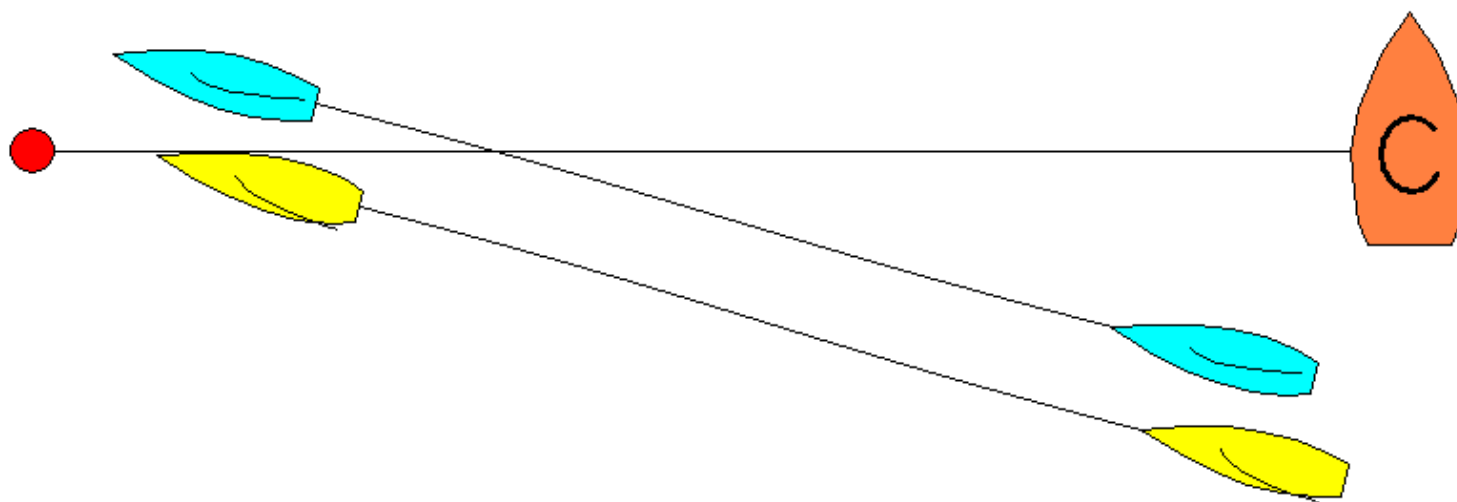
RULES CHANGES

17.2 SAME TACK: PROPER COURSE



RULES CHANGES

22.3 INTERFERING AFTER FINISHING



RULES CHANGES

22.4 INTERFERING WITH OTHER RACES

RULES CHANGES

D1.2(a) INFRINGING AGAINST TEAM MATES

OK as long as you don't hit them

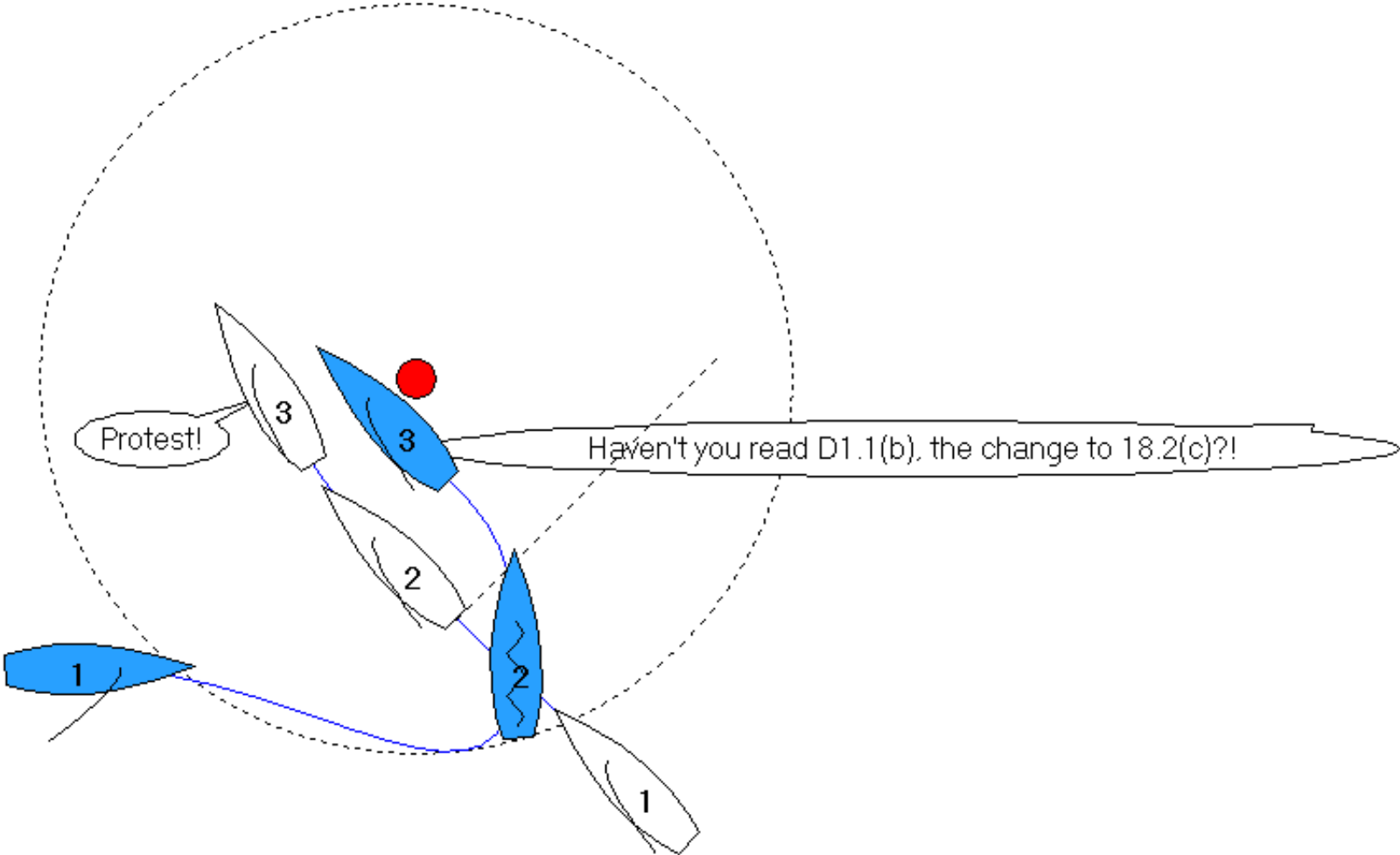
RULES CHANGES

D1.2(c) REDRESS FOR ACCIDENTS

NOT ALLOWED IF CAUSED BY TEAM MATE

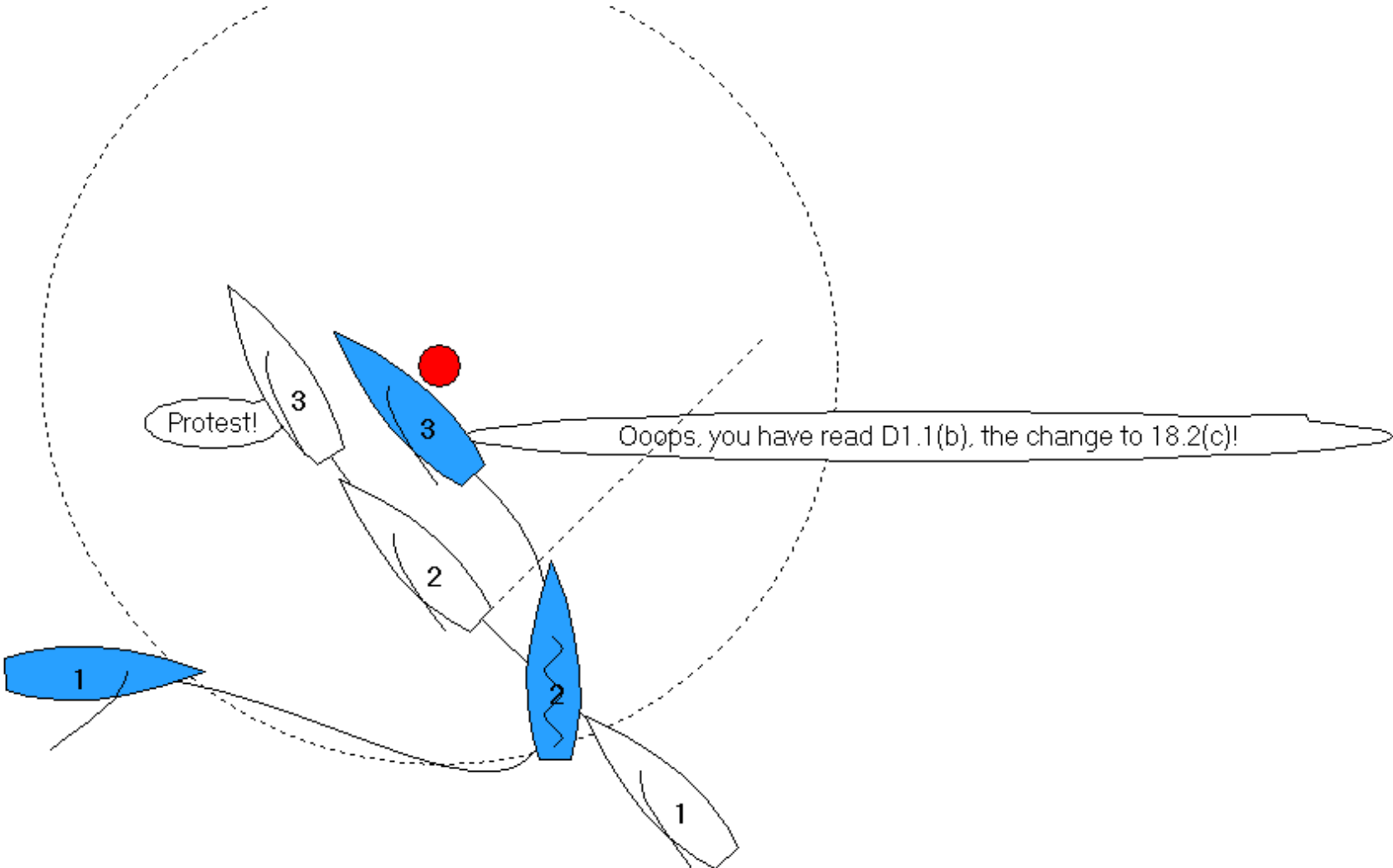
RULES CHANGES

18.2(c) NOT OVERLAPPED AT THE ZONE



RULES CHANGES

18.2(c) NOT OVERLAPPED AT THE ZONE



HEALTH CHECK

PRACTICE HELPS

Try 2 boat Team Racing

WINTER EVENTS

FLEET RACING CAN SEEM PRETTY DULL

ITS ADDICTIVE!