



QUEEN MARY
SAILING CLUB

ROOKIE RACING 2025

SAILING INSTRUCTIONS

Spring Series:

26th April, 10th May, 24th May

Summer Series:

7th June, 21st June, 5th July

Autumn Series:

13th September, 27th September, 11th October

**Spring, Summer & Autumn Series – 9 RACES WITH
5 TO COUNT FOR EACH SERIES**

A prize for the winner of each series – you can only win one Rookie Racing prize!

QUEEN MARY SAILING CLUB

ROOKIE RACING SERIES - SAILING INSTRUCTIONS

Welcome to the QMSC Rookie Racing. This series is intended for those new to sailing or new to racing who want to gain experience of how club racing is run but in an easy and friendly (small fleet) environment. The format is similar to our Wednesday Evening club racing.

When will the series run? In line with the dates indicated above. there will be a briefing outside the front of the club house at 13:30 hrs where all questions will be answered. We will run three races one after the other on each day. With a first start at 14:30hrs and planned finish at 16:30hrs.

Do I need to sign on to join in? Online booking will be open from the preceding Sunday and to be sure of a place do sign on <https://www.queenmary.org.uk/racing/club-racing/> and if you are a select member also book a boat <https://www.queenmary.org.uk/club/select-bookings/>. Any spare places will be allocated at the briefing so it is worth turning up on the day. You can enter any day you are free, you don't have to be able to do the whole series.

How do I start each race? You start by crossing the start line between an orange flag on the committee boat and a small red buoy to port. Pass from behind (downwind of) the start line and tack upwind towards the first mark. The start / finish line is shown on the course diagram below in Appendix 1

When do I start each race? Everyone starts together. There is a countdown to the start.

3 minutes to the start, the G flag is displayed with one sound signal.



2 minutes to the start, the P flag is also displayed with one sound signal.



1 minute to the start, the P flag is removed with one long sound signal.



At the start, the G flag is removed with one sound signal. Time to start!

What happens if I start too early? You have to come back and start properly.

If this happens there will be an **additional sound signal and flag X** will be flown to show someone was over the line at the start signal. If you think it was you, turn back carefully, avoiding any boats and restart from the downwind side of the line.



What happens if everyone starts too early? You all come back and start properly.

If this happens there will be an **additional two sound signals and the 1st Substitute flag** will be flown. A safety boat will usually drive across to all boats and tell them. When the race team are ready to restart the race, they will remove 1st Substitute with one sound signal and then one minute later the class flag will be flown.



What happens if I am late to the start line?

We will keep the start line open for 15 minutes for the first race and 5 minutes for any additional race so you will be able to take part but won't get such a good result. Be on time, a racing skill!

What happens if the Race Officer needs to postpone the start?

We always aim to start the first race at the published time but if this is not possible e.g. because the wind has shifted or a mark has moved, flag AP will be flown with two sound signals. When the race team are ready, they will remove AP with one sound signal and then one minute later the class flag will be flown.



What course do I sail and when do I finish?

The course is a triangle, see Appendix 1. You keep sailing round the triangle, passing through the start / finish line each lap until a blue flag is flown on the committee boat. Once the blue flag is flying you finish the next time you pass through the start / finish line. Each race will be about 20 to 25 minutes. Marks may have coloured flags as on the course diagram or be round orange inflatables.

What if racing has to be abandoned because of too much or too little wind?

Flag N will be flown from the race committee boat with three sound signals. All boats should return ashore and check that racing has ended for the day.



Where will I be able to see my results?

The results will be posted to the club website by the end of each weekend. Do check back [here](#) to see how you did – and most importantly if you improved during the series. A prize will be awarded for the winner of each series and no-one can win more than one Rookie Racing series prize.

What Racing Rules do I need to know?

The racing rules are there to prevent collisions and to assist with orderly mark roundings. The most important are as follows:

A boat on port tack (wind blowing onto the left side of the boat) gives way to a boat on starboard tack. The safest way to do this is to push the tiller away to slow down and head up into the wind. You may end up tacking alongside them. This is better than crossing their path since if you misjudge it there could be a collision.

The boat on starboard tack should carry on unless it becomes obvious the boat on port tack is not going to be able to keep clear in which case the boat on starboard tack should take avoiding action. A polite hail of **Starboard** well in advance can help all.

When two boats are overlapped on the same tack then the boat upwind (closer to where the wind is coming from) should keep clear of the boat to leeward. Do this by slowing down and dropping behind or tacking away from the leeward boat.

If approaching a mark with other boats, the boats on the outside must give room to the boats on the inside to round the mark without touching it.

In summary, keep a good lookout and if in doubt slow down and avoid a collision!

Next steps

If you feel ready to start club racing then there are some race mentoring sessions being arranged to help new racers. Dates for mentoring have yet to be agreed but we will publicise them as soon as they are known.

Appendix 1

Course K

1P – 2P – 3P and cross start/finish line upwind is one round.
Start/finish line downwind is an obstruction. Do not cross.

