

Joining and Starting a PYRA Event



Well before the event

- Enter the Event as soon as possible. Many of our venues need to understand the entry list weeks before the event.
- Make sure that your boat complies with the entry requirements for the event.
- Give your shoreside contact an up to date crew list.
- Ensure that you have a list of race marks and their positions on board, a Red Book is perfect, plus the means of plotting the position.

The Week before Race day

- Monitor weather forecasts. Decide whether the event is within the capability of your boat and crew.
- Inform the Secretary if you decide to cancel your entry.
- Monitor the PYRA website in case of changes to; Destination, Start Time, RV, etc.

On Race Day

- Final weather check and decide whether to compete or not.
- Monitor VHF channel M2 (also called P2 or P4 depending on the brand of your radio) From at least 1 ½ hours prior to the start time. The committee boat will broadcast; last minute changes, details about sponsors and RVs, time checks and last of all, the Course.
- Notify the committee of changes to your crew numbers or make a line entry before the start sequence gets underway for the first race.
- Leave your berth in plenty of time. The Swash start line is 4 miles from Poole Yacht Club and a Bay start could well be 7 miles away. You may need two hours to be at the start in time to properly prepare for the start sequence.

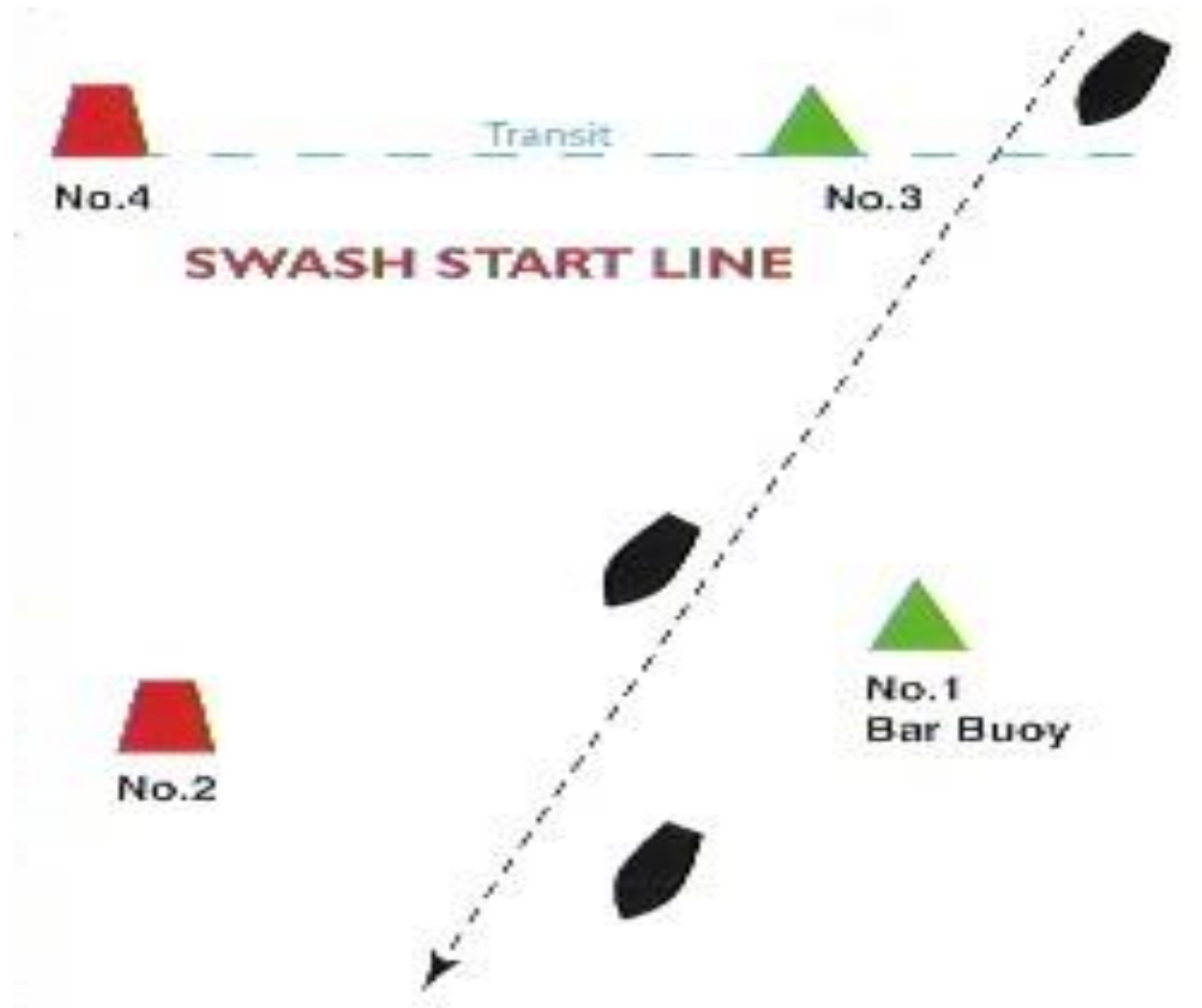
Start Sequence

We use the 5,4,1,go start sequence, announced on the radio and accompanied by sound signals as follows;

START SIGNALS			
5 (or 10) minutes before the start	Warning Signal	Announcement on channel M2	Single sound signal
4 minutes before the start	Preparatory signal	Announcement on channel M2	Single sound signal
1 minute before the start		Announcement on Channel M2	Single sound signal
START	START	Announcement on Channel M2	Single sound signal

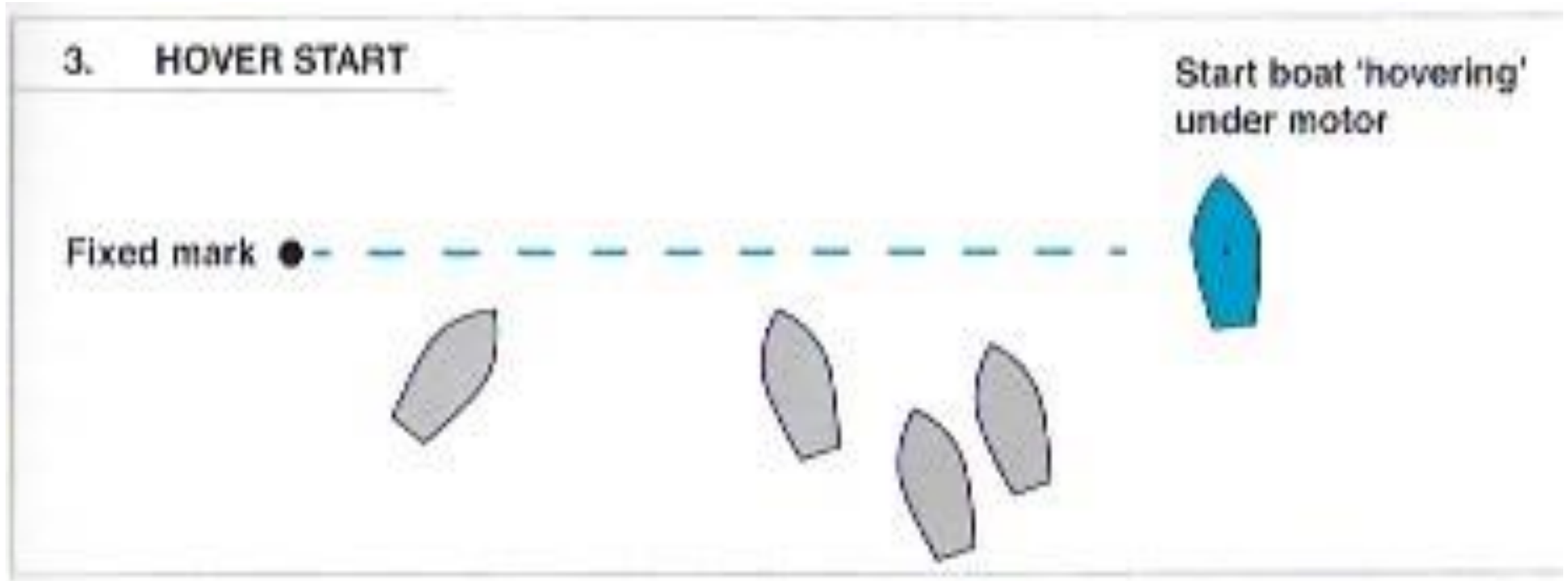
PYRA races will include 6 classes. Class 4, will start first and their warning signal will be five minutes before the published 'first start' time. Next to start will be classes 3 and 2 and their warning signal will be the start time for class 4. Next to start will be classes 1 and 0. Their warning signal will be the class 3 and 2 start time so the Class 1 and 0 start time will be ten minutes after the published first start. Last to start will be class 5, the multihulls. Their warning signal will be the class 1 and 0 start time and the Class 5 start will be 15 minutes after the first published start time.

The Swash Start Line

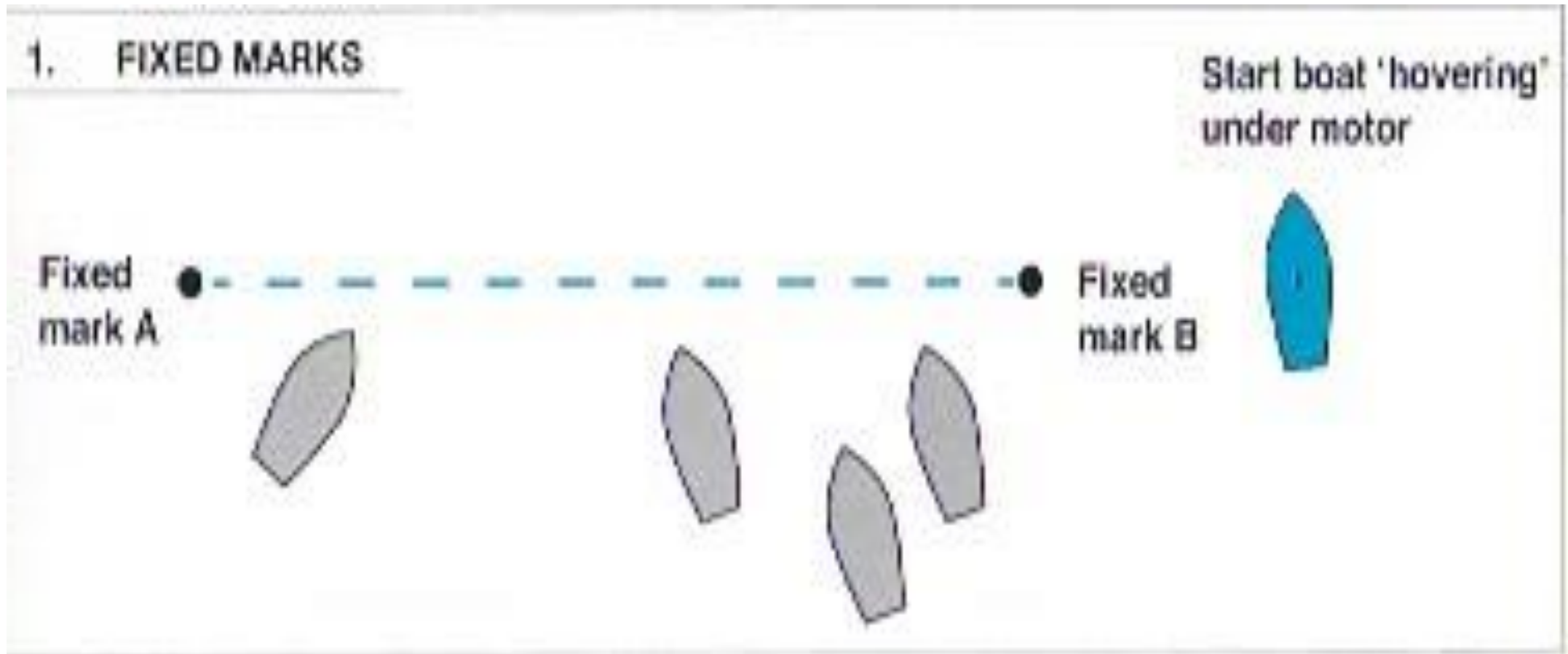


The Hover Start

Most Common 'Bay' Start

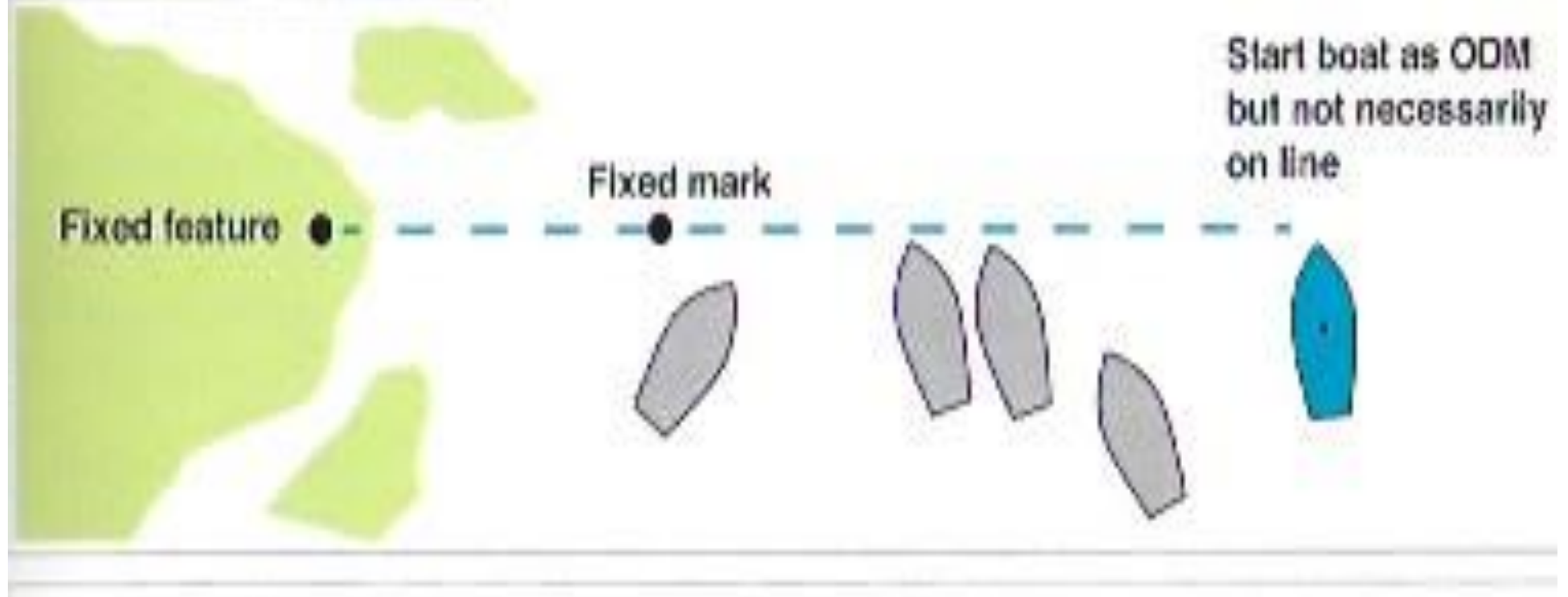


Two Fixed Marks

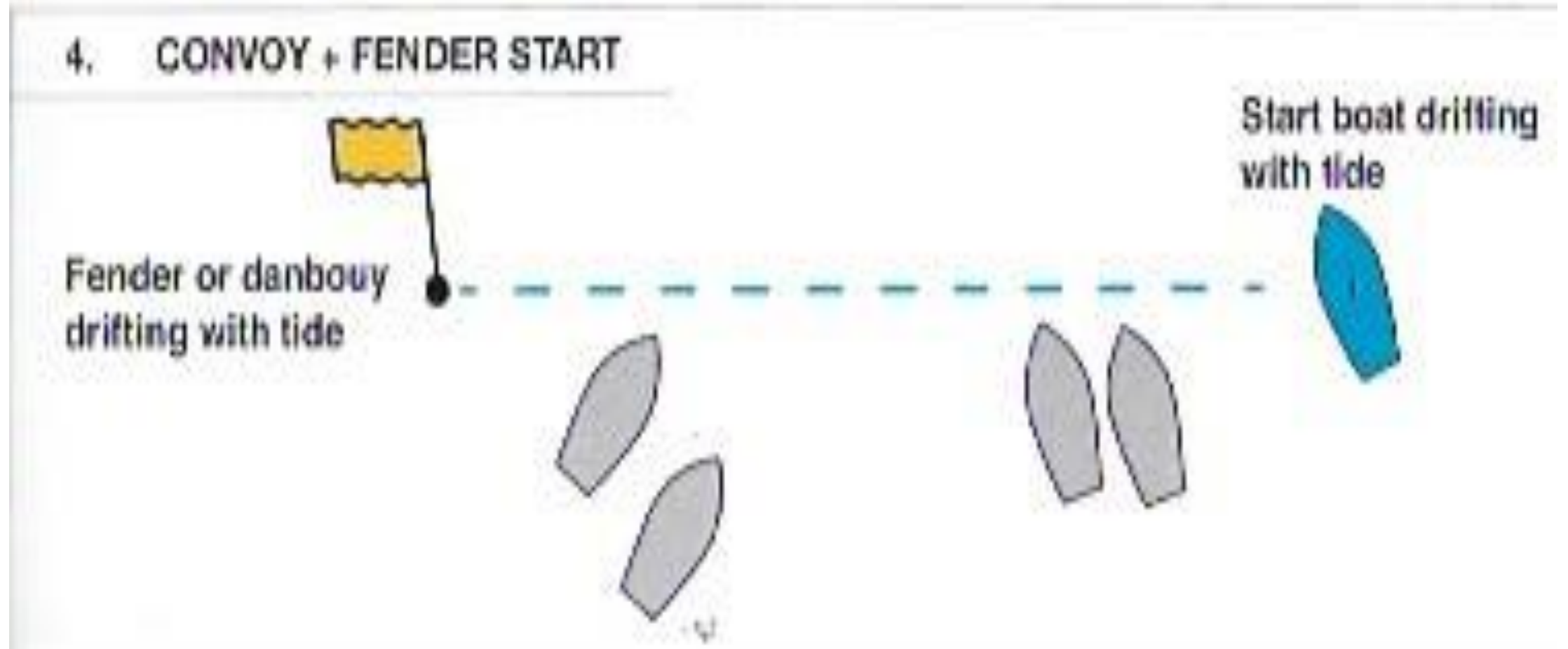


Transit Start

2. TRANSIT START (eg Poole Swash Line)



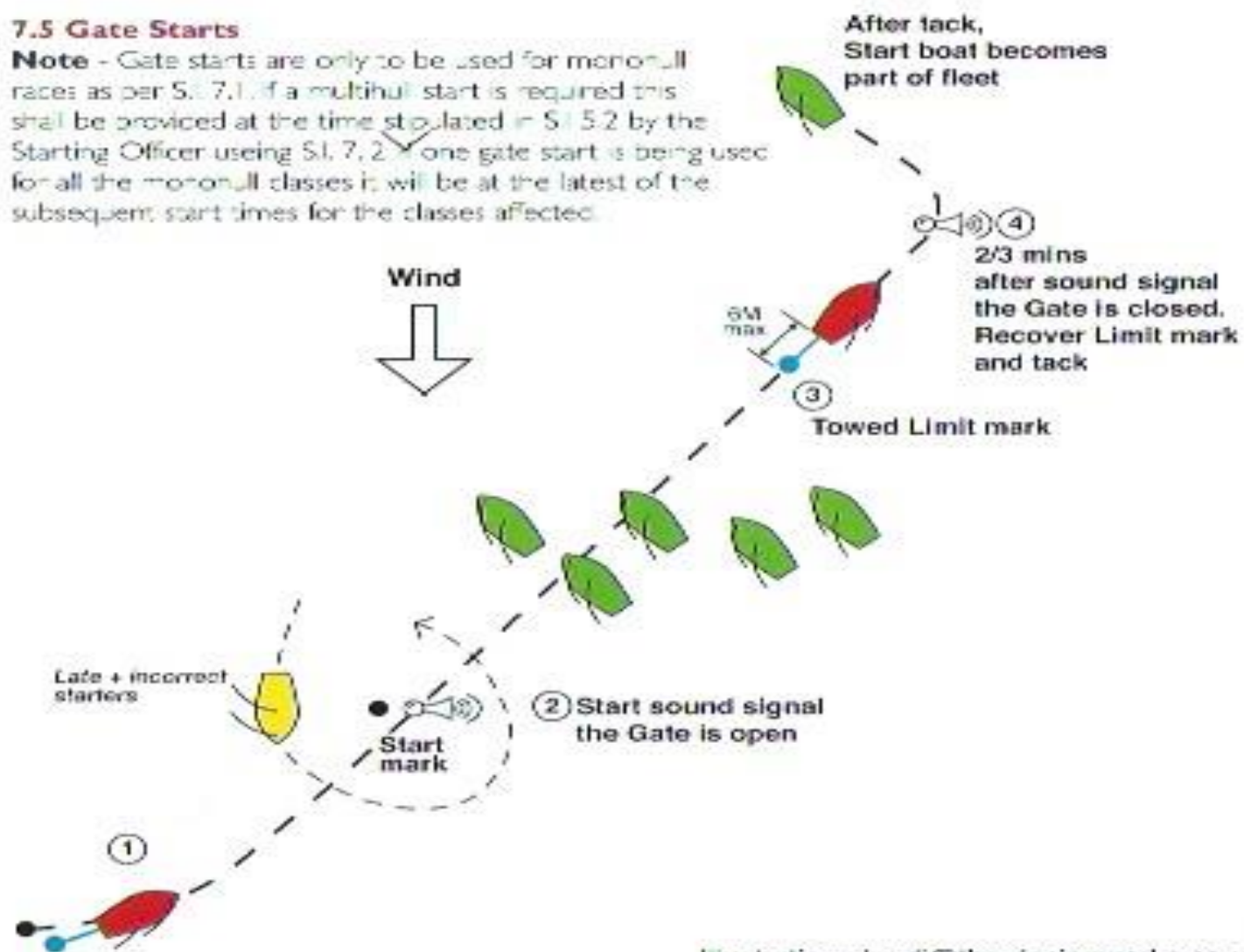
Convoy and Fender Start



Gate Start

7.5 Gate Starts

Note - Gate starts are only to be used for monohull races as per 5.1.7.1. If a multihull start is required this shall be provided at the time stipulated in 5.1.5.2 by the Starting Officer using 5.1.7.2. If one gate start is being used for all the monohull classes it will be at the latest of the subsequent start times for the classes affected.



Finishing

Note your finish time , to the nearest second, as you cross the line. Use GPS time in British Summer Time (BST). If possible also take a note of the boat ahead and the boat behind. At a destination away from Poole lodge your finish time with the Race Committee or your Class Captain. But remember to lodge all of your finish times with the results secretary as soon as possible after finishing the final race of the weekend.

The Poole Finish

No matter from which direction you come you must go between Bar Buoy (No.1) and No.2.
See illustration

Finish leaving Swash Channel Buoy No 4 to starboard with the finish line defined by a transit of buoys Nos 3 and 4

NOTE:
Informative, written SI takes precedence

