

## Fleet Racing A, B and C

This format of racing requires the use of the computer.

As a guide, if numbers are less than 12 boats registered you might consider only having A and B Fleets. Otherwise likely to be 3 fleets A, B, and C.

Starting works like this:

0 Secs.	The C Fleet start first.	These are the slower boats on the day
50 Secs.	The B Fleet start.	These are the middle achiever boats on the day.
100 Secs.	The A Fleet start.	These are the fastest boat there on the day.

To change the option of Fleets from A, B & C to only Fleets A & B this has to be set up on the computer.

The Race Officer can change the number of fleets where it says;- [Select the race type](#)

When you are ready to start the race the computer will sort the race groups from the Mark Foy records.

The Race Officer needs to announce the C & B Fleets by doing it vocally or by using the whiteboard method. (Whiteboard guide on next page.)

**The boats in each fleet can change after each race** with promotions and demotions from performances on the day. The computer gives you this information after each race. There needs to be an announcement or display of fleets before the next race each time.

The promotion or demotion of a boat is sorted from their place in a race by the computer. Final results are based on your placing.

This racing system suits slower boats or new members.

This system provides more open water for each boat to sail in.

It can give immediate reward or demotion, depending on how good you are at sailing.

Races can finish quicker because the slower boats start first.

This Fleet racing system can provide more of a social event which is a point of difference from Mark Foy and Mass start.

The whiteboard is near the computer. As it is made of lighter material than the other larger whiteboards it needs more careful use and storage.

By using the whiteboard overcomes the problems of people not hearing you and any disputes after that.

Use a Non-Permanent marker pen in the columns provided. On the back of the whiteboard I have a plastic bag with a Non-Permanent marker pen and a cloth duster for changing info where needed on the whiteboard.

<b>RACE # FLEETS A, B &amp; C</b>		
<b>C. 0 - SECS.</b>	<b>B. 50 - SECS.</b>	<b>A. 100 - SECS.</b>
		<b>IF YOUR SAIL NUMBER IS NOT ON THIS BOARD THEN YOU ARE IN THIS COLUMN</b>

The whiteboard is reasonably small and light, so you can copy names where needed, with the whiteboard on your knee at the computer. (600 x 400 mm)

When altering the numbers between races it can be time-saving to dot the ones that will stay in that column and only clean off the ones that are moving.

At the end of the alterations, have a method of double checking that you are displaying the correct sail numbers.

After each race, the computer will display some sail numbers in a different fleet.

Change the RACE NUMBER first.

Then alter what has to be changed in the columns from the last race.

Double check.