

# Match race



Do you want to try ?

## Two equalised yachts

The basis of match race consists of two equalised yachts, each with the objective of crossing the finishing line before her opponent while complying the rules.

## Objective is simple

Each yacht's objective is simple: to be the first to cross the finishing line with no outstanding penalties, having started correctly, sailed the course and complied with any special requirements. The simplest way to achieve this is to be in a controlling position at the start and to remain ahead and in control for the entire length of the race.

With evenly matched boats and crews, a good start usually results in winning the match, however, the downwind finish provides the opportunity to work the wind angles which means that a small lead is not always sufficient to ensure victory.

## No "proper course"

In the pre-start period there is no "proper course", which is significant from the point of view of the rules. The two yachts manoeuvre against each other with two objectives: to encourage the other to infringe a rule so that she have to take a penalty after the starting signal, but if that is not achieved, to be in a controlling position at the start or to get a significant advantage at the start (ie: be in the lead).

Being "in control" at the start doesn't necessarily mean being in the lead at the moment of the starting signal; the object is to be "in control" soon after the start. With superior speed and timing it is possible to be second across the starting line, but achieve a controlling position very soon after. Depending upon the experience and confidence of the skippers and the crews, there is often a psychological advantage to be gained by the skipper who is clearly in control during the pre-start period.

## The Wind

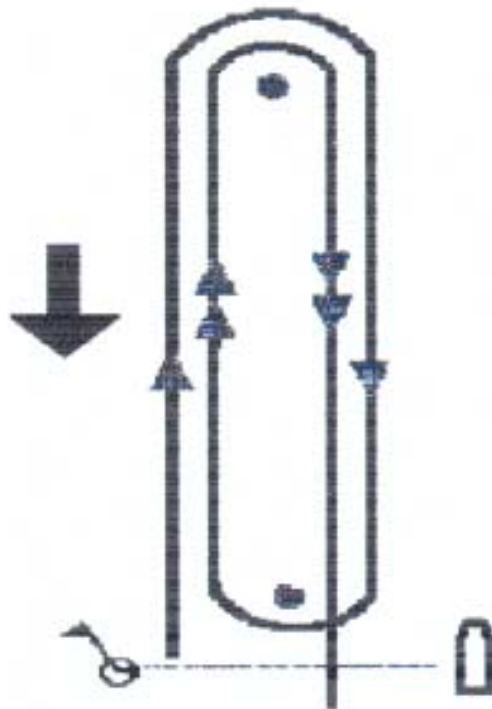
During the race on upwind legs the yacht in control is either ahead and in such a position that any windshift will not benefit the other yacht, or close ahead in a position where her dirty wind or backwind is adversely

affecting her opponent, or her opponent is trapped and unable to tack because of the proximity of the controlling yacht.

On downwind legs, protecting a lead is often difficult and, unless well ahead, the leader will be concerned with ensuring he is inside or ahead at the next mark rather than being "in control".

## The Course

The match race course is a simple windward-leeward course with a combined start/finish line at the leeward end. Usually the course will have two laps, but under certain conditions like special wind directions, more laps may be used. The length of the course is adjusted so that a race will take approximately 25 minutes.



## Starting Signals

<i>Time in in minutes</i>	<i>Visual signal</i>	<i>Sound signal</i>	<i>Means</i>
10	Flag F displayed	One	Attention
6	Flag F removed	None	
5	Numeral pennant displayed	One	Warning signal
4	Flag P displayed	One	Preparatory signal
2	Blue or yellow flag or both displayed	One*	End of pre-start entry time
0	Warning and preparatory signals removed	One	Starting signal

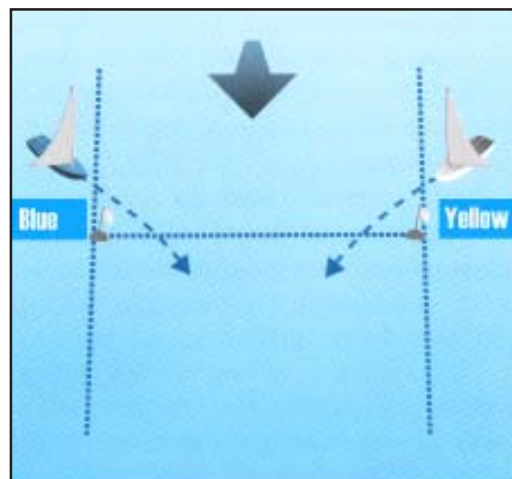
Within a flight, numeral pennant 1 means Match 1, pennant 2 means Match 2, etc.,

\*These signals shall be made only if one or both boats fail to sail in too the prestart, 2. The flag(s) shall be displayed until the umpires have signalled a penalty.

## The Prestart

At the preparatory signal (4 minutes) each boat shall be outside the line that is at a 90 degree angle to the starting line through the starting mark (see figur below). The racing boats will be paired with a 'blue boat' and a 'yellow boat'. The boat listed on the left-hand side is assigned the port end and shall display a blue flag at the stern while racing. The other boat is assigned the starboard end and shall display a yellow at her stern while racing.

Within the two-minute periode following the preparatory signal (4 minute), a boat must for the first time have crossed and cleared the starting line, from the course side to the prestart side.



## Protests

A Boat may protest another boat, by clerly displaying flag Y



## Executive and judicial power of match racing

The umpires enforce their power on the spot on board a fast dinghy.

They constantly haunt the best position in relation to the duel.

The two umpires each represent a boat and confer with one another during the entire duel. The power is enforced through the use of flags and whistle.

- a) A green and white flag with one long sound signal means: "No Penalty"
- b) A coloured flag identifying a boat with one long sound signal means "the identified boat shall take a penalty. If a boat has one outstanding penalty, she may take the penalty any time after starting and before finishing, if a boat has two outstanding penalties, she shall take one of the as soon as reasonably possible, but not before starting. Outstanding penalties can be equalised if both boats have a penalty."
- c) A red flag with a coloured flag identifying a boat with one long sound signal means "the identified boat shall take a penalty as soon as reasonably possible, a 'red flag' penalty shall not cancel an outstanding penalty"
- d) A black flag with a coloured flag identifying a boat with one long sound signal means "the identified boat is disqualified".
- e) One short sound signal means "a penalty is now completed"
- f) Repetitive short sound signals mean: "A boat is no longer taking a penalty and the penalty remains"
- g) A coloured shape displayed from an umpire boat means: "The identified boat has an outstanding penalty".