

Papercourt SC

Pursuit Race Start Sequence

Race duration

The pursuit is based on a 50 minute duration for the first start, less for all other classes starting after.

The start

The starting sequence for a pursuit race is as follows:

3 minutes before the first start (Warning Signal)	<ul style="list-style-type: none"> • Code flag 'A' • One sound signal • '0' displayed on the number rack
2 minutes before the first start. (Preparatory Signal)	<ul style="list-style-type: none"> • Code flag 'P' (Blue Peter) • One sound signal
1 minute before the first start	<ul style="list-style-type: none"> • Code flag 'P' (Blue Peter) lowered • One sound signal
0 minute the first group start	<ul style="list-style-type: none"> • Code flag 'A' dipped for 10 seconds • One sound signal • The number in the rack changes from '0' to '1' for the next start.

Pursuit Start Times from 24/7/21 based on a race time of 50 minutes from the first start. Diff is the nominal difference at the end of the race required to be exactly drawn.

Class	PYN	Time / Start	Diff in seconds
Mirror	1390	00.00	0
Mirror S/H	1380		22
Topper	1365		54
Gull	1363		58
Gull S/H	1343		101
Laser Pico	1330		129
Signet	1265	01.00	210
Signet S/H	1245		253
Feva	1244		255
Feva (S/H)	1234	02.00	217
Sunfish	1229		227
Laser 4.7	1208	03.00	213
Comet	1210		208
Hartley 12.2	1200		230
Miracle	1194		243
Byte Trad	1190		252
Wanderer	1193		04.00
Firefly	1172	231	
Laser Radial	1147	284	

Solo	1143	05.00	233
Europe	1141		237
Byte C II	1135		250
RS Vision	1137	06.00	186
Aero 5	1136		188
GP14	1130		201
Graduate	1132		197
Grad S/H	1122		218
Enterprise	1122		218
Enterprise S/H	1112		240
Wayfarer	1102	07.00	192
Laser	1100		206
Laser 2000	1090		227
Supernova	1077		256
Lark	1073	08.00	204
Aero 7	1065		221
Sport 16	1050	09.00	194
RS200	1046		202
Scorpion	1041		213
Albacore	1040		215
Access 2.2	1810	10.00	-1506
Optimist	1642		-1144
Access 303	1610		-1075
Access 303 S/H	1580		-1010
Papercourt Scow	1560		-967
Access Liberty	1550		-945
Topper 4.2	1416		-656