

Notice of Race

Windsurfing

World Firefighters Games – Aalborg – Denmark – 2024

Date:

September 11th 2024

Venue:

Nordjydsk Windsurfing Klub (NWK)
(Aalborg SUP og Windsurfing Klub)

Stenholmsvej 53, DK-9400 Nørresundby, Denmark

Organizer:

Nordjydsk Windsurfing Klub (North Jutland Windsurfing Club)

Stenholmsvej 53, DK-9400 Nørresundby, Denmark

Contact/Race Master:

Søren Bagger

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Sailing instructions:

Sailing will be performed in a series of shorter races of 12 minutes.

When the 12 minutes are passed you need to finish the course and cross the finishing line.

The goal is to complete as many laps on the course as possible.

Start will be near the shore - in the water as a beach-start or using the uphaul-line.

All competitors must have both feet at the bottom until the starting signal.

The course will be triangular or 8-figure depending on wind conditions.

This will be announced at the skippers meeting and during the day if course is changed

6 races in total are expected/planned

Signals:

Yellow flag + horn signal: attention – go to the starting area

Green flag + horn signal/shout: Start of race – race is on

Red flag + horn signal: 12 minutes are up – finish the course and cross the finishing line.

Whiteboard: Notices about next start, race-course, results, prize giving etc.

Rules:

Regular rules of sailing comply

<https://www.sailing.org/tools/documents/RRS20212024WindsurfEdition1Jan2021-%5B27128%5D.pdf>

We expect a friendly competition as the most used rules will be:

- Starboard has the right of way (on opposite tacks)
- Leeward has the right of way (on same tack)
- The overtaken boat has the right of way (on same tack)
- Mark room. Outside boat shall give room to the inside boat at marks.

Entries:

Entries are handled by the organization of World Firefighters Games as of the competitor-list of august 5th.

Late entries must be applied for through the WFG-organization.

Equipment:

All equipment will be provided by the organizer, and must be returned at the end of the event

- Boards (sizes 139 – 195 litres)
- Rigs (sizes 4.5 – 7.2 m²)
- Wetsuit and shoes

- Lifevest (compulsory to wear during racing)
- Racing t-shirt with number (compulsory to wear during racing)
- Harness (optional)
- Helmet (optional)

As this is equipment belonging to the surfclub we expect all competitors to act responsibly and to take special care of equipment – both when transporting and handling on land and when sailing and competing.

Instructions by the officials must be followed.

Schedule:

Start	End	WS
9.00	9.30	Registration
9.00	9.45	Equipment inspection and handout
9.00	10.00	Training
10.15	10.30	Skippers meeting
12.00	13.00	3 races completed (expected)
13.00	14.00	Break
14.00	15.00	3 races completed (expected)
15.00	16.00	Equipment return and cleaning
15.30	16.00	Prize-giving

Venue:



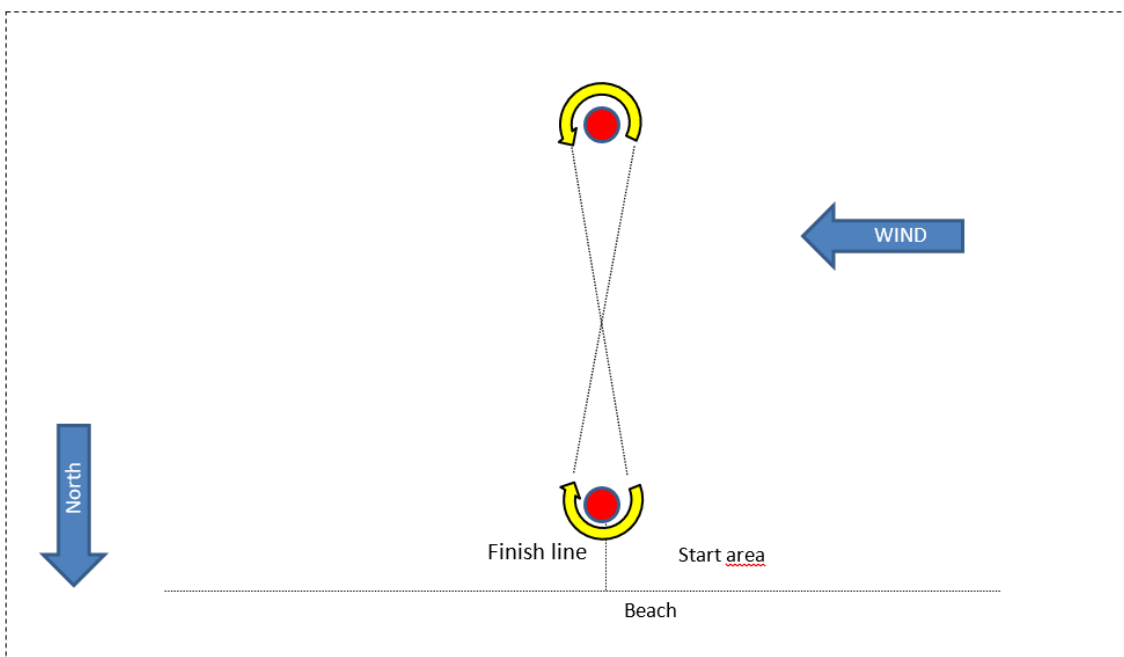
Toilet, shower, changing rooms + equipment at the drop-marking
Sailing area in the red marking.

Courses:

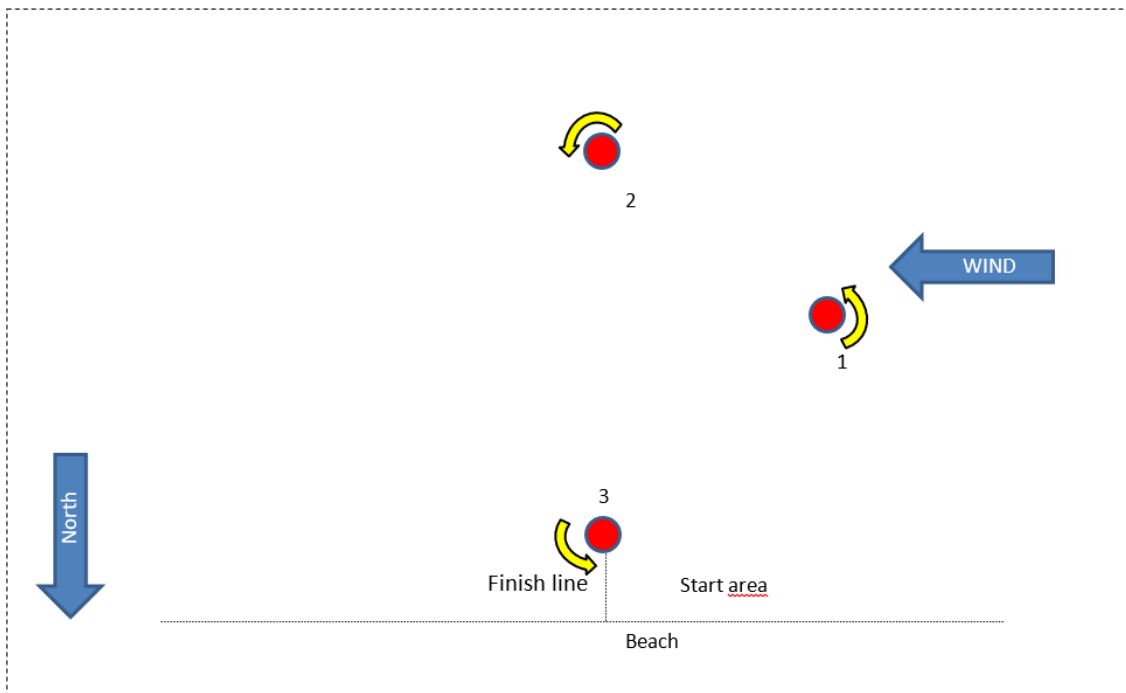
Course will be triangular or 8-figure depending on wind conditions.
This will be determined by the race master on the day of race and published at the skippers meeting.

If conditions change during the day of race the course might be changed too. Competitors are informed as soon as possible before the start of the next race.

Option 1 – 8 figure-example



Option 2 – triangular-example



Scoring:

All competitors will race in the same class

The competitor with the most laps is the winner of the race.

If more competitors have completed the same amount of laps, the first of those to cross the finish-line will be the winner

The winner of each race will be awarded 1 (one) point

Number two will be awarded 2 (two) points and so forth

If a competitor starts a race but doesn't finish, a DNF will be awarded, and the score will be the number of competitors in the race.

If a competitor doesn't start a race, a DNS will be awarded, and the score will be the number of competitors in the race +1.

Competitor Total score will be the sum of all race-scores.

When 4-6 races have been completed, a competitor's total score will be the total of the competitor's race scores excluding the worst score.

The winner will be the competitor with the lowest total score.

If competitors have the same total score, the one with the best excluded score is the winner.

If still equal (ie. both DNF's or no exclusions) the one with the best score in the last race is the winner.

If still equal (ie. both DNF's) the one with the best score in the second last race is the winner and so forth.

Protests:

Any protests must be officially given to the race master immediately after the end of the race – and before the start of next race.

Protest committee (Race master and other officials) will investigate by interviewing the involved parties.

Race master will publish the result of the investigation and any related penalties. The involved parties will be informed directly.

The decision is final.

Penalty

Any penalties will be decided by the protest committee and can be applied as a lower ranking in the race, disqualification from the race or disqualification from the competition.