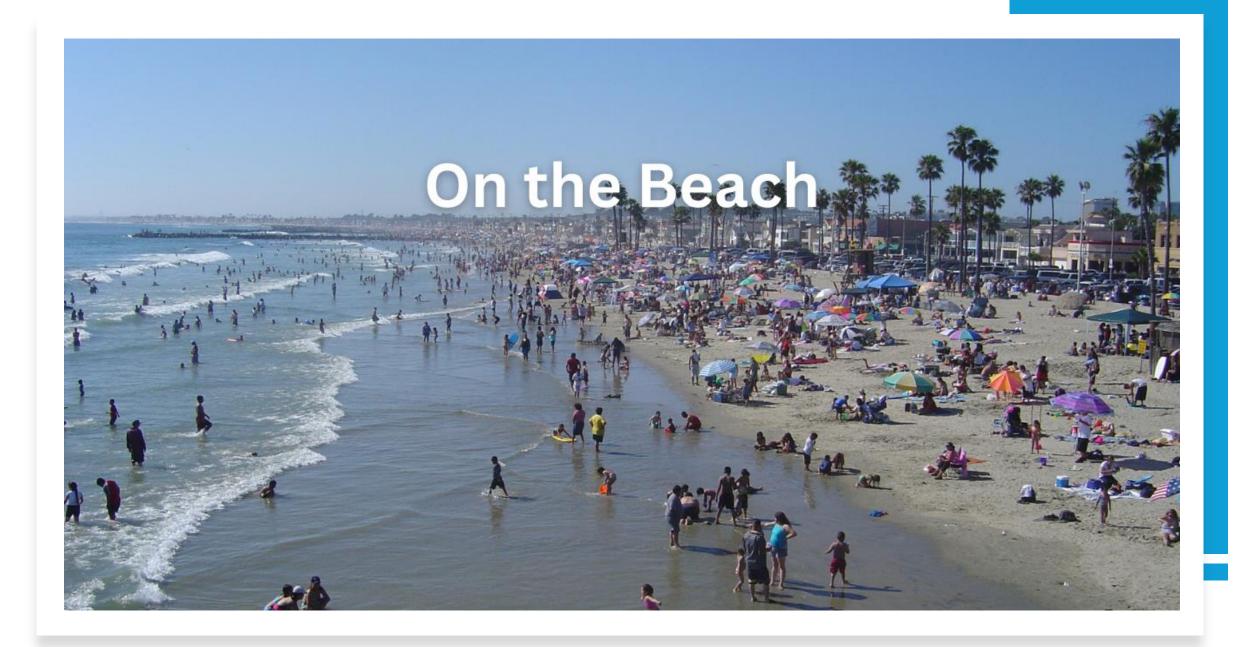
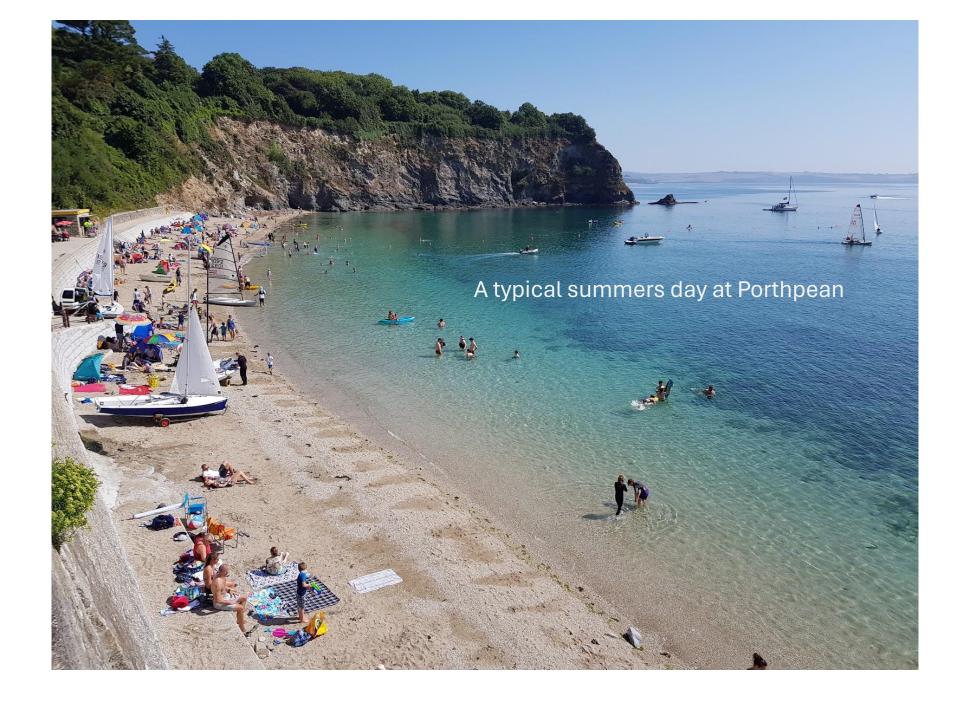
Welcome and thanks for coming!











Porthpean Sailing Club Safety on the beach

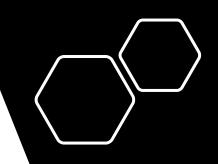
March 2024

Some hints and tips for remaining safe and keeping others safe when launching and recovering our boats.

Our beach and slipway are often crowded and busy and as consistent users of the beach we need to be aware of those around us that are not aware of the dangers that are posed by our boats coming and going from the dinghy park to the sea so see below some hints and tips to keep ourselves and other beach users safe.

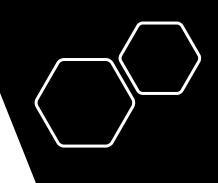
Getting to the beach:

- Having rigged your boat and being ready to proceed to the beach, be aware
 of other people on the slipway.
- Always be sure that you can stop your boat on the slipway as you proceed to the beach.
- On reaching the beach, place your boat head to wind before hoisting your sails and be aware of other people around your boat especially as the boom clears the deck and swings in the breeze, always be on the lookout for wind changes that can cause your rig to become a hazard.



Launching:

- Once rigged and ready to launch try and choose an area that is clear of swimmers to launch.
- Single handers may wish to obtain help holding their boat until ready to launch.
- If launching into the wind push your boat far enough into the sea that some centre plate can be lowered before pushing off.
- Look for the most direct route through any surf.
- If launching downwind be aware of wind shifts that can cause your boat to gybe.
- Always be aware of swimmers and other watercraft.



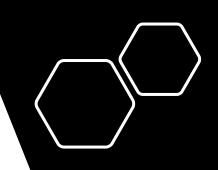
Returning to the beach:

- When returning to the beach be aware of the wind direction, sea state, other watercraft and swimmers.
- If approaching the beach downwind, watch for a quiet patch in the wave pattern if possible.
- If approaching into the wind, watch for other water users and be aware of wind shifts that may cause you to tack unexpectedly.
- Try not to surf your boat on the waves as this can lead to a broach and capsize.
- Sometimes it is possible to slow your boat and remain in control by dragging a leg in the water.
- Choosing a spot between the waves to turn your boat head to wind and exiting the boat can be a way of keeping it under control.
- Be aware of people and small children on the water's edge.

Helping others:

- Once you are safely on the beach please look to see if others are in need of help exiting the water.
- Lifting boats clear of the water, warning other water users of approaching boats and bringing trolleys to the water's edge are all of great assistance.
- Be aware of people and small children on the water's edge.
- Once onshore de-rig with care and exit the beach in an orderly fashion, be careful to watch for pedestrians on the beach and slipway.

Please remember that the safety boat will need to be recovered and is easiest when we all stay and help





Model: SR4M

Length Overall: 13'4" 4.05m

Length Inside: 9'7" 2.92m

Beam Overall: 5'10" 1.80m

Beam Inside: 3'1" 0.94m

Tube Diameter: 17" 43cm

Approximate 350lbs 159kg Weight:

Displacement Dry: 4100lbs 1864kg

Dimensions
Swamped: 2300lbs 1045kg

Capacity Weight: 1430lbs 650kg

Capacity Persons: 6

H.P Longshaft Max: 50

H.P Longshaft Useful: 25 - 40

No. of Compartments:

Knots/MPH: 35/40

3



All our boats are fitted with a 40hp 3-cylinder 4 stroke engine and carry a 25-litre fuel tank.



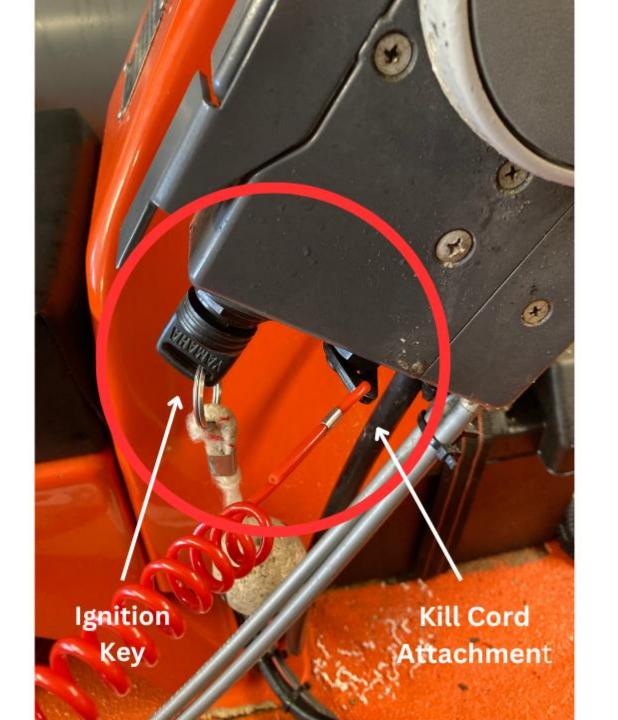


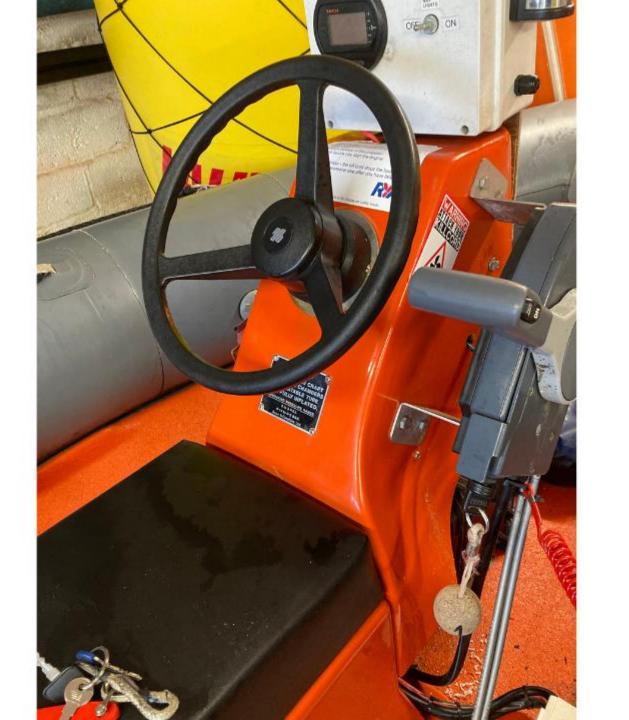
This is the engine trim lever, located on the starboard side. Unlocking it will allow the engine to be moved either up or down. Locking it will keep it in the required position.











Key Points to remember

- Ensure that the fuel tank is always full (Top up if required)
- Run the engine in the yard with the water attachment (Never Run dry)
- Test the horn.
- Load the boat with all the necessary equipment required for the duration.
- Take additional clothing, just in case you get cold (Drinks/snacks)
- Make sure that both occupants of the boat have a kill cord.
- <u>NEVER</u> drive the boat if the kill cord is not attached to you.
- Ensure that the rear of the boat is clear of people and rope always before starting your engine.
- As soon as there is sufficient water depth lock the engine in the vertical position.
- Avoid aggressive accelerations and drive at a sensible speed until you are in open water.
- Communicate with your crew members and keep a lookout for swimmers and other water users.
- If someone needs your assistance carefully manoeuvre the boat into a useful position to avoid people and equipment, keep the engine prop away from everything, Kill/stop the engine.
- Always follow the last boats into shore.
- Before getting too close to the beach unlock the engine in preparation.
- Ensure there are sufficient bodies on the beach to aid recovery.
- As you approach the beach at slow speed keep a look out for other water users.
- Have your crew standing by on the engine so when the engine is stopped, they can swiftly lift and lock into the up position.



Key Points to check

- Gather as much wind data as you can from the weather links on the club website.
- The Davis weather app is free and shows live data and can be useful.
- Discuss with the OOD the plan for the course and ensure that as much information as possible is
- added to the white board adjacent to the changing area.
- Give yourself plenty of time to get out on the water and set up.
- Motor out to the beach marks and attach the inflatable marks with suitable counterweights.
- Bring the boat to a stop, standup and present the burgee towards the wind to get an idea of the wind direction.
- If possible, try and get your windward leg in first, if the wind is shifty be patient and establish its average direction.
- When you are satisfied with your windward leg, set your wing mark proportionally to the length of your windward leg.
- Course length is determined by the numbers of boats racing and the wind conditions.
- More boats, more wind = bigger course
- Beach marks to the mussel farm is approx. 0.5 NM (926m)
- Distance can be checked with GPS, a distance finder or Rule of thumb
- Get your start line set up, don't make it too short.
- Get someone to sail through your line and adjust if necessary.
- You are all set!

ARCHIVED WEBSITE



WEATHER LINKS

USEFUL GUIDES FOR PSC MEMBERS

GALLERY

BLOG

MEMBERSHIP

BBC Local Weather Forecast

HOME

ABOUT PSC

COMMITTEE

SAILING V

CONTACT

NCI Polruan Live Weather

NCI Charlestown Live Weather

Big Salty - Charlestown Harbour

Lands End weather

Metcheck

Met Office

Weather Online

Wind Finder

Wind Guru

Wind Map of Britain

Wind Map of Cornwall

Beaufort Wind Scale

<u>Tide Tables – Easy Tides</u>

The club website has popular links to local weather data

The Davis weather app is free and offers live data from both Charlestown & Polruan







Rule of thumb

Hold one arm straight out in front of you, elbow straight, thumb pointing up.



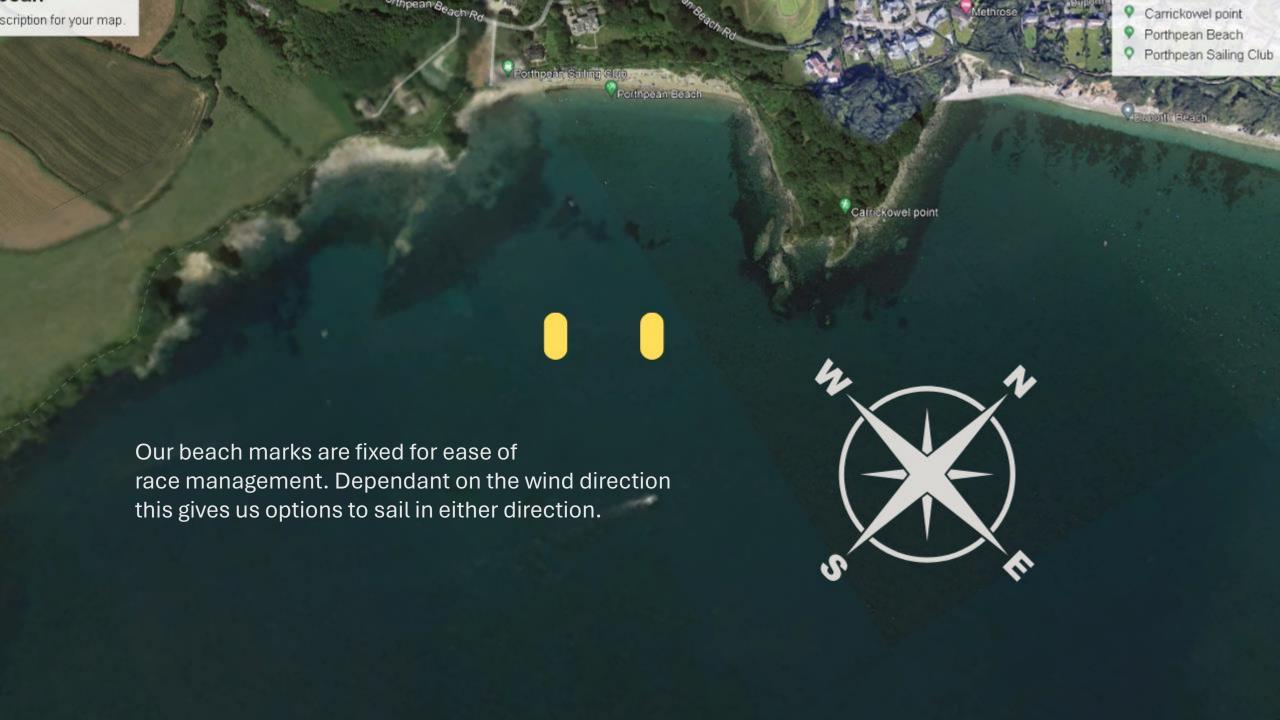
Close one eye, and place your thumb over a course mark, approx width 1 metre. Without moving your head or arm, switch eyes, now sighting with the eye that was closed and closing the other.

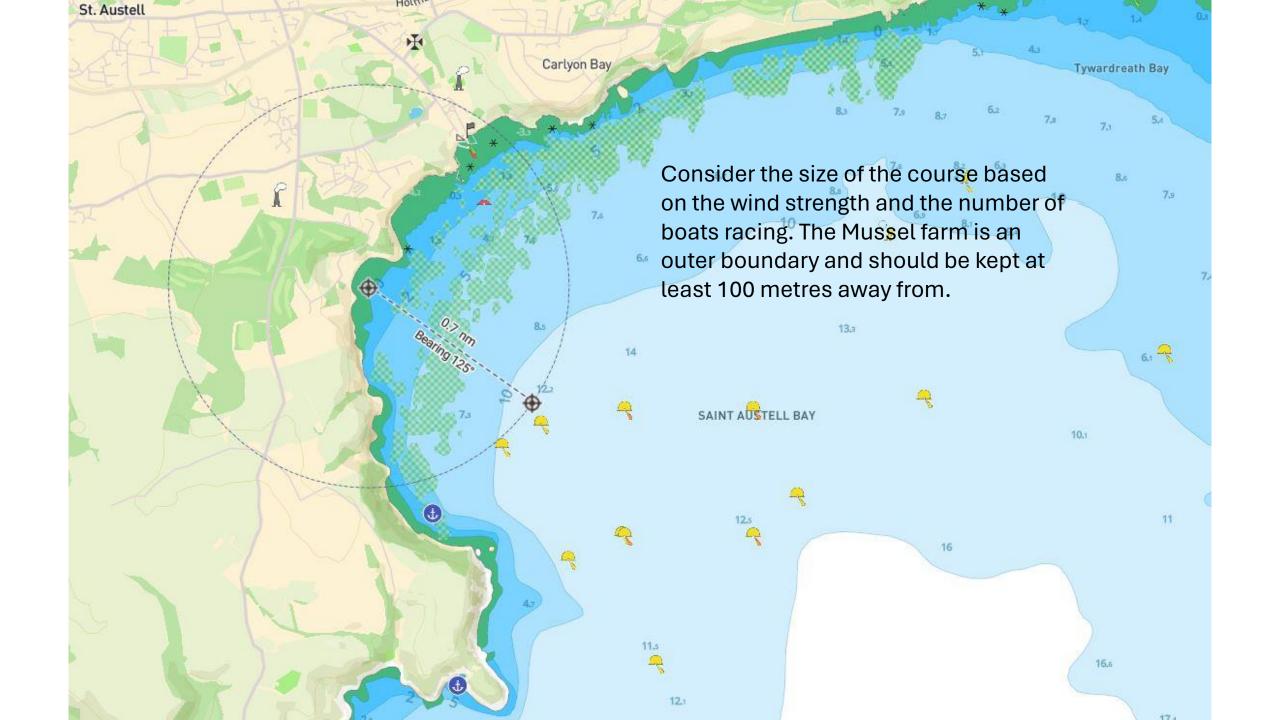
Your thumb will appear to jump sideways because of the change in perspective.

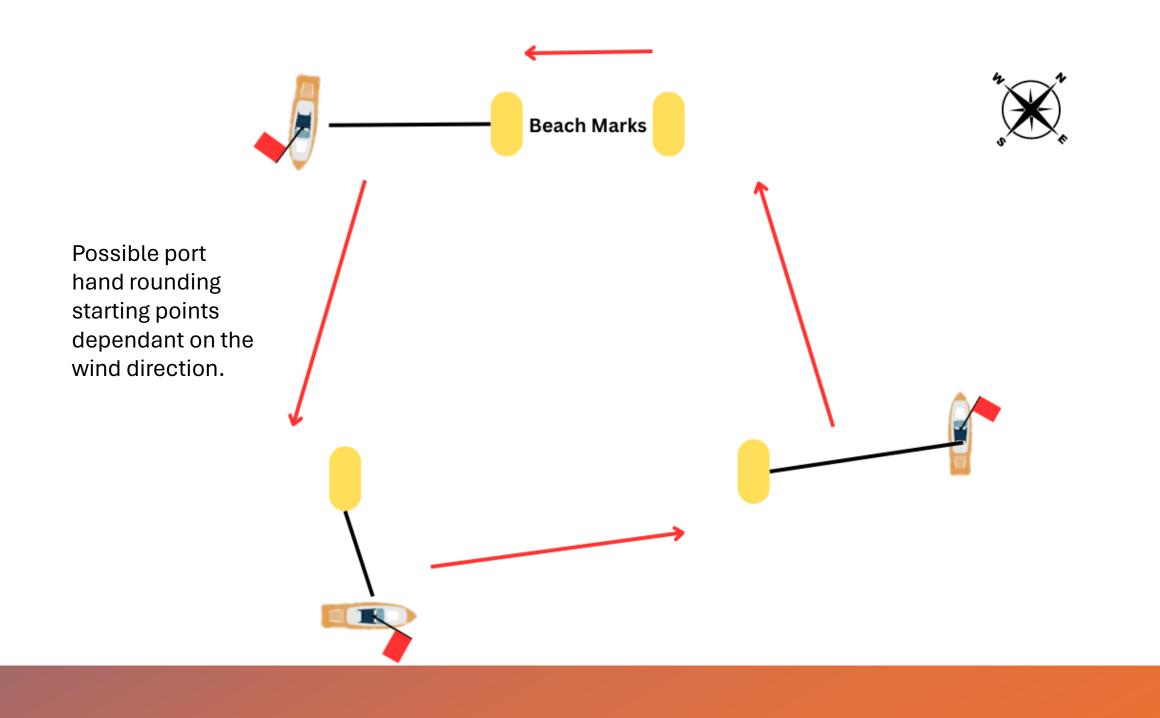


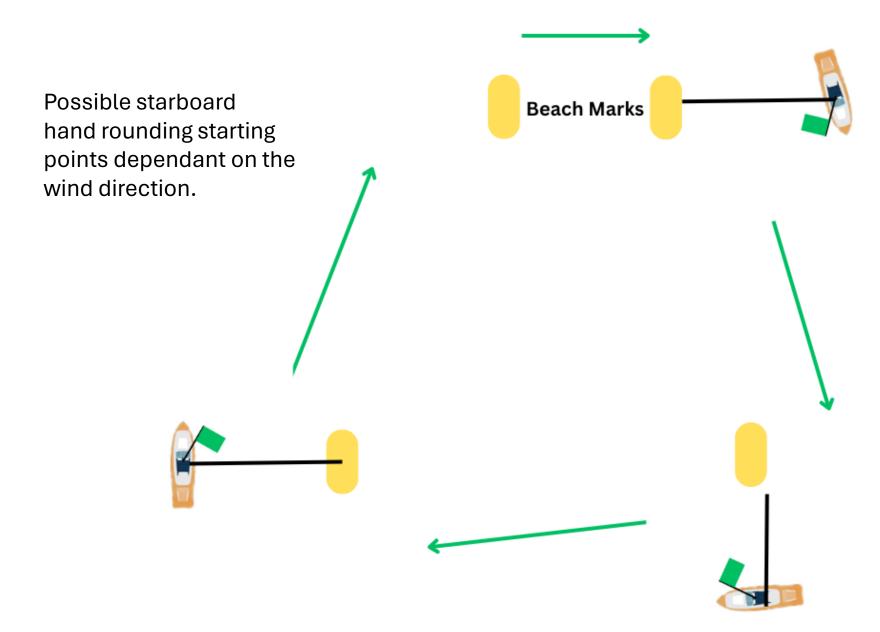
Let's say it jumped about 20 times the width of the mark, or about 20 metres Now multiply that figure by the handy constant 10 (the ratio of the length of your arm to the distance between your eyes).

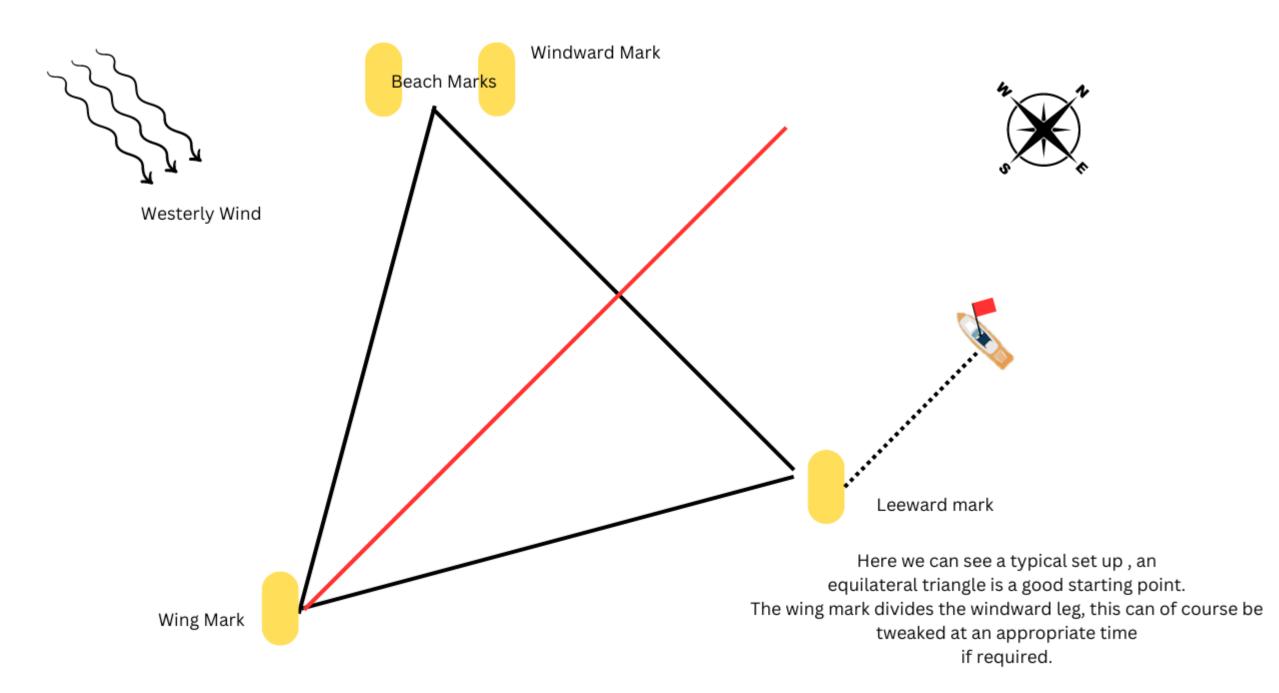
Now you get the distance between you and the mark, 200 metres.











To determine the length of the starting line you need to use this formula:

Starting line length = Number of boats * Average length of all boats * Multiplying factor

In our club case, where the boats are different types, you must choose a Multiplying Factor from 1.1 to 2. Consider the level of agility of the participating boats (in case of skiff boats up to 3).

In case of high winds/big sea, increase the Multiplying Factor but without exceeding 3.

We can assume that average boat length at Porthpean is 4 metres, the above formula is looking at a championship length line although it indicates that number of boats and the sailing conditions should be considered when setting your line.

Using the burgee in the safety boat it is possible to set up sensible line bias.

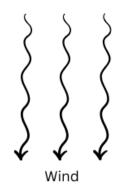
Small anchor adjustments can be made if required.

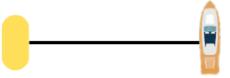
Never be afraid to ask someone to test your line.

Square line, no bias

Starboard bias 10 degrees

Port bias 10 degrees









Set up for a port hand course

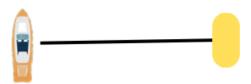
Using the burgee in the safety boat it is possible to set up sensible line bias.
Small anchor adjustments can be made if required.
Never be afraid to ask someone to test your line for you.

Square line, no bias

Starboard bias 10 degrees

Port bias 10 degrees









Set up for a starboard hand course

Race Starting Signals

Port/Starboard Indicates the direction of racing and that you are on station awaiting instructions from the OOD		No Sound Signal required
Warning Signal Pennant 5 Raised to signal 5 minutes	1	One Sound Signal
Preparatory Signal Flag "I" Raised to signal 4 minutes		One Sound Signal
One minute warning Flag "I" Lowered to signal 1 minute	↓	One Sound Signal
Start Pennant 5 Lowered to signal The Start	↓	One Sound Signal

Other Warning Signals

Individual Recall Flag "X" If some competitors are deemed to be over the line raise and call out their sail numbers. Flag is removed when identified boats have restarted correctly under the requirements of "I" Round the ends	One Sound Signal
General Recall 1st Substitute If more boats than can easily be identified are deemed to be over the line raise this flag. Wait until everyone has returned to the starting area and await a 6-minute countdown from the OOD. Flag is removed at 6 minutes a new starting sequence follows 1 minute later 5-4-1-Go.	Two Sound Signals
Postponement Answering Pennant This can be flown at any time and will delay the start. EG wind has shifted, someone needs assistance etc. Flag is removed at 6 minutes a new starting sequence follows 1 minute later 5-4-1-Go.	Two Sound Signals
Shortening Course Flag "S" This flag is flown to indicate that the course has been shortened. It should be shown asap when the leading boats come onto the last leg before the finish.	Two Sound Signals
Abandoning a race Flag "N" For whatever reason it may be deemed necessary to abandon a race. Sailors should be encouraged to make their way ashore as quickly as possible.	Three Sound Signals



In the words of Buzby
"It's good to talk"
So, if you're not sure
about anything just ask.