

Windsurfing Slalom Racing Guide

Our slalom series is designed to be **fun, safe, and inclusive**. It gives beginners an easy entry point while keeping experienced sailors challenged.

Schedule & Logistics

- **When:** Saturdays between 1:00 PM – 4:00 PM, provided there are **3+ participants** and wind is **14-16+ knots**.
- **Announcements:** Look for updates in the **CSC Windsurf Racing Corner** WhatsApp group (https://chat.whatsapp.com/FETJNuSpmCt%7CHAFIbxbx4h?mode=gi_t)
- **Skippers' Meeting:** Held at the **Windsurfing Racing Corner** (next to the rack with booms) **30–60 minutes before the first heat**. We cover course briefing, safety, and final race format.

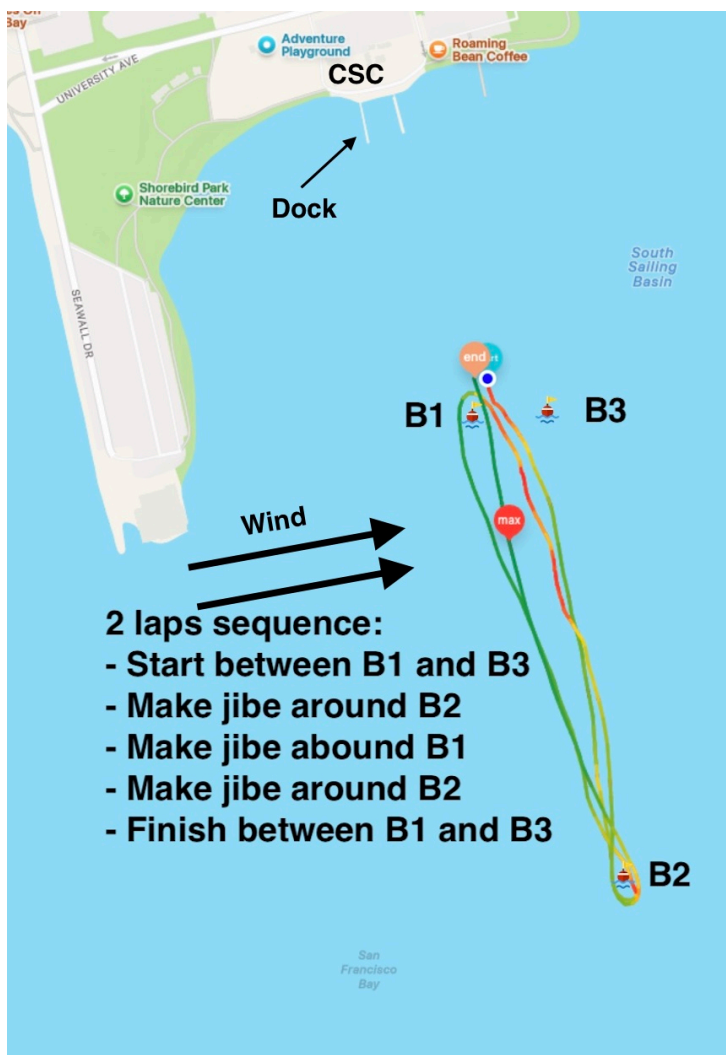
How to Join

You don't need to be a pro to race! This is about challenging yourself and learning from more experienced sailors. Knowing how to go fast or do planing jibe is good but is not required!

- **Eligibility:** Members with **Junior rating** and above (know how to plane) are welcome to join. You also need to pass the CSC Windsurf Slalom Racing Written Test. Read the test [here](#) and take the test [here](#) (you have to be logged in to use these links).
- **Register:** Reply to the WhatsApp announcement, reach out to Anton or Ivan at the club, or simply show up for the Skippers' Meeting.
- **Tracking:** We'll add your info to the results table so you can track your progress throughout the season.

The Course & Format

- **Layout:** A **Figure-8 course** with three buoys (B1, B3 and B2). See visualization -->
- **Laps:** 2 laps per heat (approx. 6–10 minutes total).
- **Start/Finish:** Both are located between B1 and B3.



- **Turns:** One right-hand **jibe** at B1; two **jibes** at B2.
- **Heats:** 3–5 heats per racing session (Total session time: 60–90 minutes).

Racer Groups (Handicap System)

All heats are sailed as a single fleet, but you choose your group based on your skill and gear:

- **Group A** - Advanced / Competitive sailors. Consistent maneuvers, fast gear, and comfortable in all conditions. **Main Start Time**
 - Sail the full figure-8 course, 2 laps per heat
 - Focus on clean maneuvers, speed and setting a pace that encourages others.
- **Group B** - Intermediate / Improving sailors OR experienced sailors on non-racing gear (e.g., freestyle boards). **Starts 1 minute EARLY**
 - Sail the same figure-8 course, 2 laps per heat.
 - Points are tracked normally, but the early start acts as a handicap to keep the race exciting and challenging for both groups.
 - Focus on learning, gaining experience, improving skills, and enjoying the thrill of racing with the fleet.

How it works together: Both A and B groups sail together as one fleet on the course. B group's early start gives them a fair chance to finish ahead without blocking faster A sailors. Group A is challenged not to make mistakes and catch up with group B folks. This system keeps everyone engaged, motivated, and challenged.

Start Sequence (Whistle Signals)

We use whistle blasts (louder than horns on the water) for the countdown:

1. 3 min - 3 Long Blasts - Get ready
2. 2 min - 2 Long Blasts
3. 1 min - 1 Long Blast - **GROUP B STARTS!**
4. 10 sec - 10 Short Blasts - Every second countdown
5. 0 sec - 1 Long Blast - **GROUP A STARTS!**

Pro-tip: If you are unsure of the time or didn't hear the whistle — **just follow the fleet!**

Finish procedure

All finished sailors should wait for all remaining racers to finish and get ready for next head

There will be few minutes to rest before new start procedure begins

Scoring System: Heats & Race Sessions

We use the **Low Point System** (Lower is better: 1st = 1 pt, 2nd = 2 pts, etc.).

- **Per Heat:** Points awarded based on finishing position. *DNS (Did Not Start) = # of Participants + 1.*
- **Per Session:** After 3-5 heats, we rank overall performance for the day. (1st overall = 1 pt for the season, etc.). This prevents large gaps in seasonal standings.
- **Per Season:** Sum of all session points. The lowest score at the end of the season wins!

Safety & Right-of-Way (Simplified RRS)

Safety is our absolute priority. All windsurfers and foilers fall under **World Sailing (RRS)** rules, but for club racing, we use this simplified logic:

- **Different Tacks:** **Starboard Tack** (Right hand forward) has **Right-of-Way**. Port Tack must give way. No exceptions for speed or foil.
- **Same Tack:** **Leeward sailor** (downwind) has **Right-of-Way**. Upwind sailors must keep distance and stay clear.
- **Overtaking:** The **overtaking sailor is responsible** for staying clear.
- **Maneuvering:** Anyone performing a **tack or jibe** must ensure they aren't creating an obstacle. You cannot claim priority immediately after a turn.

The Golden Summary:

- Don't go for unnecessary risk
- Avoid collisions at the start - there's plenty of time to pass later
- Be extra careful at jibes - people falling or already in water
- Different tacks - Starboard(right hand) has priority.
- Same tack - Leeward(downwind) has priority
- Maneuvering - You give way.
- Overtaking - You are responsible.