

SIMPLE HEAT RACING SYSTEM

1. GENERAL

- 1.1 *An event consists of a Qualifying Round and a Final Round.*
- 1.2 *The Qualifying Round is composed of races (except Race 1) based on the score from the previous race so as to maintain heats containing boats of mixed ability. In Final Round the boats are put in heats according to their total scores from the Qualifying Round. The boats with the lowest scores in Final Round heat A (gold) and so on into Second Round heats B (silver), C (bronze) etc. To the end of event boats shall stay in that heats.*
- 1.3 *Number of races in the Qualifying Round and Final Round shall be stated in sailing instructions.*

2. NUMBER AND SIZE OF HEATS

- 2.1 *The number of heats shall be as few as possible.*
- 2.2 *The number of boats in each heat shall be approximately equal. First extra boat goes into heat A, the next into heat B and so on.*

3. QUALIFYING ROUND

- 3.1 *For first race in the Qualifying Round, boats shall be divided using relevant ranking list. If no ranking is known from some boats following may be added to the ranking list: Boats shall be sorted according to their national letters, and within national letters according to their sail numbers. The seeding of the boats in appropriate heat will be done by awarding the heats to sorted list as follows. A, B, C, D, A, B, C, D*
- 3.2 *Composition of the second and following races in the Qualifying Round shall be based on previous race results as shown in table bellow, where the letter refers to the previous heat, and the number the boat's place in previous heat.*

| 2 heats | |
|---------|--------|
| Heat A | Heat B |
| A1 | B1 |
| B2 | A2 |
| A3 | B3 |
| B4 | A4 |
| A5 | B5 |
| B6 | A6 |
| A7 | B7 |
| B8 | A8 |
| A9 | B9 |
| B10 | A10 |
| A11 | B11 |
| B12 | A12 |
| A13 | B13 |
| B14 | A14 |
| A15 | B15 |

| 3 heats | | |
|---------|--------|--------|
| Heat A | Heat B | Heat C |
| A1 | B1 | C1 |
| B2 | C2 | A2 |
| C3 | A3 | B3 |
| A4 | B4 | C4 |
| B5 | C5 | A5 |
| C6 | A6 | B6 |
| A7 | B7 | C7 |
| B8 | C8 | A8 |
| C9 | A9 | B9 |
| A10 | B10 | C10 |
| B11 | C11 | A11 |
| C12 | A12 | B12 |
| A13 | B13 | C13 |
| B14 | C14 | A14 |
| C15 | A15 | B15 |

| 4 heats | | | |
|---------|--------|--------|--------|
| Heat A | Heat B | Heat C | Heat D |
| A1 | B1 | C1 | D1 |
| B2 | C2 | D2 | A2 |
| C3 | D3 | A3 | B3 |
| D4 | A4 | B4 | C4 |
| A5 | B5 | C5 | D5 |
| B6 | C6 | D6 | A6 |
| C7 | D7 | A7 | B7 |
| D8 | A8 | B8 | C8 |
| A9 | B9 | C9 | D9 |
| B10 | C10 | D10 | A10 |
| C11 | D11 | A11 | B11 |
| D12 | A12 | B12 | C12 |
| A13 | B13 | C13 | D13 |
| B14 | C14 | D14 | A14 |
| C15 | D15 | A15 | B15 |

Same principle should be used for more heats or more boats in a heat.

4. FINAL ROUND

After all races in Qualifying Round, temporary overall results will be produced based on which boats will qualify for heats in Final Round.

For example: In an event with 53 boats, heats will be composed of 14(A), 13(B), 13(C), 13(D). After the Qualifying Round, boats placed 1 - 14 will be placed and will stay in heat A, those placed 15 - 27 in heat B, those placed 28 - 40 in heat C, and those placed 41 - 53 in heat D. Thus, in the Final Round, boats in heat A will compete for places 1 - 14, those in heat B for places 15 - 27, those in C for places 28 - 40, and those in heat D for places 41 - 53.

Note: Scoring is the same for all heats. This means that a boat in Final Round heat B at the end of the event can have fewer points than another in heat A, but as per above the boat in final heat B cannot be placed above 15th place.

5. SCORING

5.1 *RRS Appendix A Low Point Scoring system shall apply for all races (qualifying and finals) subject to 5.2 and 5.3 below.*

5.2 *Boats recorded as DNF, RAF, OCS, DNS, DNC, BFD, DSQ, DNE or DGM in Qualifying Round shall be placed in this order at the bottom of their heat. Should more boats score same place they will be placed according to the alphabetical order of national letter and sail number.*

5.3 *When the total score is calculated for each boat, discards will be permitted as follows:*

After 4 races have been completed 1 Discard

After 8 races have been completed 2 Discard

After 16 races have been completed 3 Discard

After 24 races have been completed 4 Discard

and so on every further eight races completed