



Pursuit Race Start time calculations

The RYA have provided this spreadsheet as guidance for clubs to be able to run pursuit racing. The RYA encourages clubs to use Portsmouth Numbers that provide fair racing for its classes and members

Notes on using the spreadsheet

To start, list all classes that are going to race in the class column with the slowest (Class with largest PN) first working to the fastest class. Next enter the relevant PN's in the PN column. Finally enter the race duration in minutes where highlighted in red. From here the differences in seconds will be given. These tell how much time after the first class each class must start. In the example class 1 starts first and then class 2 starts 162 seconds later, class 3 311 seconds after class 1. etc. A club may choose to apply the difference from the "scratch" boat in either seconds or minutes as in column E or F.

Class	PN	Race Duration (Seconds)	Ratio	Difference (Seconds)	Difference (Mins)	Race duration in minutes
Optimist	1665	5400	0.308333	0	0	90
RS Tera Sport	1432	4644	0.308333	-756	-13	
Topper 4.2	1400	4541	0.308333	-859	-14	
RS Tera Pro	1364	4424	0.308333	-976	-16	
Topper	1347	4369	0.308333	-1031	-17	
RS Feva	1240	4022	0.308333	-1378	-23	
Laser 4.7	1200	3892	0.308333	-1508	-25	
Laser Radial	1139	3694	0.308333	-1706	-28	
Wayfarer	1102	3574	0.308333	-1826	-30	
Laser Std	1097	3558	0.308333	-1842	-31	
Solution	1087	3525	0.308333	-1875	-31	
Supernova	1075	3486	0.308333	-1914	-32	
Scorpion	1040	3373	0.308333	-2027	-34	
Dart 16	905	2935	0.308333	-2465	-41	
	0	0	0.308333	-5400	-90	
	0	0	0.308333	-5400	-90	
	0	0	0.308333	-5400	-90	
	0	0	0.308333	-5400	-90	
	0	0	0.308333	-5400	-90	
	0	0	0.308333	-5400	-90	
	0	0	0.308333	-5400	-90	
	0	0	0.308333	-5400	-90	

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