

SFS Handicaps

Overview I have been approached several times to explain both the time handicap and the point-scoring system for races. With the help of Bob Chapman, and Peter Notley this is how it works.

Season start handicaps Handicaps carry over from the completion of the previous season, or when a boat last raced.
The Sailing Committee has the discretion to adjust a boat's handicap at any time if it sees fit. For example, upon change of skipper / crew; or perhaps in lieu of a review by the Committee.

Who is eligible for an adjustment after a race Only finishers get an adjustment. Boats that either do not compete (DNC) or do not finish (DNF) don't get an adjustment to their handicap. This provides an incentive to finish regardless of position.

Maximum Handicaps can be up to 20 minutes. It was 15 minutes but changed during the 21/22 season.
Note: it could be said that the keen rivalry between the 2 scratch boats (Yendys & The Mistake) over previous seasons raised the standard of racing for those two boats to the extent that they began to dominate podium places and hence a review of handicap limit was deemed necessary. During the previous seasons, the limit boats were getting no benefit/adjustment from the podium places by the scratch boats, whereas the middle markers (e.g., Aust IV) gained the benefit.

Win For a win, a boat's handicap reduces by two minutes. For example, if a boat with a handicap of 10 minutes wins, the handicap for that boat reduces to 8 minutes.

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Second

For second place a boat's handicap reduces by one minute. For example, if a boat with a handicap of 10 minutes comes second, the boat's handicap reduces to 9 minutes.



Scratch boat wins

If a scratch boat wins then the adjustment is applied to the boats that finished by pushing them out by 2 mins, but only up to the limit mark (i.e., 20 mins max). For example, the scratch boat wins and the boat on 10 minutes goes out to 12 minutes.



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Scratch boat second

If a scratch boat comes second then the adjustment is applied to the boats that finished by pushing them out by 1 min, but only up to the limit mark (i.e., 20 mins max).

For the boat that won, it loses 2 mins for the win, but also receives the 1 min adjustment from the scratch boat coming 2nd, hence overall adjustment is to lose 1 min.

Example: Winning boat was 10 minutes and second was the scratch boat. The winning boat loses 2 mins for the win (from 10 to 8 mins) and then gains a minute from the scratch boat running 2nd (8 to 9 mins).



Winner on 1 Min

If a boat on 1 minute handicap wins, all boats go out 1 minute and the winner becomes the scratch boat. The adjustment is applied by the winner losing 1 min to go on scratch, and the other 1 min applied to the boats that finished by pushing them out by 1 min.

