



2K KEELBOAT TEAM RACING

What is 2K?

Two on two team racing in keelboats without spinnakers on short match race style courses with umpires.

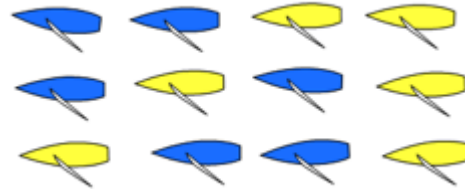
2K is:

- Spectator friendly with teams sailing color coded boats
- Close to shore as it needs very little room..
- Easy to commentate and understand for non sailors.
- Sponsor and media friendly with easy video opportunities.
- Exciting as races are very short and action packed on simple courses
- Heart stopping as races are normally only decided on the finish line
- Accessible for good amateur sailors of both genders.
- Gender equal. 2K events have a maximum gender rule to promote full participation by both men and women.

The 2K Record

- In only 4 years 2K in Holland has become the major open interclub racing event with over 30 oClubs participating.
- In 2011 Holland hosted the first International 2K Regatta at Lelystad. Attracting entries from Spain, Italy the UK and Holland.
- Now an International circuit is rapidly developing with an event in Titusville Florida USA.

How it works:

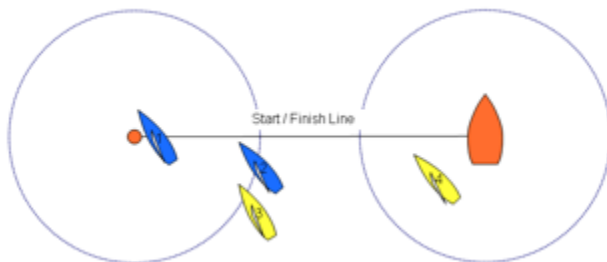


You win in 2K if you do not have last place.

Combinations for Blue to win.



Racing starts with boats manoeuvring for a conventional team/fleet race start with a 3-2-1-0 start sequence.



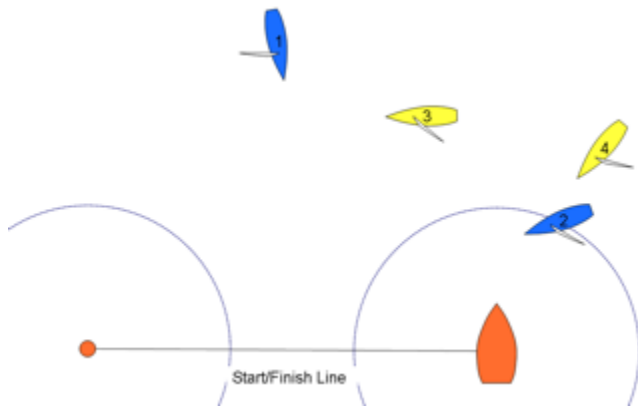
The start line is a short 5 to 6 boat lengths so the start is compact and action packed.

The penalty system (Appendix D) encourages skippers to take a one turn immediate penalty rather than risk an umpire imposed 2 turn penalty. Even with a penalty that can place a boat in last place the racing is far from over as the penalised boat's team mate by fast and tactical sailing can attack an opponent and by skilful tactics force him into last place and so gain a winning combination. Once in a winning combination 1-2, 1-3 or 2-3 a team fights hard to keep this until the finish, while the opponent teams tries everything to change the order remembering that having 4th means you lose.



Mark roundings provide an exciting opportunity for skilled skippers to “take out” an opponent....

but it is the last part of the race...straight line racing to the finish that provides the most fun. Using the advantage of coming from the left side of the run (looking downwind) the boats line up to make their final attack.



Often all four boats are engaged in the duels, then suddenly a team realises that it is a winning combination and they reverse course and dash for the finish hoping to cross without an opponent having a chance to engage.

Quick changeovers allow the racing to be started again after just a minute or two.

What is needed:

4 matched keelboats

1 Committee Boat

2 Umpire Boats

1 change boat

2 or 3 marks depending on course used.

Max teams 8...allowing a 25% racing ratio.

With 6 boats the organisers can arrange that while the first 4 boats are racing boats 5 and 6 can be used for changeovers so that the next race can be 1-2 v 5-6 with only a few seconds delay.

Race Schedule			
Race	Yellow Boats	Blue Boats	Red Boats
1	Team A	Team B	Team C
2	Team D	Team B	Team C
3	Team D	Team E	Team C
4	Team D	Team E	Team F

Typical Race Schedule with 6 boats. The shaded boats are changing crews.

With 4 boats the RO can run 4 races per hour with 6 the number moves to 5 per hour.

With 8 boats 16 teams can be accommodated, a second committee boat is needed and 2 more umpire boats.

Typical Courses:

