

Team Racing: What Can It Do For Your Organization?

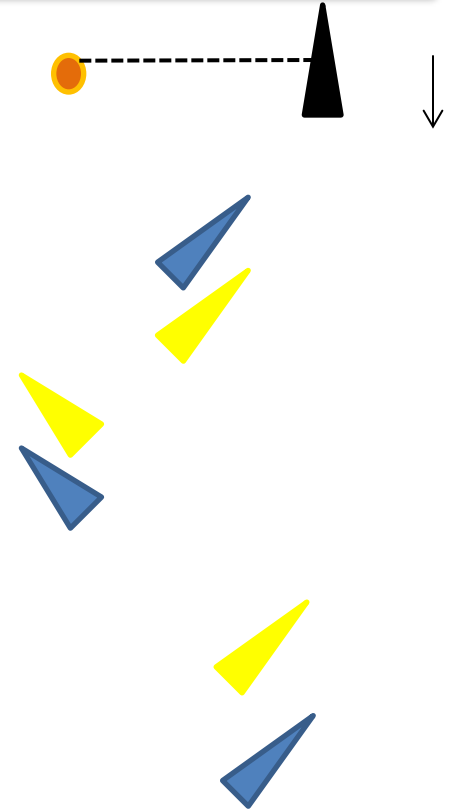


Joel Hanneman – Team Racer
Jenn Lancaster - Newport Harbor YC



What is Team Racing?

- Like “traditional” sports
 - Strategy, plays, team work
- Contrast from fleet racing
 - Pits a team of 2,3 or 4 boats against another team
- Object: get your team to finish in better position than the opposing team
- Quick – Who’s winning?? →
- “Exploits” Normal rules + Appendix D



Why is Team Racing appealing?

FUN

Format is social yet has high racing “value”

Builds camaraderie

- Inter & Intra Club rivalries
- Even a good loss is fun

Bridges generational gaps

Low entry costs

Team Play

- New way of using boats
- Tangible strategies
- Integrate skill levels



How to get started

Boats – Any fleet of 4+

- BYOB
- Borrowed / Provided
- Organization Owned – multi-purpose

Distinguish teams

Damage Plan

- Fenders, deposits, insurance, umpires



How to get started

Small, casual, fun!

Organic development

Have an Event

- Clinics
- Coach / Umpire
- Intra-club scrimmage
- Attend existing regattas

Formats

- Start with 2 v 2...then one day 4v4 with spinnakers!

Resources

- US Sailing RC Mgmt Handbook
- SailingEducation.com



How to get started

Questions, Comments, Still Confused?...

Jenn Lancaster – jenn.lancaster@nhycstaff.org

Joel Hanneman – info@ritra.org



How to get started

Team Racing Examples:

[Team Race Dynamics](#)

[Baldwin 2013 Recap](#)

[Post-Grad Participation](#)

