

RACE OFFICER INSTRUCTIONS

Flags

To successfully run racing, you will need the following flags:



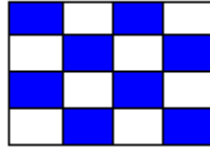
E



H



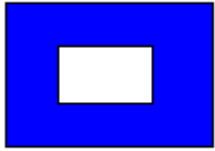
L



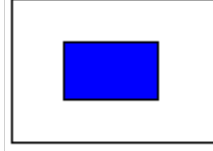
N



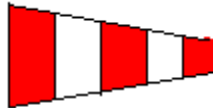
O



P



S



*Answering
Pendant*



Setting a course

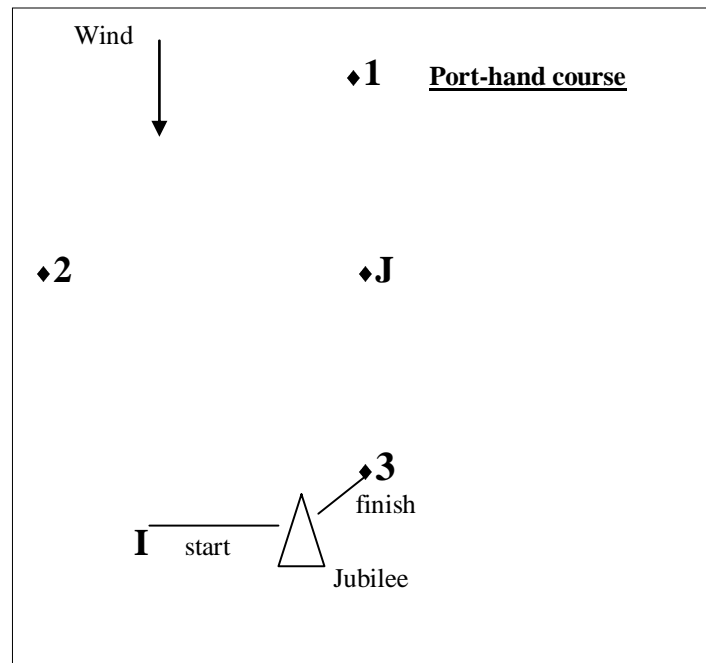
The course should be 30 - 40 mins first race, and 75 - 90 mins second race . A PORT HAND COURSE SHOULD BE SET WHENEVER POSSIBLE – hoist the red flag for port hand, green for starboard.

Set the start line

The start line should be about 1 ½ times the length of the boats (if they were all lined up bow to stern). To set the angle, stand up, face the wind, put out your arm – it should be pointing at the other end of the line.

The start line will be between the mast of the committee boat and the 'I' buoy. (pencil mark)

Buoys 1,2 and 3 are orange inflatable buoys. Buoy J is an Orange and black inflatable Buoy A should be the same distance to windward of Jubilee as Buoy 2.



The finish line is between Jubilee and mark 3 for all boats . Mark 3 should be 45 to 60 degrees off the bow on the starboard side (as per diagram for port hand course)



Starting sequence

For all club handicap racing on Sundays and Wednesdays there are to be two starts – the first for the fast and medium handicap fleets combined, and the second for the novice fleet.

The start signal for the first race is also the 5 minute warning for the second start sequence.

In the event of a general recall for the fast/medium handicap fleets their start sequence should recommence at the GO signal for the novice fleet.

Sequence:

5 mins before start – HOIST flag **O**  &  **H** and single sound signal

4 mins before start – HOIST flag **P**  and single sound signal

1 min before start – DROP flag **P** and single sound signal

AT START – DROP flag **O** & **H** HOIST flag **E**  and give one long sound signal (5 mins before second start)

(See below for recall procedure)

4 mins before start – HOIST flag **P**  and single sound signal

1 min before start – DROP flag **P** and single sound signal

AT START – DROP flag **E** and give one long sound signal

Recall procedure

If any boats are over the line at the start, and you wish to recall individual boats, fly flag **O** & **H** (or flag **E** if relating to the second start) at half mast and hoot.

If you need a GENERAL RECALL for either fleet give Repeated hoots and tell rescue boat.

Re-start sequence as appropriate.

WRITE DOWN THE EXACT START TIME ON THE RACE SHEET AND INDICATE WHETHER YOU WILL BE RECORDING ACTUAL TIMES FOR LAPS OR ELAPSED TIMES. Count the number of starters.

Every Lap

When boats come through the finish line for the first time, write down sail numbers and times. Take down times for each subsequent lap. Please fill in the sheet carefully, REMEMBER WE NEED TIMES FOR EVERY LAP.

How many laps?

All boats do 2 laps for race 1 on Sunday (there are two races).

For Wednesday and race 2 on Sunday:

Flag O	Fast Handicap (PY 1000 and below)	5 laps
Flag H	Medium Handicap (PY1001 and above)	4 laps
Flag E	Novice Handicap	3 laps

Course details

Short races

Fast and Medium Fleets: Start – 1 – 2 – 3 – 1 – 3 Finish
Junior & Novice Fleets Start – J – 2 – 3 – J – 3 Finish

Long races

Fast and Medium Fleets: First Round: Start – 1 – 2 – 3
Subsequent Even Rounds: 1 – 3
Subsequent Odd Rounds: 1 – 2 – 3


Junior & Novice Fleets Start – J – 2 – 3 – J – 3 – J – 2 - 3Finish

Shorten course

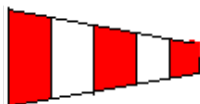
If all classes are shortened fly flag **S** with Two sound signals

If one class is shortened fly **S** and the appropriate class flag with Two sound signals.

One race only

For one race only when two are on the programme fly flag **L**  either before or during the race

Race postponed fly flag **AP**



Race abandoned fly flag **N**

