

1. Set the course to race

Using the folder of courses, select an appropriate course. Important things to remember when picking a course

- Consider the slowest boat! Aim for a 45 minute race for the slowest boat
- The multihulls can often do a longer course as they are generally quick. Most courses have the ability to do laps of certain legs. But again consider the slowest boat in the fleet.
- Wind and tide conditions. Try to get an upwind leg. This is sometimes hard when using the fixed marks but we aren't looking for perfection. It's also important to think about the tide. Is there enough water for the boats at all points of the race? How strong is the tide? And what direction?
- Forecast. Is the wind due to drop, build, swing or any combination?
- If you can't find a course that suits you and you're feeling confident, you can create your own on course card "X".
- Don't be afraid to ask someone, everyone is there to help and have fun.

2. Publish the course.

Write the course on the whiteboard outside by the patio. Don't forget to add rounding directions

Example:

Handicap fleet 1900 start

Oyster catcher PORT
Kingsfleet STARBOARD
Perkins PORT
Kingsfleet PORT
Oyster catcher STARBOARD
Finish

Multihull fleet start 1915

Oyster catcher PORT
Kingsfleet STARBOARD
Perkins PORT
Kingsfleet PORT
Perkins PORT
Kingsfleet PORT
Oyster catcher STARBOARD
Finish

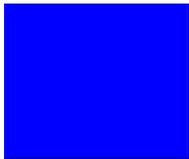
Notice the extra lap of Kingsfleet and Perkins for the multihulls as they are significantly faster in the right conditions.

3. General preparations

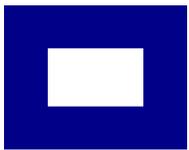
Get these flags out and ready along with the digital clock from the set of drawers. Turn all the plugs on by the door and follow the instructions next to the radio to turn it on. One of the rescue boats (“GILES” or “MISS DEBEN”) may call you to ask for the number of competitors sailing. Listen out for them calling for “Ferry Base”



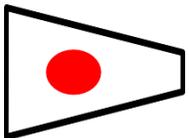
Orange on station



Blue finishing flag



‘P’ flag (preparatory)



Pennant 1 (handicap class flag)



Dart (multihull class flag)



‘X’ flag (individual recall)

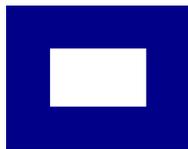
4. Fill in the entry form

Currently with covid, entry can be done online or by shouting up to the Crows Nest from outside before a competitor launches. So you will need to fill out one sheet for each fleet. The Sailing Captain or Rear Commodore of sailing will provide you with a list of online entries. The entry sheets can be found in the set of drawers.

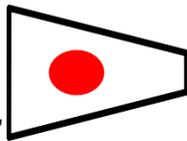
5. Get your flags ready



On the middle halyard put the orange flag . (they toggle on or tie with a bowline. Check it's secure!) It's a good idea to test the horn at this point. Make sure the horn is plugged in and has power. Open the window in front of the horn and rest it on the lip. When ready press the red button for 1 second. While one person does this the second raises the orange flag. You are now "on station".



Attach the "P" flag to one halyard



Attach the "Pennant 1" flag to one halyard

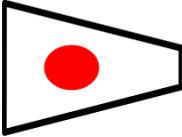
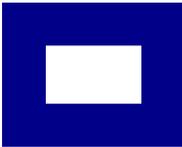
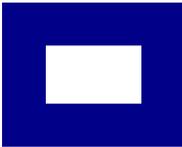
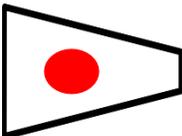


And finally attach the "X" flag to one halyard

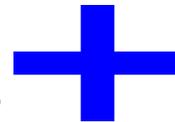
You are now ready to start the 1st race.

6. Starting sequence for Handicap fleet

With one person prepared at the horn and one person prepared at the halyards you are now ready to start the race. It's easiest for the person at the horn to count down to each phase. This is the starting sequence for our usual start time of 1900hrs for the handicap fleet

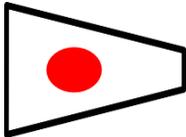
	Flags up/down	Sound signals	Countdown Timings
Warning signal	 up	1 sound	5 minutes (1855hrs)
Preparatory	 up	1 sound	4 minutes (1856hrs)
One minute	 down	1 sound	1 minute (1859hrs)
GO	 down	1 sound	0 (1900hrs)

If a boat or boats are over the line(the flag puller has a good sight down the line so will call this)

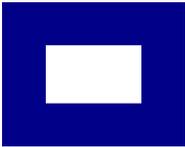
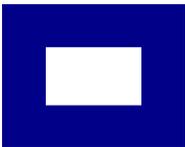


another sound signal is given (within 5 seconds of the start) and the "X" is raised. Make a note of all sail numbers that were over the line. These boats need to return and "re cross" the line once all boats have done this the "X" flag can come down. Keep a good note of who does or doesn't come back. If boats have not returned, the "X" flag comes down after four minutes, this will be 1904hrs.

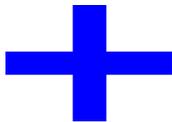
7. Starting sequence for multihull fleet

Next remove the “Pennant 1”  flag and replace it with “Multihull class”  flag

Again with one person prepared at the horn and one person prepared at the halyards you are now ready to start the race. It's easiest for the person at the horn to count down to each phase. This is the starting sequence for our usual start time of 1915hrs for the handicap fleet

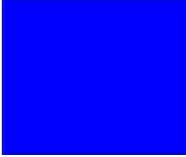
	Flags up/down	Sound signals	Countdown Timings
Warning signal	 up	1 sound	5 minutes (1910hrs)
Preparatory	 up	1 sound	4 minutes (1911hrs)
One minute	 down	1 sound	1 minute (1914hrs)
GO	 down	1 sound	0 (1915hrs)

If a boat or boats are over the line(the flag puller has a good sight down the line so will call this)

another sound signal is given (within 5 seconds of the start) and the “X”  is raised. Make a note of all sail numbers that were over the line. These boats need to return and “re cross” the line once all boats have done this the “X” flag can come down. Keep a good note of who does or doesn't come back. If boats have not returned, the “X” flag comes down after four minutes,this will be 1919hrs.

8. Finishing The Race.

Once the start line is clear for the final time and any recall flag has been taken down you can

remove "Orange"  flag and replace it with the "Blue"  finishing flag.

As the boats approach the line, one person looking down the line and counting down from 5 as a boat approaches, the horn is blown as the competitor's hull crosses the line.

Recorded the finish times on the entry sheet in **24hour times**. Any boat that was over the line at the start and did not return to start correctly does not get a finish horn. Still record the time in case of protest or redress. Mark clearly OCS (on course side) next to their time.

Put the completed race entry form with times in the folder with the other completed sheets.

These will be collected by the Rear Commodore of sailing or Sailing Captain to enter the results into sailwave and publish the results.

9. Tidy up.

Put all equipment back where you got it from. Lock all the windows, turn off all the plugs, turn the lights off as you leave and rub the course off the whiteboard.