

The SIs, RRS and NoR are the defining documents.

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See Program and NoR for start sequence and times

For Flags see General Instruction book.

Time Limit as SIs Page 9 Section 14

Abbreviations:

SIs: Club Sailing Instructions

RRS: Racing Rules of Sailing (International rules, reissued every 4 years in January after the summer Olympic year)

NoR: Notice of Race (issued by the club annually with sailing program for the year)

PRE - RACE EQUIPMENT CHECK

- 1) Switch Mains “ON” (Light Control Box, unless left on due to clock back-up)
- 2) Switch PA amplifier power switch to “ON” (on shelf under Light Control Box)
- 3) Switch on printer (on/off switch at rear and check the cables are plugged in)
- 4) Check horns for finishing, **Finish horn/print time button** for Classes requiring a finish time, e.g.: Handicap (the finish time will be printed out each time it is pressed). **Red Horn Button on Console:** to be used for all other classes.
- 5) Check all lights by switching on required lights:
 - a) Number of CLASS lights needed DOWN to ON
 - b) SHORTEN COURSE light
 - c) PREPARATORY light
 - d) RECALL light

After checking that the lights are **WORKING**, switch off all lights.

- 7) Make sure course numbers boards are available - courses are agreed with the Class captains.
- 8) Set up lapsheet per fleet on clipboards
- 9) Choose flag of appropriate colour for start line (Cruisers Class 1, 1A, 1B, 3: Yellow only; Class 2: Yellow or Blue; R19: any start line):
 - i) YELLOW for E or W or NE 1st leg of the race
 - ii) BLUE for SW 1st leg of the race
 - iii) WHITE for SE or NW 1st leg of the race
 - iv) ORANGE for N or S 1st leg of the race
- 10) Attach “AP” in case of a problem with conditions or starting sequence.

N.B.

Always refer to the Notice of Race and Sailing Programme booklet and any Amendments prior to commencing with the starting sequence. Throughout the season there are a number of Mass Handicap starts and some other minor changes to the normal sequences.

PREPARATION TO RACE

- 1) Put up course numbers - first course in **RED**, next in BLACK and so on.
N.B The course numbers must be posted in CLASS START SEQUENCE starting from the extreme left hand (including the fold-out one) as you face the board for holding the course indicators on the Southern Face of the Race Hut, for group starts list courses left to right **but apply 3) below to FIRST CLASS LIGHT only.**
- 2) Start Lines: Having chosen the line, hoist the appropriate colour flag from the Race Hut (Refer to Club Sailing Instruction 10.3.2)
- 3) Note number of starts required and set that number of Light switches Down to their ON position (i.e. if four starts required set the first four switches Down to ON)
(NOTE for T, E, G, (O,9,F) 4 STARTS ONLY but 6 courses displayed).
- 4) Press “SET AUTO” switch (set auto light comes on and Class lights go out”.

By now all course numbers should be posted, number of required starts selected and appropriate Start Line Flag flown.

THE STARTING PROCEDURE MUST BE CARRIED OUT AS FOLLOWS

Press “SYNC START” switch normally between 10 and 50 seconds before the first Classes warning signal is required. i.e. (If the first start warning is 18.20 press sync start between 18.19:10 & 18.19:50).

During the start sequence the following are also available within the “FULL AUTO SECTION”:-

- * **INDIVIDUAL RECALL**
If a Class requires an individual recall press and hold for 2 seconds the “INDIVIDUAL RECALL” button to start Class light flashing and sound horn automatically, when boats have returned press again to cancel if however they fail to do so the system will turn off the light after Four minutes.
- * **GENERAL RECALL**
If a General recall is required press and hold for 2 seconds the “GENERAL RECALL”, the system will automatically sound the Classes General Recall and re-position the Classes ‘New Start’ to the end of the sequence correcting the light sequence to take account of the additional start.
- * The system can accept recalls of more than one type and Class.

During the Auto sequence once the countdown has started but before the last gun, reset the light switches to their middle off position (the sequence terminates itself 1 min after the last start inc recalls) finally press Stop Countdown after the last Start.

FOR A PURSUIT RACE YOU WILL NEED TO SELECT A SINGLE START AND MAKE A SOUND SIGNAL EVERY 5 MINUTES UNTIL THE FINAL START

Note!

If you have a problem don't forget the use of the “AP” pennant, turn off the mains to the Control box for 10 seconds to reset the system. After resetting the system, start again as if from scratch, you can omit the first few classes if they have already started and only select those classes yet to start.

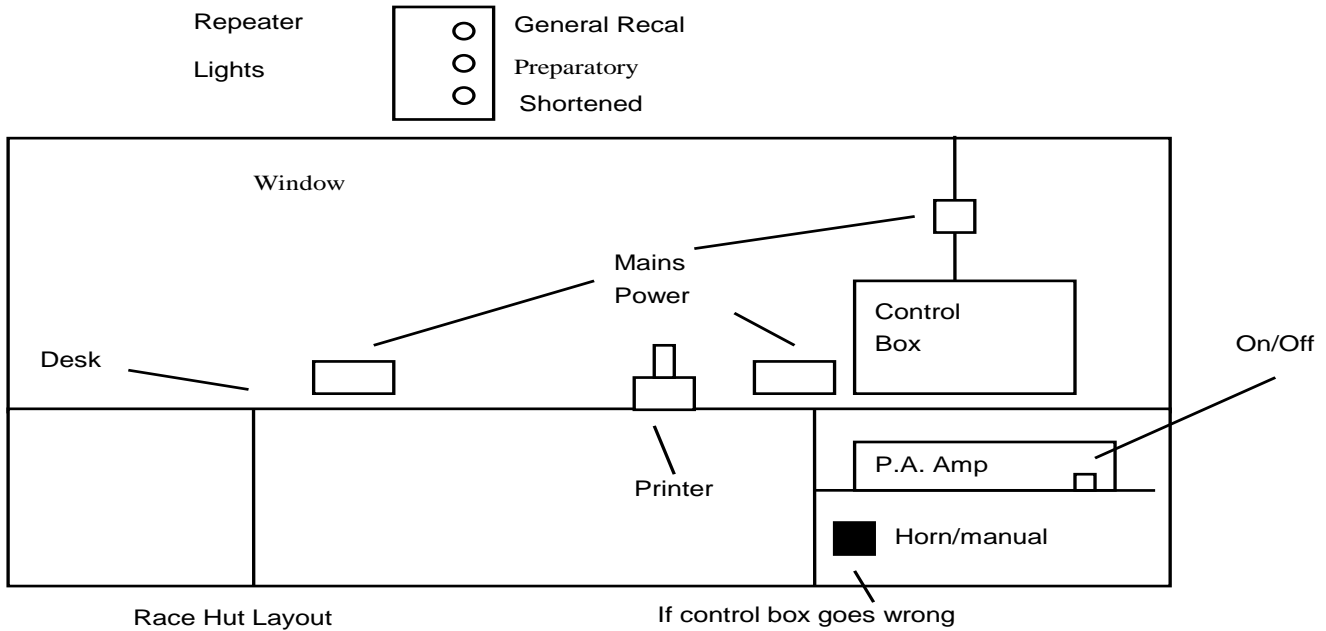
SATURDAY AFTERNOON DINGHY RACES

- 1) Note that that for normal club dinghy racing on Saturday afternoons most fleets do two races back to back except for YWDB who complete a single race. Managing of single and two race fleets does add some complexity to race management.
- 2) All fleets must start going the same direction! There is some latitude on the second start on each race but can lead to issues.
- 3) All fleets starting at the same time should do the same/similar course to avoid confrontation on the start line. All fleets must go round marks in the same direction, check course between first and second start fleets.
- 4) Courses with lots of line crossing enables fleets to be judged to finish at the same time to avoid early finishers hanging around.
- 5) Fleets doing two races should aim for 40-45 minute first race; the second race can be longer if required, discuss with the class captains.
- 6) Race 1 and Race 2 can be different courses but it needs class captain to ensure whole fleet knows (shown on course board at clubhouse).
- 7) Ensure that the number of laps for each boat is recorded, especially handicap fleets, as it easy to lose track of the difference between fastest and slowest with short laps.
- 8) Courses can be changed from the water but be aware that not all boats carry course books so the use of Ribs to remind fleets of the new course is strongly recommended.
- 9) Hoist AP between races so that fleets who may be hanging around waiting for the second start can be warned instead of going straight into a new sequence and potentially missing the start signals.
- 10) Aim to finish either one race fleets at same time as the two race fleets or after the two race fleet have started their second race. The electronics will not allow shortening course and start sequence at the same time. The aim is not to have fleets hanging around for the second start, as the crews get cold, bored or go in. Short sharp start sequence is the target.
- 11) Alternatives include shortening with flags whilst starting with electronics is possible but fraught with difficult and confusion over sound signals.
- 12) Make use of the ribs to aid communication with fleets between races such a reminding of course changes but it has to be fair so everyone has to be communicated with.

SUGGEST METHOD

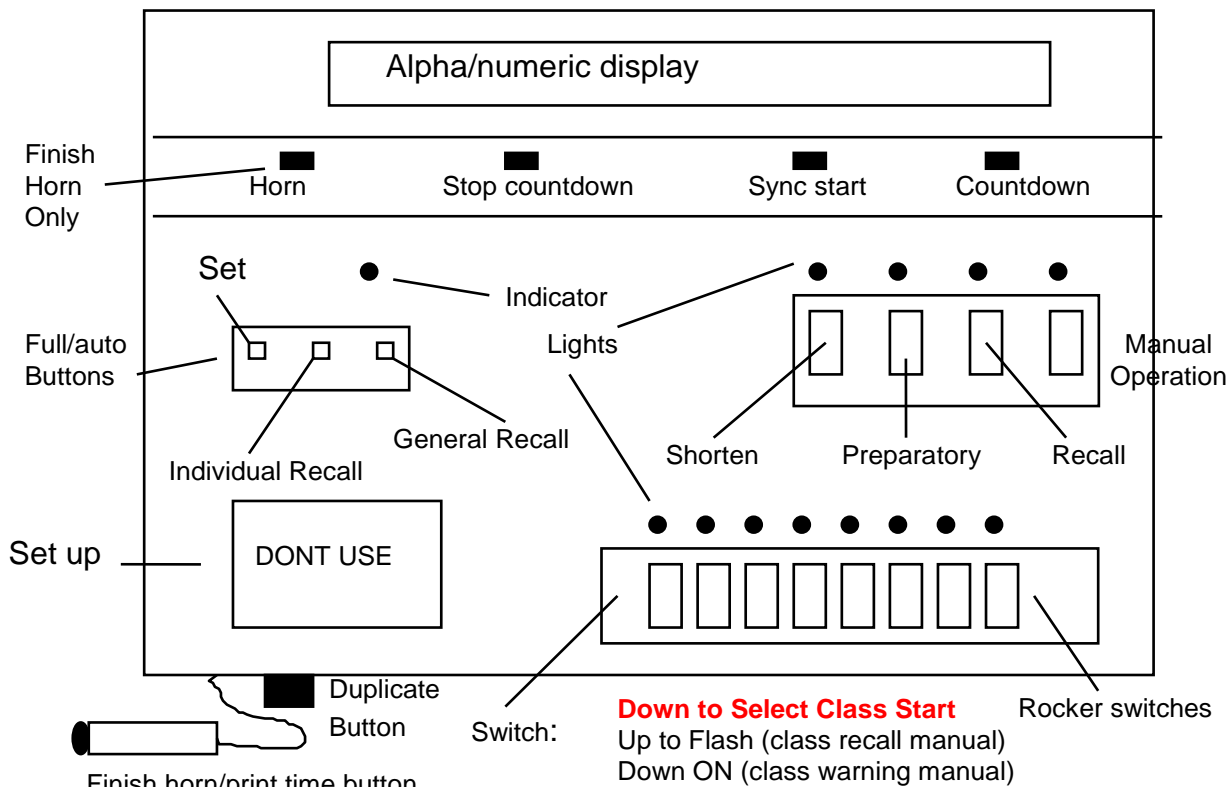
- 13) For example 1st Warning 14:00, 1st start 14:05 and 2nd start 14:10
- 14) Example: Starting sequence of (T, 7, G, D), 8 (check the program)
- 15) Class Lights: 1, 2, 3, 4, 5 to match 5 fleets to 'finish'.
- 16) Set Starting Lights 1 and 5 (unfortunately both Yellow but sufficiently separated), don't touch light 2, 3 and 4.
- 17) Set Auto
- 18) Press Syn between 13:59:10 and 13:59:50
- 19) Box then will count down to Start on Class 1 light combined (T, 7, G and D) and then go straight to Class 5 - 8
- 20) If the first Start is a General Recall, the box will slot it behind the Second Start as normal
- 21) Finish/shorten as normal the first fleet starters who are doing second race using specific class lights.
- 22) Finish /shorten as normal the second fleet starters, and so on for each fleet
- 23) AP up (2 sounds), down 1 minute before new start sequence (1 sound)
- 24) New start sequence for first fleet starters and then second fleets starters (auto/synch/start)
- 25) Finish/shorten YWDB or fleets only doing one race after second race starts or with the first race finishers.
- 26) Keep Race hut and Rib crews full informed
- 27) Ensure the time of all starts is added to the finish sheets

Control Box Layout

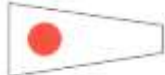









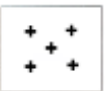


- Switch on mains power to:**
- i **Control Box**
 - ii **P.A. Amplifier**
 - iii **Printer**
 - iv **Radio power supply**






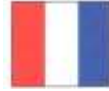


- Switch on P.A. Amplifier**
Switch on wind indicator
Switch on Radio (Ch 32)



Class Identification.

- 1  Class 1 cruiser
- A  Class 1A cruiser (pink)
- B  Class 1B Cruiser (green)
- 2  Class 2 cruiser
- 3  Class 3 cruiser
- 4  PHSS Non Spinnaker Cruiser
- J  All cruisers inc. R19
- R  R19
- D  YW Dayboat
- G  GP14
- 0  Osprey (Naval 0)

**International flags and pennants
(Note exceptions in brackets).**

- V  420
- 6  Mirror
- 7  Laser Handicap
- F  Fast Handicap Dinghies
- E  Medium Handicap Dinghies
- T  Slow Handicap Dinghies
- 8  Joint E, F and 9
- 9  Asymmetric and Foiling Handicap Dinghies