

GENERAL INSTRUCTIONS

The SIs, RRS and NoR are the defining documents.

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USE OF BLACK FLAG

DEFINITION OF BLACK FLAG RULE (RRS 30.3)

If a black flag has been displayed, no part of a boat's hull, crew or equipment shall be in the triangle formed by the ends of the starting line and the first *mark* during the last minute before her starting signal. If a boat breaks this rule and is identified, she shall be disqualified without a hearing, even if the race is restarted or re-sailed, but not if it is *postponed* or *abandoned before* the starting signal. If a general recall is signalled or the race is *abandoned* after the starting signal, the race committee shall display her sail number before the next warning signal for that race, and if the race is restarted or re-sailed she shall not sail in it. If she does so, her disqualification shall not be excluded in calculating her series score.

IMPLICATIONS OF BLACK FLAG RULE

To be used if after a General Recall if you feel that the Class involved is risking another General Recall due to their actions (i.e. Tide pushing them over the line) or constraints of time.

Displaying the Black Flag should keep the fleet shy of the line in the minute prior to their start for fear of disqualification.

USE OF BLACK FLAG RULE

Raise the Black Flag with the preparatory signal of the affected class, then 1 (ONE) minute before their start lower the Black Flag with 1 (ONE Long) sound signal, ALL boats seen to be in the triangle of water between ends of the start line (S.I. 10.6) and the first mark of the course in the MINUTE BEFORE their START list as disqualified (DSQ), in addition their SAIL NUMBER shall be displayed if there is a subsequent General Recall or the race is Abandoned, you may in addition if the boat fails to be aware of her transgression at a further start use a safety boat to inform her.

INSTRUCTIONS FOR SHORTENING COURSES

If a course being sailed by a class cannot be completed within the time limit for that race or for reasons given in RRS Rules 32 then the course may be SHORTENED.

The course can be shortened as the fleet crosses the line when this is the end of a lap or is a mark of the course within a lap. [The Club Sailing Instructions also allow for a race to be shortened at any mark of the course via the use of a committee boat (especially in light winds)].

As a practical guide, shortened course signals should be made as the leading boat in a class rounds the last mark prior to the revised finish line or if the last mark is a long way away then at a time convenient to the leading boats that allows them to make any tactical decisions in a fair way in relation to the whole fleet (i.e. before the leading boats would make a decision of course that would be different depending on whether continuing or finishing).

SHORTENED COURSE PROCEDURE

- 1) Switch on the shortened course light (amber)
- 2) Switch on the class light(s) to ON (for affected class (es)
Note. If ALL classes are to be shortened, then switch on all the required class lights
- 3) Two sound signals must be made.

Note. If after shortening courses for one or more classes, the OOD wishes to shorten courses for other classes, the class lights for these affected classes must be switched on and two further sound signals made.

POSTPONING AND ABANDONING A RACE, BEFORE OR AFTER STARTING

SIGNALLING A POSTPONEMENT

Signalling a postponement implies that it may be possible to start the scheduled races in the relatively near future.

In order to postpone races, raise the AP (Answering Pennant) and make two sound signals. To cancel a postponement, lower the AP and make one sound signal ONE minute before the 5 minute warning signal for the first class to start.

SIGNALLING AN ABANDONMENT

Abandonment should be signalled if it is not possible to sail a race on the scheduled day. If abandonment is signalled, the scheduled races may be sailed at a later date.

A race which forms part of a Poole Yacht Club “series” of races may not be re-scheduled; However Trophy or Special races may be re-scheduled.

Racing cancelled for the day.

To abandon races, raise International Code Flag “N” over “A” and make three sound signals.

If after starting and there is a chance of re-running race later within the time limit, RRS Rule 32

To abandon races started, raise International Code Flag “N” and make three sound signals.

To restart lower Code Flag "N" and make one sound signal, the warning signal will be made one minute after its removal (competitors to return to starting area). Use postponement signal to delay the other starts.

Sequence of lights and sound operation if MANUAL OPERATION required, also use for confirmation of light and sound sequence if unsure of their order.

Sequence lists for General Recalls.

Pay special attention if the Recalled Class is Last class to Start.

Original Start	Light On	Light Off	Sound
1000	1		1
1001	P		1
1004		P	1 long
1005 Class R	2	1	1
1006	P		1
1009		P	1 long
1010 Class 8	3	2	1
1011	P		1
1014		P	1 long
1015 Class G		3	1

Class recalled sequence change.

Original Start	Light On	Light Off	Sound	Start Class R Recalled	Light On	Light Off	Sound
1000	1		1	1000	1		1
1001	P		1	1001	P		1
1004		P	1 long	1004		P	1 long
1005 Class R	2	1	1	1005 Class R	2 & Gen	1	1 + (2)
1006	P		1	1006	P	Gen	1
1009		P	1 long	1009		P	1 long
1010 Class 8	3	2	1	1010 Class 8	3	2	1
1011	P		1	1011	P		1
1014		P	1 long	1014		P	1 long
1015 Class G		3	1	1015 Class G	1	3	1
				1016	P		1
P-Preparatory	Gen- Fla-	Recall Flash		1019		P	1 long
				1020 Class R		1	1

Original Start	Light On	Light Off	Sound	Start Class G Recalled	Light On	Light Off	Sound
1000	1		1	1000	1		1
1001	P		1	1001	P		1
1004		P	1 long	1004		P	1 long
1005 Class R	2	1	1	1005 Class R	2	1	1
1006	P		1	1006	P		1
1009		P	1 long	1009		P	1 long
1010 Class 8	3	2	1	1010 Class 8	3	2	1
1011	P		1	1011	P		1
1014		P	1 long	1014		P	1 long
1015 Class G		3	1	1015 Class G	Gen	3	1+(2)
				1016		Gen	1
				1017	3		1
				1018	P		1
P-Preparatory	Gen- Fla-	Recall Flash		1021		P	1 long
				1022 Class G		3	1

TIMER SYSTEM NOTES.

The timing section of the race hut console has the following facilities.

1. A large 16 character timer display which can show time, date, racing timer and various messages.
2. Four red timer control keys which are immediately in front of the display.
3. A 16 key keypad which is used to set the clock. (The clock set key can only be activated by a special key sequence to avoid unintentional operation.) The keypad also has a key marked display date which will show the day/date for five seconds.
4. A single button marked "HORN" which sounds the external horn only.
5. A remote "FINISH" button which sounds the external horn and prints the finish time.

The following describes the major functions of the timing section of the console.

1. **Time of day.** Clock with day/date display. The time is shown when other console functions are not active and also when the console is first switched on.
(The internal clock is powered from a battery thus the clock will keep accurate time even when the console is switched off.)

AS A GENERAL RULE SWITCH THE CONSOLE OFF WHEN NOT IN USE.

The day and date will be displayed when the day/date key on the keypad is pressed. The clock can be set using the keypad but this should not be necessary, the clock should be accurate to within a few seconds.

2. **Race countdown timer.** This facility will display a countdown whilst sounding the external horn and External horn in a sequence which follows the normal PYC racing starts.

To use:-

Press the "countdown" button to sound the first five minute warning for the first race. The time and a countdown will be displayed. The details of the countdown sequence will be described later.

3. **"Sync Start" timer.** This facility automatically starts the race countdown when the clock reaches the next minute point. PYC race sequences start on a variety of minute points, this key offers the easiest way to use the countdown timing system and should be pressed to start a racing session approximately 50 seconds before the first class warning signal and will avoid operational problems caused by the usual last minute race hut distractions.

To use:-

Press the "sync start" button at approximately 50 seconds before the first race warning signal is due. The display will show "SYNC" and the current time. When the time displayed reaches a whole minute point the external horn will sound and the countdown sequence will automatically start.

Using this facility in conjunction with the full auto sequence leaves the race hut crew to concentrate on the entrants and their positions at the start.

4. **Stop countdown.** Pressing this button will stop the countdown sequence and return the display to time mode. This would normally be done after the last Class has started.
5. **Finish time.** This facility sounds the EXTERNAL horn and freezes the clock display for up to 5 seconds. The "Finish" button should be pressed as each boat crosses the finish line. Please note that when the countdown is active this button is disabled.
6. **Manual horn.** This sounds an EXTERNAL horn for one second; it does not affect the timer operation.

COUNTDOWN SEQUENCE. The function of the countdown timer is to make the work of the race hut staff less troublesome by automating the sound signals sequence. The sequence is as follows when the countdown button is pressed at (say) 1033

TIME	ACTION	COMMENTS
1030	External horn	5 minute warning (For 1st Class to start)
1031	External horn	4 minute Preparatory (For 1st Class to start)
1034	External horn (long)	1 minute Preparatory Removed (For 1st Class to start)
1035	External horn	First Class Race starts (5min for 2nd Class)
1036	External horn	4 minute Preparatory (For 2nd Class to start)
1039	External horn (long)	1 minute Preparatory Removed (For 2nd Class to start)
1040	External horn	Second Class Race starts (5min for 3rd Class)
1044	External horn etc.....	

The sequence continues until the "STOP COUNTDOWN" button is pressed.

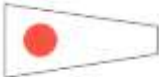










SYNC START. The start time accuracy of the above sequence relies on the "COUNTDOWN" key being pressed at exactly the correct time (i.e. 1030 in this case). The "SYNC START" button is designed to help here. Considering the same example of a 1035 race start (1030 first warning). Press the "SYNC START" button any time after 10:29'10 seconds and before 10:29'55 seconds, "SYNC" will be displayed together with the time. The timer will wait for the clock to reach 1030 before starting automatically the countdown.

[Note, the practise is to have Warning and Starts to be on the 5 minute on a proper clock, i.e. 1040, 1045, this allows racers to predict any revised timings and also for easy maths and resetting of watches for racers and the race committee, this is particularly important if a start sequence gets abandoned and has to restart.]









To help the race hut staff the timer also displays messages indicating what part of the countdown it has reached. These messages include the following:-

*** 5 Minute Warning * Start?? Seconds (Where?? is between 59 to 01) * Race Starts ***

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