Committee Boat Instructions

Please share this information with your crew for review. Have a digital clock (watch, phone or app, gps, etc.) that shows hour: minute: seconds and a separate stopwatch or stopwatch app, preferably that shows splits (like Chronotap), both fully charged.

<u>Assign duties</u> – Checking in the fleet / Manning the signal flags / Someone on the stopwatch / Someone on the horn and checking off the sequence / Someone sighting down the line prepared to signal anyone over early. Later – Someone to sight down the line calling finishes and someone to note the times. Have your starting sequence, "AP", and over early flags out and ready. Give the air horn a shake to be sure you have air...Do not test in the Starting Area. Review the Postponement and Recall signals and procedures below and be sure that everyone understands what to do.

Follow the Starting Line and Course Guide to set your course.

Anchor and be in place to check in the fleet 30 minutes before the Warning Signal. Turn the VHF to channel 69. Put up the #3/Check-in, Orange and "RC" Flags according to the diagram below. Use pole extenders to raise flags higher for the fleet to see.

PIN

Stern

Bow

Course Signal Flags

Orange Flag = CB end of Start/Finish line

#3 Check in Flag / Then #1 Fleet Flag / Then Blue "On Station" Flag

Race Committee Flag then / "P" Preparatory Signal Flag above the RC flag

Check in the fleet following the instructions outlined on the Score Sheet.

Have your course(s) flags configured and ready to hoist, but do not raise them until 5 minute before the Warning Signal in case conditions change.

IF YOU NEED TO CHANGE THE COURSE AT THE LAST SECOND, follow the instructions below to go into postponement with the Warning Signal still occurring at the time it is supposed to, then take down the course flags, wait a minute or two then put up the new course. Proceed following the instructions below to re-start the sequence.

Starting Sequence Check-off - Check the Notice of Race and Sailing Instructions for the exact time for the Warning Signal. Note 5 minutes and 2 minutes before that time in the appropriate spaces below. Use the stopwatch time for the sequence and for scoring the boats. Your digital clock is your backup timer. If the stopwatch fails, take finish times by the digital clock, even if some boats have already finished. Check off signals as they occur to keep your place.

✓	Time		
		5 mins before Warning Signal - Course Flags go up	
		2 mins before Warning Signal - Start Sto	ppwatch (0:00:00)
		1:00 - Lower #3* with one sound	▶ ↓
		2:00 - Raise #1 with one sound	• 1
		3:00 - Raise "P" with one sound	1
		6:00 - Lower "P" with one <i>LONG</i> sound	□ ↓
		7:00 - Lower #1 with one sound – START	

If using this guide, be sure to note on the score sheet to deduct 7 minutes from the finish times before scoring. It may be easier to adjust the starting time by 7 minutes and let the spreadsheet do the rest.

After the fleet has cleared the area, take the time to organize – remove and stow your course flags and signal flags, except the Orange, "RC" and all-blue "on Station" flags. If necessary, re-establish your finish line to be square to the direction from where the fleet will be returning. Best to shorten your line in order to be able to see sail numbers better...maybe by ½? If moving the Committee Boat anyway and you have time, go ahead and pick up "W" (if used) so it can deflate and dry. Do not drive the CB with the course flag poles in place.

When in place and ready to finish the fleet, raise the all-blue "On Station" flag. A boat is finished when any part of her touches that line between the pin and the Orange flagstaff. Give each boat a courtesy horn as they finish and note the finish time on the score sheet

If you have set a course of W-P-2 or W-P-3, boats rounding to go back to "W" will be first passing the pin to the outside. Boats finishing will be passing on the Committee Boat side of the pin.

POSTPONEMENT

Answering Pennant / "AP" flag — Once the #1 Flag (Warning Signal) goes up, you can then raise the Answering Pennant ("AP") with two sound signals to go into postponement. Replace the #1 Flag with the AP Pennant and leave it up.

If in postponement due to lack of breeze and it does not fill in within about 30 minutes, follow the instructions for Abandonment below and watch everyone enjoy a nice sail home in the wind that comes up as soon as you do.

If the breeze picks up or whatever other reason you needed to postpone for is resolved, first make sure your stopwatch is set back to zero then choose a digital clock time to start the 7 minute sequence outlined above and make note of it on the score sheet. At the exact time chosen, start the stopwatch to start the sequence. The "AP" Flag comes down with one sound signal in place of the Check-in flag at 1:00 in the sequence.

You may also go into postponement at any time and for any reason (mistake is made, clock stops, lost track, anything) after the #1 Flag has gone up **during** the starting sequence by raising the "AP" flag with two sound signals. When you have come up for air and are ready to start over, first make sure your stopwatch is set back to zero then choose a digital clock time to start the 7 minute sequence outlined above and make note of it on the score sheet. At the exact time chosen, start the stopwatch to start the sequence. **The "AP" Flag comes down with one sound signal in place of the Check-in flag at 1:00 in the sequence**

^{*} Or Answering Pennant if in postponement or First Repeater if in General Recall.

RECALLS

The starting line lies between the pole for the orange flag and the pin. A boat is over early when any part of her is touching or over that line at the time of the starting signal. Boats can be over before the signal and get back before the start.

"X" - <u>Individual Recall</u> —When one to a few IDENTIFIABLE boats is/are over early, raise the Individual Recall Signal ("X" flag) with <u>one</u> sound signal. Do not hail anyone as you might provide a competitive advantage to one over others. "X" stays up until all over-early boats have returned to completely behind the line and re-started **or 4** minutes, whichever comes first. If an over-early boat does not re-start, it is scored "OCS".

First Repeater - <u>General Recall</u> — If you cannot identify those who are over early, or there are too many to manage, raise the First Repeater with <u>two</u> sound signals to recall the fleet. Leave the First Repeater up. When you and the fleet are ready to re-start, first make sure your stopwatch is set back to zero then choose a digital clock time to start the 7 minute sequence outlined above and make note of it on the score sheet. At the exact time chosen, start the stopwatch. The First Repeater comes down with one sound signal in place of the Check-in flag at 1:00 on the stopwatch.

SHORTENING COURSE

"S" Flag — After starting, if wind has dwindled, the course turns out to be too long, or few, if any, of the competitors will finish by the 8:30PM time limit, move the Committee Boat to the Channel Mark or Rounding Mark nearest to where the lead competitor is approaching, anchor the boat to provide a finish line between that Mark and the pole for the orange flag, and raise Flag S with two (2) sound signals to signify that you are finishing the fleet at this new point. Make sure the line is long enough. The finish line for a shortened course lies between the shortening mark and the pole with the "S" flag. You cannot shorten course before the 1st signaled mark in the course configuration. Flag S over Flag N with 2 sound signals means shorten Spin fleet only.

ABANDONMENT

"N" Flag over "A" Flag – With three (3) sound signals means that all races are abandoned and there will be no more racing today.