

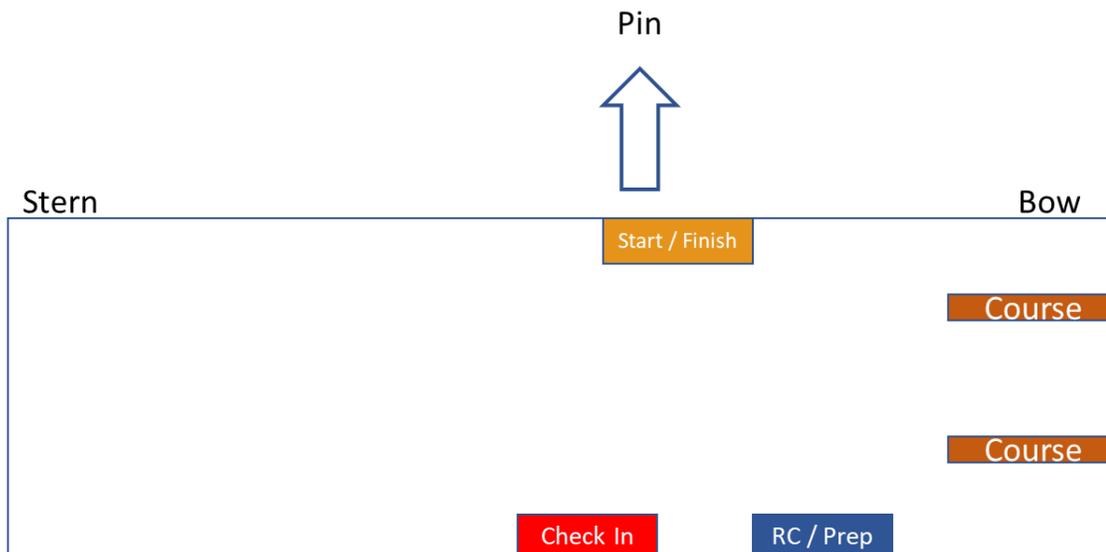
Race Preparation

Locate the following before leaving the dock:

- Check in, Class flags (1, 2, 3), start / finish line, P flag, individual / general recall, and postpone flags are mounted on wood staffs and are located in the long canvas bag in the covered area of the boat. Pull these out and keep them on the forward deck.
- Course flags are located in the port side locker and are in a beige rolled up canvas storage.
- Air horns are also located in the port side locker.
- Windward (Orange) and Temporary (Yellow) marks are in the starboard side locker along with ground tackle.
- If you have any difficulty finding any of these items, contact the race manager and/or the skipper who was on the committee boat the prior week for help finding them.

Get on station with the committee boat anchored and ready to check in **at least 30 minutes prior to the warning signal** – this would be 5:55 PM for the Wednesday Night Series.

Once on station, set up the flags as configured below:



-  Course Signal Flags
-  Orange Start Line Flag; Replace with Blue Finish Flag After Last Fleet Has Started
-  #3 Check In Flag; Replace with Class # Flags for Starts or AP Flag for Postpone
-  Race Committee Flag then "P" Preparatory Flag above RC Flag

- Course flags should be Fleet #1 (Spinnaker) on the port side flag staff (#1 flag at the top, then the course flags below.)
- Fleet #2 (Non Spinnaker) on the starboard side flag staff (#2 flag at the top, then course flags below.)
- If Fleet #3 (Cruiser) will have a different course than Fleet #2, remove the Fleet #1 course after the spinnaker fleet has started and replace with the Cruiser course on the port side flagstaff (#3 flag at the top, then course flags below.)
- Announce the courses for each fleet on VHF channel 69 prior to the warning signal.

Starting Sequence

Use cell phone or GPS time for the following WNS starting sequence:

Time	Actions	See Above for Placement	Air Horn
6:24 PM	Remove the check in flag / Attention Signal		Five (5) Short Horn
6:25 PM	Raise the class #1 flag		One Short Horn
6:26 PM	Raise the P flag		One Short Horn
6:29 PM	Lower the P flag		One Long Horn
6:30 PM	Lower the class #1 flag		One Short Horn

Wait for all boats in the spinnaker fleet to clear the start line and then start the sequence for the non spinnaker and cruiser fleets. See section below for Recall procedures.

Note: it's helpful for scoring to start this at the top of a minute, i.e. at exactly 6:31 instead of an odd number of seconds after.

NO ATTENTION SIGNAL SHOULD BE GIVEN BETWEEN THE TWO STARTS

Non Spinnaker / Cruising Start (assumes all spinnaker boats are clear and you can start the sequence one minute after)

Time	Actions	See Above for Placement	Air Horn
6:31 PM	Raise the class #2/#3 flag	 	One Short Horn
6:32 PM	Raise the P flag		One Short Horn
6:35 PM	Lower the P flag		One Long Horn
6:36 PM	Lower the class #2/#3 flag	 	One Short Horn

Note: if there is a recall for the spinnaker fleet you will need to adjust these times to allow them to clear the start line before starting the non spinnaker / cruiser sequence.

Recall and Postponement Procedures

Recall flags are on a double ended staff with the Individual Recall and General Recall flags on opposite ends.

Tip - Keep this flag handy and be ready to raise it if needed.

Individual Recall

If one to three identified boats started prematurely they must return to the Start Line and get all of their boat back over the start line in order to start correctly. If they continue to Race without re-Starting, they should be marked as On Course Side (OCS) of the Starting Line and will be disqualified or 3penalized according to the Sailing Instructions.

The Individual Recall Flag is flown **until all boats in that fleet have started correctly.**

Actions	Hold High (no placement)	Air Horn
Individual Recall Flag		One Short Horn
Optional VHF Hail - identify the sail number(s) of the boat(s) that were over the start line early. This should only be done after you have the recall flag displayed as the flag takes precedence over the hail.		

General Recall (This is Rare)

If there are too many over-early offenders to identify each individually, raise the First Substitute flag with two sound signals. This will call the fleet back for a re-start. This flag will then remain up until you are ready to begin the starting sequence all over again. Lower it with one sound signal as you would the #3 (Check-in) flag in the normal sequence.

Actions	Hold High (no placement)	Air Horn
General Recall Flag		Two (2) Short Horns
VHF Hail – “General Recall, General Recall”		

Postponement

If you wish to delay the start due to lack of breeze or if you are unprepared, raise with two sound signals at the time of the warning signal. You may also raise this flag with two sound signals at any time during the starting sequence to bring everything to a screeching halt and allow you to compose yourself. This means you are in postponement. When prepared to begin anew, lower with one sound signal one minute prior to the warning signal for the race to begin just as you would with the #3/Check-in flag.

Actions	Placement - Check In Flag	Air Horn
Raise Answering Pennant		Two (2) Short Horns
Remove Answering Pennant to restart sequence	Remove Flag	One Short Horn

Race Abandonment

If there is no wind prior to the start of the first fleet and you have had the postponement flag up for at least 30 minutes, you can abandon the race for the day.

Actions	Placement - Check In Flag	Air Horn
Raise N over A Flag		Three (3) Short Horns

Shorten Course

If you find yourself in a situation where the wind has dwindled, the course turns out to be too long, or few, if any, of the competitors will finish within the time limit of 2 hours, then move the Committee Boat to either the Channel Mark or Rounding Mark nearest to where the lead competitor is approaching, anchor the boat to provide a finish line between that marker and the blue finish flag, and raise the "S" Flag with two (2) sound signals to signify that you are finishing the entire fleet at this new point.

Actions	Flags on Flagstaff	Air Horn
Move Committee Boat to next channel mark or rounding mark		
Raise the "S" flag to shorten course for ALL fleets		Two (2) Short Horns
To shorten course for spinnaker fleet only raise #1 flag over "S" flag	 	Two (2) Short Horns
To shorten course for non spinnaker fleet only raise #2 flag over "S" flag	 	Two (2) Short Horns
To shorten course for cruising fleet only raise #3 flag over "S" flag	 	Two (2) Short Horns

Recording Finish Times

Site the line between the Blue finish flag and the pin (or the nearest mark if course has been shortened)

Record the time when the hull of the boat (**not** the sails, pole, crew, etc.) has crossed that line

Blow one short horn so each boat knows they have completed the course

Tip 1: Call out the hour and minute as the boat is approaching so your recorder only has to enter the seconds

For example, as the next boat is approaching call out 7:45 and then 35 seconds as they cross.

Tip 2: If there are multiple boats approaching the finish together and the times are going to be tight, use your phone's video feature to record the line as they are crossing. Call out the time at the start of the recording and then the seconds as they are crossing. This will make it easier to enter the times if you miss any boat in the group.

For example, start the video and state "time is 7:45 and 30,31,32,33,34,35..."