

# Call Doug Riley at 704-947-0470 with any questions before or during the race

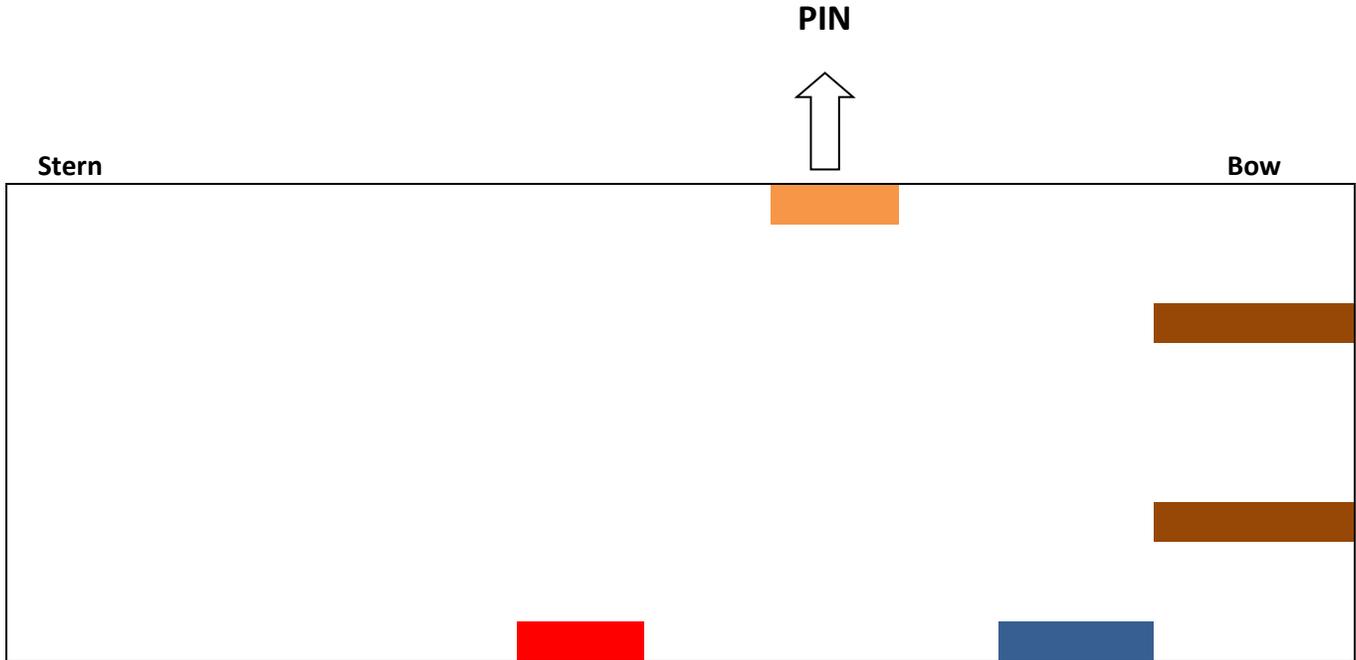
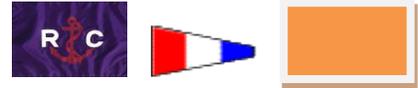
Please have your CB crew review this information ahead of time.

Assign duties – Someone to check in the fleet. Someone manning the signal flags. Someone on the stopwatch, the horn and checking off the sequence. Someone sighting down the line prepared to signal anyone over early.

Review the Postponement and Recall signals and procedures below and be sure that everyone understands what to do.

Follow the Courses Instructions outline to set your course for the evening.

Anchor and be in place to check in the fleet by 6PM. **Turn on the VHF to channel 69.** Put up the #3/Check-in, Orange and "RC" Flags according to this diagram:



-  **Course Signal Flags**
-  **Orange Flag = CB end of Start/Finish line**
-  **#3 Check in Flag / Then #1 Fleet Flag / Then Blue "On Station" Flag**
-  **"P" Preparatory Signal Flag on the pole extender with "RC" Flag**

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

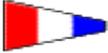
Have your course(s) flags configured and ready to hoist, **but do not raise them until 6:20 in case conditions change.**

**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 6:25:00PM, then take down the course flags, wait a minute or two then put up the new course. Proceed following the instructions to re-start the sequence.

At exactly 6:23:00 on your digital clock (watch, gps, phone w/ seconds, etc.), start your stopwatch to begin the starting sequence outlined here. Use the stopwatch time to score finishes. The digital clock is your backup so if the stopwatch stops for any reason, note the finish times from the clock even if some stopwatch times have already been noted...We'll be able to figure it all out later.

## Starting Sequence Check-off



_____	<b>6:20:00 PM – Course Flags go up</b>		
_____	<b>6:23:00 PM / 0:00:00 - Start Stopwatch</b>		
_____	<b>1:00 #3</b>		<b>* Lower with one sound</b> * Or Answering Pennant if in postponement or First Repeater if in General Recall
_____	<b>2:00 #1</b>		<b>Raise with one sound</b>
_____	<b>3:00 “P”</b>		<b>Raise with one sound</b>
_____	<b>6:00 “P”</b>		<b>Lower with one LONG sound</b>
_____	<b>7:00 #1</b>		<b>Lower with one sound – START</b>

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.

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** – The Sailing Instructions say the Warning Signal will be at 6:25:00 so if you need to delay the start due to lack of breeze, or any other reason, go ahead and follow the instructions above to start your sequence. 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**

## 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” - Individual Recall** –When one to a few IDENTIFIABLE boats is/are over early, raise the Individual Recall Signal (“X” flag) with one 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 - General Recall** – If you cannot identify those who are over early, or there are too many to manage, raise the First Repeater with two 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 it is long enough. You cannot shorten course before the 1<sup>st</sup> signaled mark in the course configuration. Flag S over Flag N with 2 sound signals means shorten Non-Spin fleet only. Flag S over Flag S with 2 sound signals means shorten Spin fleet only. This can only be done when using W-P courses on Wed Nights as we have only one boat.



## 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.