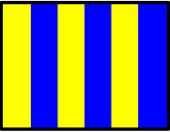
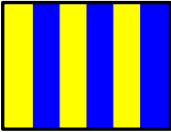
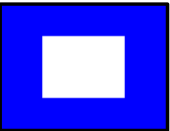
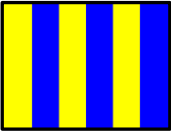
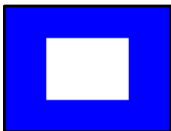
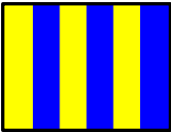
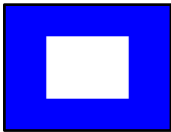
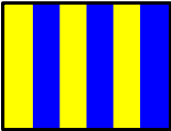
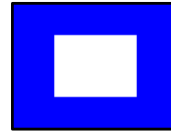

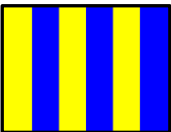
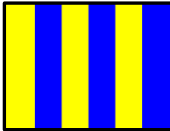
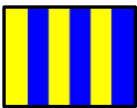
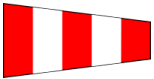
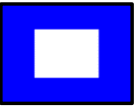

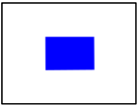



Club Series Start Sequence

Clock	Event	Actions	Flag Hoist Status
-5 mins 🔊	General Handicap Warning	 ↑	
-4 mins 🔊	Preparatory Up	 ↑	 
-3 mins			 
-2 mins			 
-1 min 🔊	Preparatory Down	 ↓	
0 mins 🔊	General Handicap Start	 ↓	

🔊 is a sound signal (hoot). Automatic for the 5, 4, 1, 0 on the race hut timer.


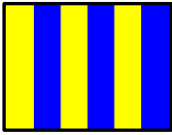
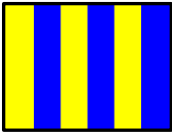

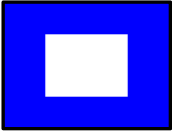
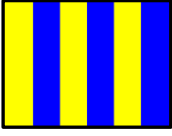
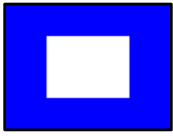
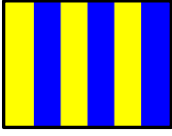
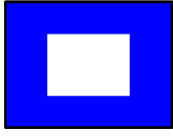
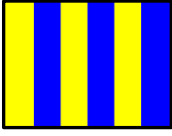


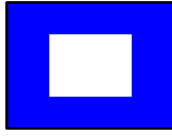
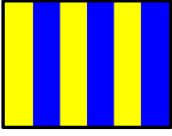







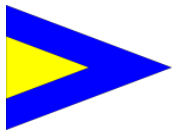

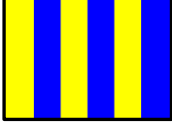
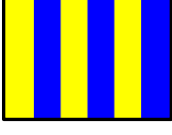
Flags Needed:


	Code Flag "G", the warning signal for the General Handicap fleet.		Code Flag "AP", Postpone. 🔊 🔊 when raised, 🔊 when lowered.
	Code Flag "P", the preparatory flag.		Code Flag "1 st Sub", the General Recall flag. 🔊 🔊 when raised, 🔊 when lowered.
	Code Flag "S", the "Shorten Course", used to finish the race. 🔊 🔊 when raised.		Code Flag "X", Individual Recall. 🔊 when raised, lower when all OCS have returned or after 4 mins.

For **Individual recall, when run from the club race hut**, use the warning flag (Code Flag "G") hoisted to the dip (halfway up) instead of Code Flag "X".

Note: At any time during the Start Sequence but before the Start, if something goes wrong, hoist code flag "AP", the Postpone flag, with 2 sound signals and lower any currently hoisted flags. After a short interval, lower the "AP" with one sound signal and one minute later begin the Start Sequence again. If the fleet has already started use the General Recall process.

Club Series Start Sequence – General Recall

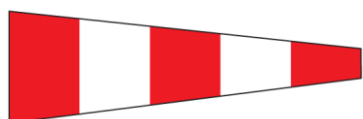
Clock	Event	Actions	Flag Hoist Status		
-5 mins 	General Handicap Warning	 ↑			
-4 mins 	Preparatory Up	 ↑			
-3 mins					
-2 mins					
-1 min 	Preparatory Down	 ↓			
0 mins 	General Handicap Start	 ↓			
Asap after start  	General Recall	 ↑			
Give adequate opportunity for boats to return.					
	General Recall down	 ↓			
Exactly 1 minute after General Recall Down start the sequence again.					
-5 mins 	General Handicap Warning	 ↑			

 is a sound signal (hoot). Automatic for the 5, 4, 1, 0 on the race hut timer, manual for the General Recall flag.

RACE SIGNALS

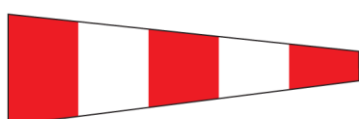
The meanings of visual and sound signals are stated below. An arrow pointing up or down ($\uparrow \downarrow$) means that a visual signal is displayed or removed. A dot (\bullet) means a sound; five short dashes (-----) mean repetitive sounds; a long dash (—) means a long sound. When a visual signal is displayed over a class flag, fleet flag, event flag or race area flag, the signal applies only to that class, fleet, event or race area.

Postponement Signals



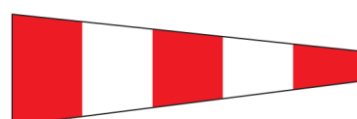
$\uparrow \bullet \bullet \downarrow \bullet$

AP Races not started are *postponed*. The warning signal will be made 1 minute after removal unless at that time the race is *postponed* again or *abandoned*.



$\uparrow \bullet \bullet$

AP over H Races not started are *postponed*. Further signals ashore.



$\uparrow \bullet \bullet$

AP over A Races not started are *postponed*. No more racing today.

AP over a Numeral Pennant 1–9

Postponement of 1-9 hours from the scheduled starting time.



Pennant 1 $\uparrow \bullet \bullet \downarrow \bullet$



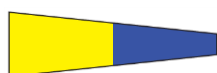
Pennant 2 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 3 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 4 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 5 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 6 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 7 $\uparrow \bullet \bullet \downarrow \bullet$

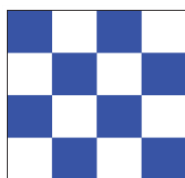


Pennant 8 $\uparrow \bullet \bullet \downarrow \bullet$



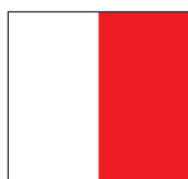
Pennant 9 $\uparrow \bullet \bullet \downarrow \bullet$

Abandonment Signals



$\uparrow \bullet \bullet \bullet \downarrow \bullet$

N All races that have started are *abandoned*. Return to the starting area. The warning signal will be made 1 minute after removal unless at that time the race is *abandoned* again or *postponed*.



$\uparrow \bullet \bullet \bullet$

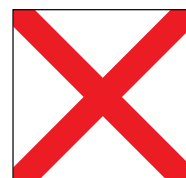
N over H All races are *abandoned*. Further signals ashore.



$\uparrow \bullet \bullet \bullet$

N over A All races are *abandoned*. No more racing today.

Safety



\uparrow —

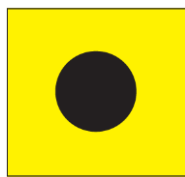
V Monitor communication channel for safety instructions (see rule 37).

Preparatory Signals



↑● ↓—

P Preparatory signal.



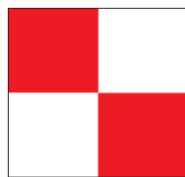
↑● ↓—

I Rule 30.1 is in effect.



↑● ↓—

Z Rule 30.2 is in effect.



↑● ↓—

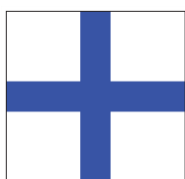
U Rule 30.3 is in effect.



↑● ↓—

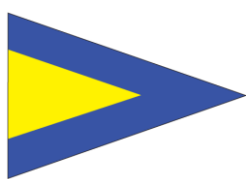
Black flag. Rule 30.4 is in effect.

Recall Signals



↑●

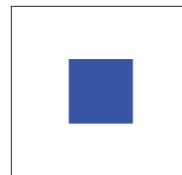
X Individual recall.



↑●● ↓●

First Substitute General recall. The warning signal will be made 1 minute after removal.

Shortened Course



↑●●

S The course has been shortened. Rule 32.2 is in effect.

Changing the Next Leg



C The position of the next *mark* has been changed:



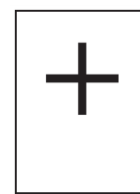
to starboard;



to port;



to decrease the length of the leg;



to increase the length of the leg.

Other Signals



↑●

L Ashore: A notice to competitors has been posted. Afloat: Come within hail or follow this vessel.

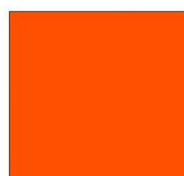


M The object displaying this signal replaces a missing *mark*.



↑●

Y Wear a personal flotation device (see rule 40).



(no sound)

Orange flag. The staff displaying this flag is one end of the starting line.



(no sound)

Blue flag. The staff displaying this flag is one end of the finishing line.



Duties of OOD

1. Be on station one hour before the scheduled start of the first race.
2. Keys for various locks are kept in the small safe in the clubhouse office (if necessary, please ask any Committee member for combination).
3. Remove the 3 "Goose Fences".
4. Ensure the compressor, timing device and marine radios are all switched on and operating.
5. Open the boat house and prepare safety boats for use ensuring kill cord in place, one launched and a second either launched or ready to launch.
6. Signing on sheets and lap sheets can be obtained from the labelled box file in the office and:
 - 6.1 Signing on sheet displayed in the hall available for members signing on. Once race has started, transfer to the OOD Office (hut) for awareness of who is in compliance. (Those who have not signed on should be advised before the start of the next race).
7. Course & Race Procedure:
 - 7.1 Hoist the Club Pennant to show that there is a safety boat on station/water at which time boats may take to the water.
 - 7.2 Once the course has been set and laid, complete the information on the blackboard in the Race Office (hut).
 - 7.3 Assign the appropriate code flags to the mast halyards.
 - 7.4 Select appropriate programme on the timer, normally 2nd option of 5:00, initiating the countdown exactly **5 minutes before the designated start time.**

Please Note: *flags must be in synchronisation with the timer as the code flags are the official timing device and the hooter is only there to draw attention to the flags.*

- 7.5 The Race Officer must watch the start line to ensure that there are no boats over at each start. If there are, a second manual sound signal is made (remote pushbutton) and the class flag left in the dipped position, until all the offender(s) return or left at half-mast for a **maximum of 4 minutes**. Failure to return must be recorded as **OCS**. Should there be too many to identify, then a General Recall is made using code flag **1st Sub** and 2 manual sound signals.
- 7.6 After all starts completed, stop the countdown timer by pressing the RED and WHITE buttons simultaneously on the electronic counter.
- 7.7 Record the time of each boat through the start/finish line for every completed lap. (Lap Sheets).
- 7.8 The first race of the day should begin at the designated time. Subsequent races may begin at a time at the OOD's discretion, allowing for a reasonable period for lunch for all competitors.
8. Should there be casual sailing or wind surfing ongoing over the lunch period, then the OOD or designated assistant shall actively monitor activities in case a rescue or assistance is needed.
9. Should anyone be injured during sailing activities then the OOD shall ensure that the Accident Book in the office is filled in, and the Club procedures complied with.
10. On completion of the day`s sailing (includes casual sailors and windsurfers), return the marker buoys to the stand and take the safety boat(s) off the water. The Club Flag must now be taken down, indicating that no-one can go afloat as there is no rescue boat on the water.
11. The safety boats(s) must now be decommissioned; the petrol tank removed before the boat enters the Boat house, washed down, if required, and the radio turned off.
12. It is the responsibility of the OOD crew to ensure that the heaters are turned off in the Office in the Clubhouse and the OOD`s hut, the marine radios are turned off and returned to the cabinet, and that the OOD`s hut is securely locked, together with the petrol store, boat house, the end shed, the wetsuit shed and the windsurfers container, and the keys returned to the small safe in the Clubhouse office.
13. The “Goose Fences” must also be put back in place.
12. If the Race Officer leaves before other members, he/she will need to ensure that a responsible person is in charge to securely lock the club before departure.