

General Recall Process – Diagrams

On the next four pages are diagrams to show the new General Recall process for club sailing.

A general recall should be called when, at the starting signal, the OOD is unable to identify boats that are on the course side of the starting line, or there has been an error in the starting procedure. A boat is “on the course side” if any part of her hull, crew or equipment is on or over the starting line at her starting signal.

The diagrams show:

1. Our current three fleet starting sequence without a general recall.
2. The same three fleet sequence but with a general recall on the first fleet.
3. The three fleet sequence with a general recall on the second fleet.
4. The three fleet sequence with a general recall on the third fleet.

Although they may look a little complicated, the principle is fairly simple. A single fleet start is a 4 minute sequence with the warning signal displayed at 4 minutes before the start, the preparatory signal displayed at 2 minutes before the start, and then the start when the warning signal is removed, and the preparatory signal is removed unless it is needed immediately to be displayed for another fleet.

Multiple fleet starts simply repeat the single fleet’s starting sequence at 2 minute intervals. Therefore the starting sequence for three fleets is:

- -4 minutes: the first fleet’s warning signal displayed.
- -2 minutes: the preparatory signal is displayed, and the second fleet’s warning signal displayed.
- 0 minutes: the first fleet starts and its warning is removed, and the third fleet’s warning is displayed.
- +2 minutes: the second fleet starts and its warning is removed.
- +4 minutes: the third fleet starts and its warning is removed, and the preparatory is removed too.

All this is facilitated by race office clock that makes a sound signal every two minutes.








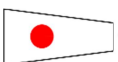

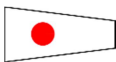


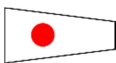

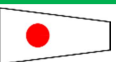

The new general recall process is that if after a fleet’s start it is determined that a general recall is required:

- As soon as possible the general recall flag (1st substitute) is displayed with two sound signals, made manually using the race office clock’s flylead button, to alert the fleet to the general recall. This should certainly happen within 15 seconds of the start.
- At 1 minute after the recalled start, the general recall flag is removed with a single manual sound signal.
- At 2 minutes after the recalled start, the fleet’s warning flag is displayed commencing its standard starting sequence again.



This two minute recall process fits in with the clock’s automatic sound signals. It conforms to the recall process in the Racing Rules of Sailing, with the addition of a fixed time limit on the display of the general recall flag.

The effect on the competitors is that if the general recall is sounded after their start, then at the next two minute automatic sound signal their warning will be displayed and they are into their normal start sequence again. A recalled fleet will always start 6 minutes after their recalled start.





























3 Start Sequence, No General Recall

Event		Actions		Flag Hoist Status						
-4	FH Warn		↑							
-2	SH Warn FH Prep		↑		↑					
0	FH Start Solo Warn		↓		↑					
+2	SH Start		↓							
+4	Solo Start		↓		↓					
+6										
+8										
+10										



FH – Fast Handicap
 SH – Slow Handicap
 Warn – Warning Flag raised
 Prep – Preparatory Flag raised

 Start - All Clear
 Start – General Recall
















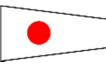



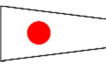

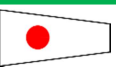








3 Start Sequence, General Recall on 1st Start

Event		Actions			Flag Hoist Status						
-4	FH Warn		↑								
-2	SH Warn FH Prep		↑		↑						
0	FH Start Solo Warn Gen Recall		↓		↑		↑				
+1	Gen Recall Down						↓				
+2	SH Start FH Warn		↓		↑						
+4	Solo Start		↓								
+6	FH Restart		↓		↓						
+8											
+10											



FH – Fast Handicap
 SH – Slow Handicap
 Warn – Warning Flag raised
 Prep – Preparatory Flag raised

 Start - All Clear
 Start – General Recall









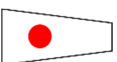

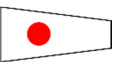


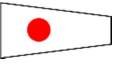

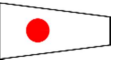




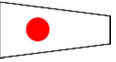
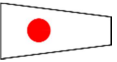

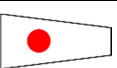

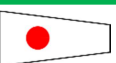

3 Start Sequence, General Recall on 2nd Start

	Event	Actions			Flag Hoist Status					
-4	FH Warn	 ↑								
-2	SH Warn FH Prep	 ↑  ↑								
0	FH Start. Solo Warn	 ↓  ↑								
+2	SH Start. Gen Recall	 ↓  ↑		 ↑						
+3	Gen Recall Down			 ↓						
+4	Solo Start SH Warn	 ↓  ↓  ↑								
+6	SH Prep			 ↑						
+8	SH Restart	 ↓  ↓								
+10										

FH – Fast Handicap
 SH – Slow Handicap
 Warn – Warning Flag raised
 Prep – Preparatory Flag raised

 Start - All Clear
 Start – General Recall

3 Start Sequence, General Recall on 3rd Start


Event		Actions			Flag Hoist Status					
-4	FH Warn		↑							
-2	SH Warn FH Prep		↑		↑					
0	FH Start. Solo Warn		↓		↑					
+2	SH Start. FH Warn		↓							
+4	Solo Start Gen Recall		↓		↓		↑			
+5	Gen Recall down						↓			
+6	Solo Warn		↑							
+8	Solo Pep		↑							
+10	Solo Restart		↓		↓					

FH – Fast Handicap

SH – Slow Handicap

Warn – Warning flag raised

Prep – Preparatory flag raised

 Start - All Clear

 Start – General Recall