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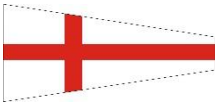
- Ensure all duty crew are signed in and have indicated their qualifications.
- Ensure 2 support boats are on the water. Ensure 2 duty crew minimum are in a support boat for the purposes of any assist. No sailing activity can take place without at least 1 support boat manned by 2 people.
- Remember you are responsible for safety on the water, if you are not comfortable that this can be adequately provided by the crew in the conditions then you can close the water.
- If wind speed is gusting greater than 20 knots fly the red high wind warning flag.
- Use the pre-defined courses where possible. Use simple (<5 Buoy) courses for Junior / Novice races and keep the course shorter.
- Put out a Cruising / Canoe / Windsurfer signing-on sheet as well as the race signing-on sheets.
- If using average lap times the **Start line and the Finish line must use the same the buoy.**
- The **RS400** fleet may do an **extra lap** to all the other fleets in Handicap races, and juniors may do **fewer laps** (hence the average laps). Remember to record all lap times.
- Note any damages to any equipment or rescue boats (if we don't know about it we can't fix it)
- Don't forget - You get free tea and coffee while you're on duty

The flags you may require – so have them ready

At the Start



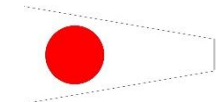
10 Minute 'alert'



5 Minute Warning
to first class or fleet



4 Minute Warning



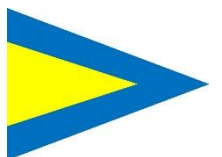
2 Minute Warning
Slow Fleet



2 minute warning
Junior/Novice Fleet



Individual Recall

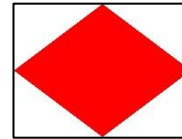


General Recall

During Racing



Shorten Course



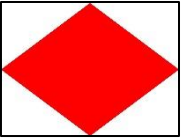
End of Pursuit race.
Hold Position

Race 1 - Handicap

 (Note: this race is shorter and encourages the juniors and novices to join the racing)

- If there are more than 12 boats then operate 2 starts.
- Use the automatic start for fast fleet, **turn off** after start and use manual for subsequent fleets.
- If the fast fleet have a general recall then the **slow fleet will still start after them.**
- The slow fleet and Junior / Novice cannot use the general recall, individual recalls only.
- **Record each lap** noting **sail numbers** and **lap times** (also helps prevent any queries later).
- Finish the first boat after approximately **40 minutes** (your lap recordings show who is leading)
- The Finish line must be on the same buoy as the Start for the average lap times.
- **The RS400 fleet do an extra lap. DO NOT finish them first.** If the wind drops you can go back to the previous lap to get times.
- If 2 or 3 starts were used then **do not** subtract the 2 minutes from the slow fleet or 4 minutes from the Junior/Novice timings.
- Make a note how many starts were used on the finishing position recording sheet so times are accurately loaded in Sailwave

Race 2 – Pursuit

- This is a 75 minute pursuit race
- Use the automatic start. The popular classes signals are pre-programmed.
- Ensure all places are recorded before signalling the “Release” using the  flag.
- The onus is on each competitor to hold position so you can record them.



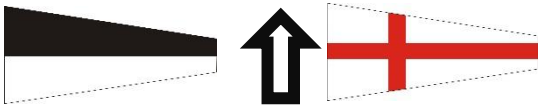

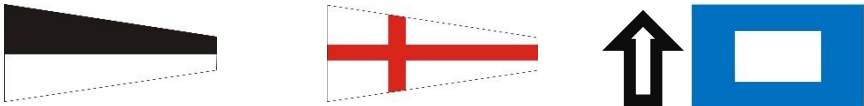

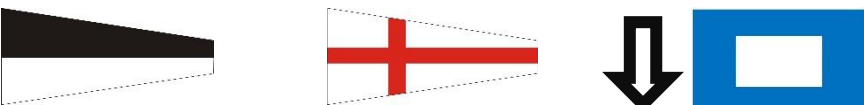



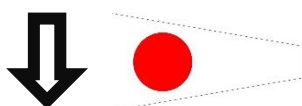

Race 3 - Handicap

- If there are more than 12 boats then operate 2 starts.
- Use the automatic start for Fast fleet, **turn off** after start and use manual for slow Fleet.
- If the Fast fleet have a general recall then the **slow fleet will still start after them.**
- The Slow fleet cannot use the general recall, individual recalls only.
- Record each lap noting sail numbers and lap times (also helps prevent any queries later).
- Finish the first boat after approximately **60 minutes** (depending on daylight).
- The Finish Line must be on the same buoy as the Start for the average lap times. If you finish anywhere else all boats must do the same number of laps (extra reason for recording lap times).
- **The RS400 fleet do an extra lap. DO NOT finish them first.**
- If 2 starts were used then **DO NOT** subtract the 2 minutes from the Slow fleet. (There is no separate Junior/Novice start for Race 3).
- Make a note how many starts were used on the Finishing Position Recording Sheet so times are accurately loaded in Sailwave.







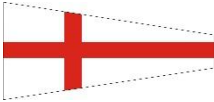



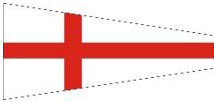




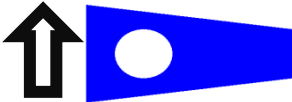

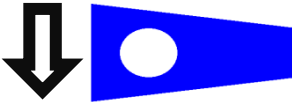

Flag Sequence – 3 Start Handicap Race





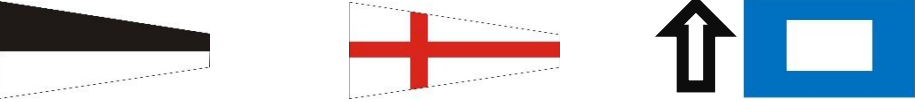





Time	Signal	Flags		Sound
-10	10 Minute 'alert'			 Auto
-5	5 Minute Warning			 Auto
-4	4 Minute Warning			 Auto
-1	1 Minute Warning			 Auto
0	Fast Fleet Start & Slow Fleet 2 min warning			 Auto
+2	Slow Fleet Start & Junior Novice 2 min warning			 Manual
+4	Junior Novice Start			 Manual




Flag Sequence – 2 Start Handicap Race (Fast and Slow Fleets)

Time	Signal	Flags	Sound
-10	10 Minute 'alert'		 Auto
-5	5 Minute Warning		 Auto
-4	4 Minute Warning		 Auto
-1	1 Minute Warning		 Auto
0	Fast Fleet Start & Slow Fleet 2 min warning		 Auto
+2	Slow Fleet Start		 Manual

Flag Sequence – 2 Start Handicap Race (Main and Novice/Junior fleet)

Time	Signal	Flags		Sound
-10	10 Minute 'alert'			 Auto
-5	5 Minute Warning			 Auto
-4	4 Minute Warning		 	 Auto
-1	1 Minute Warning		 	 Auto
0	Fast & Slow Fleets Start, plus Junior Novice 2 min warning		 	 Auto
+2	Junior Novice Start			 Manual

Time	Signal	Flags	Sound
-10	10 Minute 'alert'		 Auto
-5	5 Minute Warning		 Auto
-4	4 Minute Warning		 Auto
-1	1 Minute Warning		 Auto
0	Start		 Auto





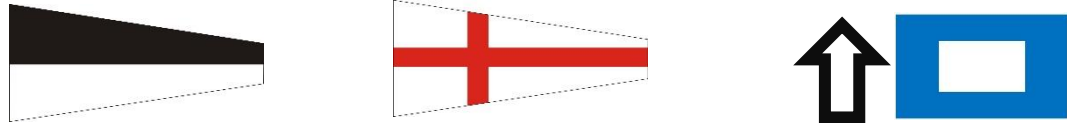

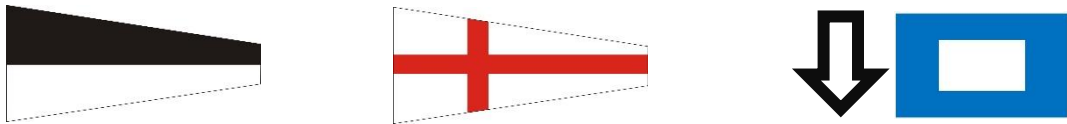

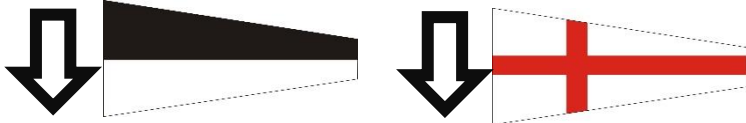

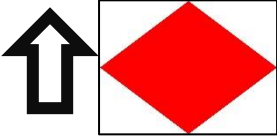

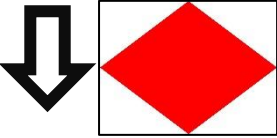

Time	Flags	Sound Signal
As the first boat approaches the last mark, i.e. the Finish Line		 Manual Manual
Sound a signal for each finisher		 Manual


Notes: Average Lap racing

To calculate **Average Laps**, “Shorten Course” can only be used as the first boat approaches the last mark, which ends a completed LAP, i.e. **the start/finish line are in the same position on the course.**

Different classes of boats can sail a different number of laps per class during the race.

If “Shorten Course” is sounded at a mark other the mark of the Start Line, then all boats must race the same distance, (i.e. full laps plus the part lap), as **Average Laps cannot be calculated or used.**

Time	Signal	Flags	Sound
-10	10 Minute 'alert'		 Auto
-5	5 Minute Warning		 Auto
-4	4 Minute Warning		 Auto
-1	1 Minute Warning		 Auto
0	Start		 Auto
+75	75 End of Race		 Auto
Once all results recorded	Release		 Manual

Time	Flags	Sound Signal
At the point where support boat cover is insufficient to safely assist quantity of boats in distress, or when weather conditions cause excess concern for the OoD	None	 Manual Manual Manual Manual Manual Manual
		Repeated sound signals until all boats are demonstrating intent to return to shore

Sometimes the weather gets squally, a lightning storm moves in, or the wind builds quickly and there is a requirement to bring boats ashore and abandon sailing or racing until the weather calms and conditions are deemed safe again.

Use the above sound signals and radio all support boats on the water.

Boats that are not executing an assist should help direct all boats back to shore.

The junior / novice fleet use boats you may not be familiar with – here is a simple identification guide



RS Tera Pro – Transparent fully battened sail with orange flash



RS Tera sport – Orange and white sail



RS Q'Ba – Very easy to confuse with a Laser Pico but white and blue on sails is reversed



RS Vareo – not a novice boat but sometimes compete. 'Vareo' on sail



RS Feva – 2 man junior class with spinnaker. Our main Youth training boat.



Topaz – usually one on the water sailed single handed with spinnaker



Topper – sails vary in colour but distinctive hull shape



Laser Pico – Blue or pink sails, with or without jib. Has 'Pico' on the sail – our main fleet of training boats.



Optimist – been around forever, unlikely to see one at Bartley but you never know....



Laser 4.7 – A small rig for young laser sailors. Has '4.7' on the sail.



Laser 2000 or 2K – large training boat. The club has 2 of these