

Start Sequence

Keep an eye on the Sailing Instructions or race board for any amendments

Lights

Takes precedence for timings over flags/boards and sounds when starting from the club line.

Flags/Boards

These take precedence over sounds with starts from a committee boat.

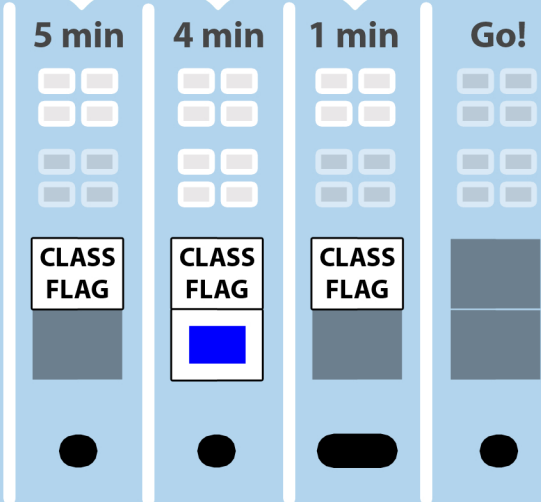
Sounds

Purpose is to advise on looking at the lights or the flags/boards.

Don't forget to sign-on!

Your boat must be afloat before this signal

Lights will flash 10 seconds before Go!



Safety Boat Pendant #9



Flown by all safety boats associated with racing.



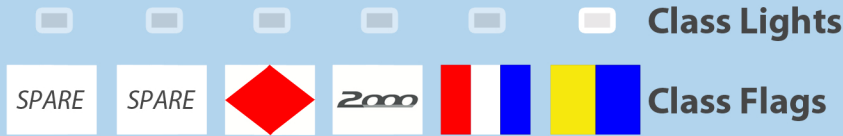
Individual Recall

Flown for 4 mins or until all boats have crossed the line.



General Recall

New start sequence added after the last.



Starting Tips before 'Go!'

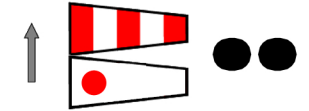
You are probably on the start line if you can line up the triangles over the racebox. If against the tide, pick an end that has wind and keep out of the main channel. Find free space and cross the line with as much speed to keep away from dirty air.

Postponements

Start of postponement



No postponement time set.



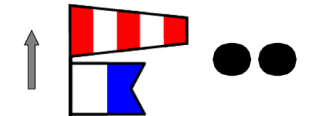
When over a numeral pennant it specifies the hours set.

End of postponement



Start sequence will commence 1 minute after being lowered.

No more racing today



No more racing today.

Radios

Settings

Tri-Watch/Scan - Enabled
Default channel - 37 (M1)
Emergency channel - 16
Shipping channel - 74

Start transmission

"Blockhouse, Blockhouse, Blockhouse, this is Dunlin, over."

Response transmission

"Dunlin, this is Blockhouse, go ahead, over."

Common words

"Understood" - received.
"Say again" - repeat message.
"Stand by" - wait.
"Over" - expecting a reply.
"Out" - no reply expected.
Never use "Over and Out"!

NB: Relay via another safetyboat if unable to reach the recipient.

Basic Rules

Starboard has right of way unless:

- Contact cannot be avoided
- Mark-room is owed
- Rights were gained suddenly
- The boat is tacking
- Another rule is broken

Windward keeps clear unless:

- Overlap was established from astern
- Leeward sails above proper course
- Mark-room applies
- Contact cannot be avoided
- A boat is tacking

Mark-Room

- Inside overlap within 3 boat lengths

Penalties

- 1 turn (Stated in the WSC SI, but may change for other club events).

E&OE - Refer firstly to the club's Sailing Instructions (SI) and then to the Racing Rules of Sailing (RRS). If in any doubt liaise with the Race Officer or the Sailing Secretary.

Tips & Tricks

- Understand the course
- Find clean wind
- Watch the water for gusts
- Use tiller sparingly/smoothly
- Keep the boat flat
- Sail the shortest course
- Prioritize speed over tactics
- Watch for wind shifts
- Bear off in gusts for speed
- Check telltales constantly
- Study the flow of tides

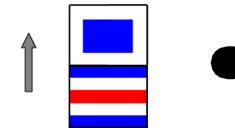
Safety

- Ensure boat is seaworthy
- Know your limits
- Make sure you can moor up
- Carry a paddle in light winds
- Hail anyone if in trouble

NB: Safety boats are there for you and not for your boat!

Shortened Courses

For non-lapping courses



This is the last mark, pass within 3 boat lengths and cross the line. Do not pass through Hoo Creek.

For lapping courses



The leading boat has passed the last mark and will finish on the line in an upstream direction.

NB: If boats are required to finish in a downstream direction, a red flag will also be flown.



Abandonments

Started races abandoned



End of abandonment



Start sequence will commence 1 minute after being lowered.

All races abandoned



No more racing today.