

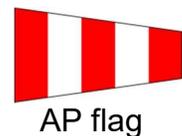
# Sunbeam PRO Notes - Thursday evenings only

## RACE NOTES

1. In an EMERGENCY use the VHF and call the Coastguard on Channel 16, and if no reply within 15 secs dial 999 and ask for the Coastguard. See a separate sheet for more detail.
2. The wind usually drops by 8.15 pm.
3. Keep the race in the Park buoy vicinity. Rarely go beyond Thorney or Ellanore save when the wind and tide will allow the fleet to return OK. Having rounds helps to keep control.
4. Sweep up and follow the last boats in case of one going aground or needing a tow home. No need to finish all boats at the Club as there is only one winner requiring a bottle of wine which you supply.
5. Ring the Buttery, 01243 513523, with an approximate time of when the last people will be ashore.

## Starting procedure, flags and shortening course

- Decide where your start will be depending on the wind and tide direction. Try to get a beat on the first leg and make it fairly long to avoid trouble at the first mark.
- Lay the line or position yourself so that you have double the length of the number of expected boats between the ODM (Outer Distance Mark) and you. It is easier to adjust YOUR position than the ODM! Bring in or let out the anchor warp or move the boat to make an unbiased line. Lay the line at 90 degrees to the WIND if you can.
- Hoist the Orange Flag when the committee boat is on station to start a race. The Starting Line is between the orange flag on the committee boat and the outer distance or yellow racing mark.
- Hoist a Postponement flag (AP flag) as soon as you anchor to provide an extra step in the formal Start sequence and give some flexibility in the start time. Having hoisted the AP flag, it is then not critical, although still important, to start the sequence at 1855 for a 1900 hrs start (or **delay** in the case of getting someone off the mud, etc).
- Prepare all flags on the committee boat. Decide on your course and put the course boards facing the START side of the boat.



# THE START

Remember it is the flag that counts - if the hooter stops working, it does not matter. The **ONLY** time a sound signal is mandatory is when the Individual Recall flag is hoisted.

<u>Time to Start</u>	<u>Action</u>	
<b>6 minutes</b>	Postponement (AP) flag lowered and one blow of the hooter.	
<b>5 minutes</b>	Warning Signal (Class flag) ( <b>V flag</b> ) displayed and one blow of the hooter. <i>The course must be displayed before the Preparatory signal is given and no course changes can be made after this signal.</i>	
<b>4 Minutes</b>	Preparatory Signal displayed, P flag (Blue Peter), and one blow of the hooter.	
<b>1 Minute</b>	One Minute Signal: Preparatory flag lowered and one long sound signal – normally a whistle if you can find it.	

If there is a problem during the Start sequence, e.g. a time problem, wind change, boat aground, etc., hoist the Postponement flag (AP), sound the hooter and start the sequence again.

## Individual Recall (**X flag**)

The **Recall** signal is a hand-held X flag on a bamboo stick. Have it ready in case it's needed.

- \* Identify all boats **On the Course Side** (OCS) of the start line at the starting signal. The PRO will normally call out these numbers.
- \* Display flag within 2-4 seconds after the starting signal with a **SIMULTANEOUS** sound signal which is **ESSENTIAL**
- \* Check all boats OCS return and start correctly. The flag is removed when the last boat re-crosses the start line to the pre-course side.
- \* If some boats continue to race, the X flag is left on display for a period of 4 minutes after which it is removed without a sound signal.

## How to shorten a course (**S flag**)

- You can shorten, i.e. finish, a course at any rounding mark.
- Display Flag S and sound the hooter twice.
- Position your boat at right angles to the course from the last mark the boats rounded and about 20 – 50m from the buoy (or right angles to the wind if the finish is a beat), **allowing boats to pass the buoy on the required side**.
- As the boats pass, write down their sail numbers and give a sound signal.

## How to change a course (**C flag**)

- You can change a course at any rounding mark.
- Display C flag and make regular sound signals.
- Display the next mark/s clearly on a board.

**Note:** You need to be in a position where **all** boats can clearly see you, about 100 metres before the mark.