





Shoreham Sailing Club  
Club Racing

**Starting & Finishing the Race**

**1 Starting**

- Do a final check on the course and the wind angles
- Decide who will keep time, hoist flags, sound hooter and watch the line
- Decide whether to do handicap fleet starts for the 1<sup>st</sup> race in the Spring, Summer & Autumn Series
- Record using elapsed time (stopwatch) where possible
- Station a support boat at the start mark to watch the Pin end of the line
- Ensure recall flags are readily available
- Have time recording sheet and pen/pencil available to record any boats over the line

Minutes to Start	Signal	Flag	Up/Down	Sound Signal (Blasts)
	On station		Up	N/a
	Postponement		Up	Two
6	End Postponement		Down	One
5	Warning – note time	 Fast Fleet  Medium Fleet  General Handicap	Up	One
4	Preparatory		Up	One
1	1 Minute		Down	One long
0	Start – record actual time	 Fast Fleet  Medium Fleet	Down	One




		 General Handicap		
	Individual Recall – if able to identify all boats over the line		Up until all identified boats have started correctly or 1 minute prior to subsequent start	One
	General Recall – if unable to identify all boats over the line		Up	Two
6	End General Recall – consider resetting line		Down	One

## 2 During Racing

- Observe the racing to monitor if the course angles are still acceptable
- Consider moving marks if the wind angle changes significantly and there is time to do so
- Write down all sail numbers when the boats go through the gate the 1<sup>st</sup> time
- It is advisable to record a time for each boat on every lap
- For number of laps for different courses & handicaps see SI's or Aide Memoire
- Aim for the first finishers in each fleet to be sailing for approximately 45 – 60 minutes: be mindful of back markers to ensure that finishers are not waiting longer than 20 minutes for race 2

### 3 Finishing

- Decide who will watch the line, call sail numbers & times, give sound signals and record information
- It is advisable to call the sail number then the time before sounding the hooter
- A race can be shortened at any mark of the course
- If shortening races with 2 handicap fleets or more, the relevant handicap flag will be flown in addition to the S Flag

Signal	Flag	Up/Down	Sound Signal (Blasts)
Shorten Course	 + relevant handicap flags if required	Up	Two as the lead boat rounds the preceding mark to the finish line
Finish		Up	N/a
Abandoned – due to weather conditions or safety concerns	 + relevant handicap flags	Up	Three

### 4 Time Limits

- The time limit for each fleet/handicap race shall be 2 hours
- Any boat that has not finished within 45 minutes of the first finisher in her fleet shall receive a Did Not Finish