

Committee Boat Race Starts (Sunday Series Races)

(Note Wednesday Evening racing is run from the shore and has one general handicap 3 minute start sequence)

NOTE- You must try to start the racing at the correct GMT time, but definitely not earlier. If there is likely to be a more than five minute delay put in a Postponement by hoisting AP + 2 sound signals. (Extra sound signals can be made at any time just press the lower button on the Autohoot controller)

- A three minute start sequence is to be used for all club series racing
- The order of starting is-
 - Slow handicap fleet (PY1113 and higher)
 - Fleet Warning Signal- Numeral Pennant 1
 - Fast handicap fleet (PY1112 and less)
 - Fleet Warning Signal- Numeral Pennant 2
 - If 3 or less slow handicap boats race the Slow and Fast fleets start together
 - Combined fleet Warning Signal- Yellow with Black 'H'
 - Laser fleet
 - Fleet Warning Signal- White flag with Red Laser insignia
- Handicap boats **must** sail in the fleet according to their PY number
- Check that the switch on the steering console is set to ON. This activates the radio, the timer and the Autohoot sound signal controller
- Check that the electronic timer is set to zero. If not press the reset button
- At the GMT time for the first start-
 - Turn the rotary switch on the Autohoot controller to 'Hoot'
 - A sound signal is automatically generated
 - The electronic timer starts running
 - Hoist the Warning Signal for the first class to start

NOTE- Once started, the Autohoot will generate a sound signal on every minute until switched off

- Refer to the Start Sequence graphic for the flag sequence following the hoist of the first Warning Signal

- The normal RRS apply to Individual Recalls and General Recalls

Timekeeping

- Make a note on the 'Lap and Time' recording sheet of the start time displayed on the timer for each fleet start. NOTE- be sure to use this time when entering results on the computer.
- As the computer calculation allows for the differing start times, only the electronic timer need be used. (If you wish you can run a backup on the digital timer supplied)
- Timekeepers are required to take the elapsed time of **every** boat as it crosses the line on the completion of **every** lap. (This is of use when interpolating any query in the final result)
- Be aware that a Laser race becomes a handicap race if there are Radials or 4.7s racing so lap times **must** be taken