

Sunday Shore Line Starts

NOTE- The Slow and Fast Handicap fleets start together. The Class 'Warning Signal' flag is Yellow with a Black 'H'. Lasers have their own start.

- Check the air horns and time clocks are working
- Attach the race signal flags to the mast halyards. (Yellow/Black 'H' and Laser Class flags, 'P', 'X' and '1st Substitute'. 'S' can be added later).
- Confirm that the Support boat crews are ready. (You will require the assistance of one boat to set the start line.
- Establish the TRUE wind direction. Remember that the wind direction on the shore line may be different to that in the middle of the lake.
- **The Course-** There are two races, make the first race shorter (approx. 40 to 50 minutes) than the second (approx. 50 to 60 minutes). Set a course with the lap length appropriate to the wind strength, 3 laps is a good length of race. (If in doubt set a course from the 'Suggested Courses' sheet)
- Display the course on the front of the race hut using the numbered boards taking care to use Red for Port hand rounding and Green for Starboard.
- Next illustrate the course on the course peg board and hang it up outside the race hut
- CHECK BOTH COURSES DISPLAYED AGREE
- **The Start Line-** Set the start line as square to the wind as possible, position the White Outer Distance Mark (ODM) by sighting from the transit pole mounted on front of the race hut. Once set move the shore line transit pole to line up. NOTE- The actual start line is a transit through the race hut and shore line transit poles. The ODM may drift slightly to leeward of this line, if more than two meters reposition the shore line transit pole.
- Position White the inner distance mark on the start line placing it OUTSIDE the black finish line mark, then a start sequence can be commenced whilst the other fleet is still finishing.
- **The Start-** Commence the start sequence. For guidance refer to the '3 Minute Start Sequence' and associated graphics sheets. Start the timer on the 'Warning Signal'
- **Recalls-** If boats are over the line at the start and you can easily identify the offending sail number(s) signal an Individual Recall. (flag 'X' + 1 extra hoot). If there were too many boats over the line to identify all sail numbers signal a General Recall. (flag 1st Sub + 2 extra hoots) Following a General Recall of the Handicap fleet the sequence continues uninterrupted and the Handicap fleet Warning Signal is raised on the start of the Laser fleet. If the Laser fleet was recalled restart the sequence when all boats have returned.
- **Elapsed Times-** Record on the timing sheet the start time as shown on the timer for each fleet. Unless there is a General Recall this will be 3 minutes for the Handicap fleet and 6 minutes for the Laser fleet.
- Ensure that ALL elapsed lap times for ALL boats (including Lasers) are recorded and the finish times entered on the computer are from the 'Warning Signal' of the first fleet start.