



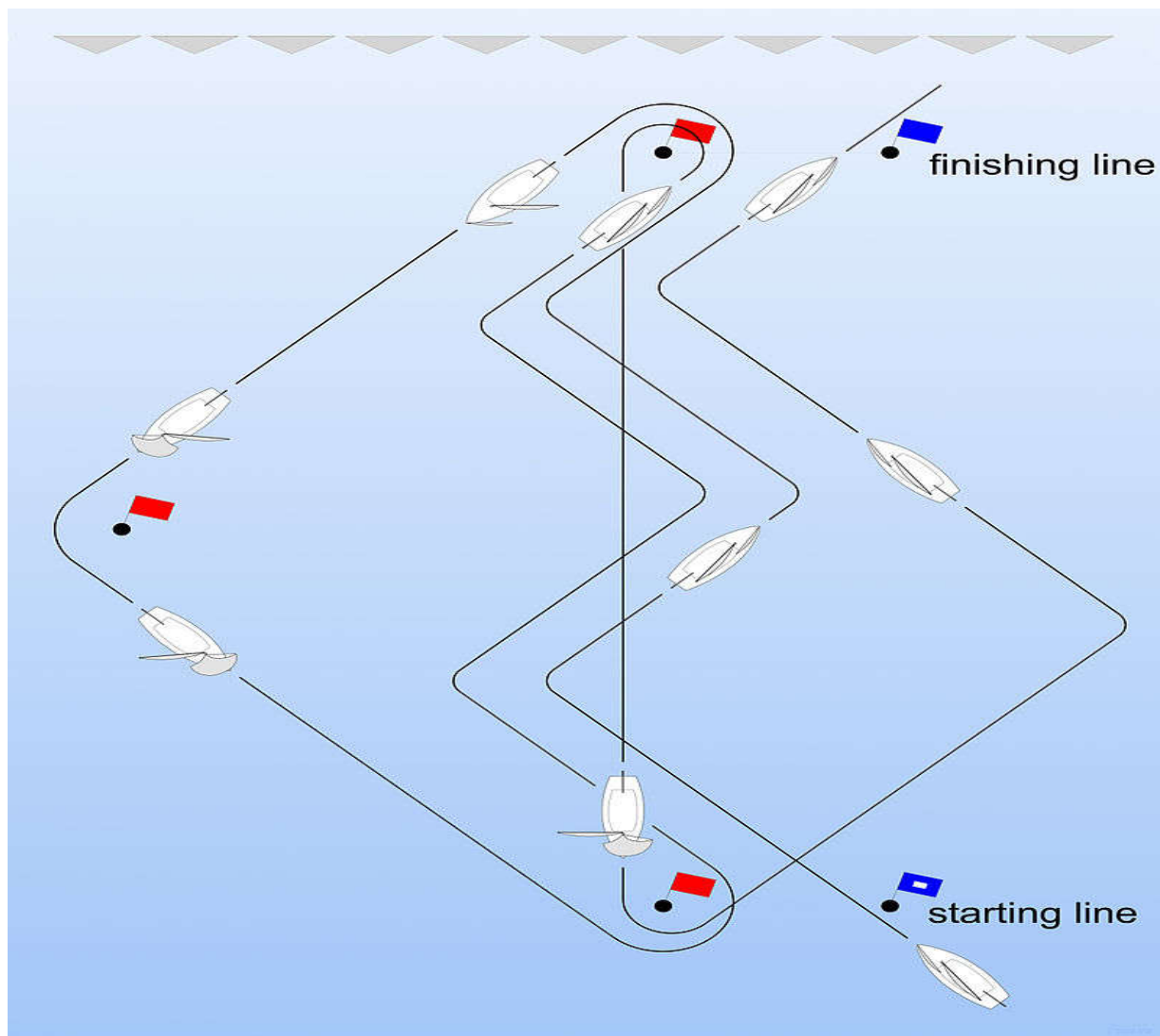
Club Yacht Races 2019

Sailing Instructions and Race Starts





Standard Course





Standard Signals

5 Minute Warning Signal:
- One sound signal



4 Minute Preparatory Signal:
- One sound signal



1 Minute Warning Signal:
- One sound signal



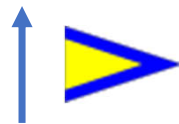
Start Signals:
- One sound signal



Individual Recall:
- One sound signals



General Recall:
- Two sound signals





Standard Signals - cont'd

Race Postponed

- Two sound signals UP
- One sound signal DOWN



Shorten Course

- Two sound signals



Race Cancelled or Abandoned

- Three sound signals





Fundamentals to leading up to the Start

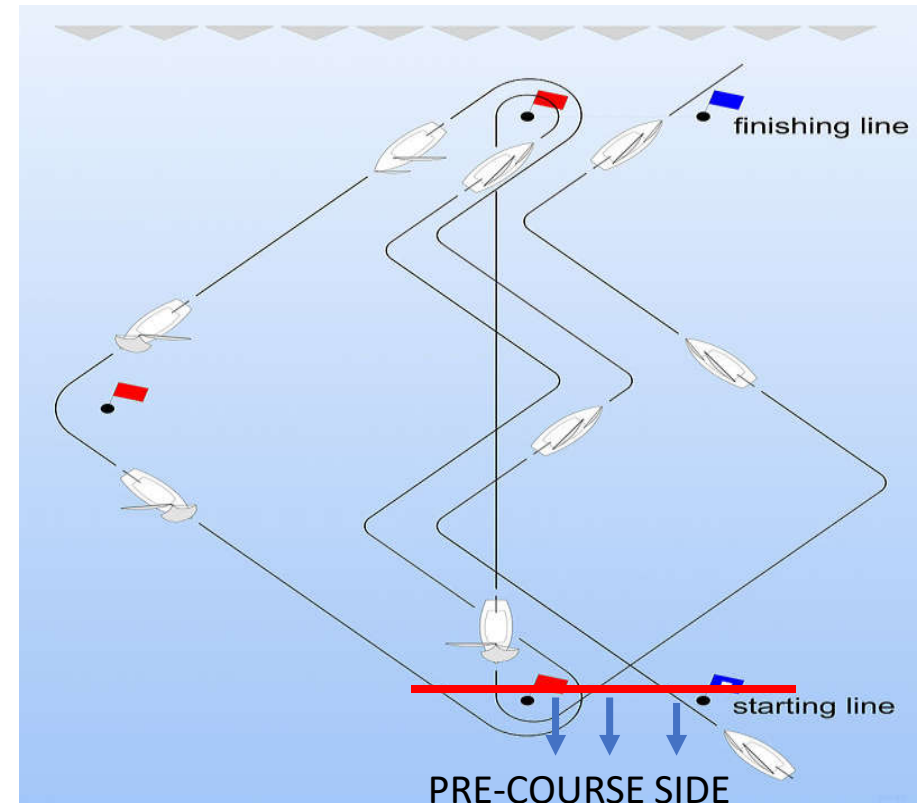
Two Races:

Race 1 - First Warning Signal at 18:40
Start at 18:45

Race 2- First Warning Signal at 18:55
Start at 19:00

All Yachts racing in Second Race **MUST** stay clear of the starting line from the 5 minute Warning signal of the first race!

All Yachts must be on the Pre-Course side of the line 1 minute from the start from the 1 min Warning signal in both races.

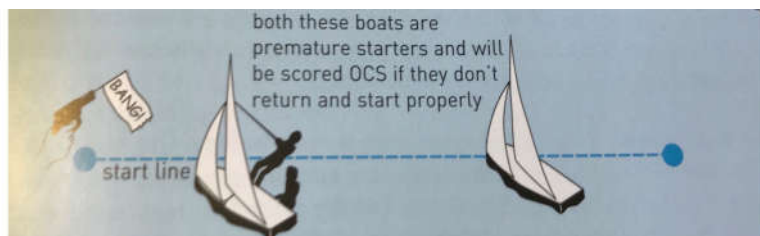




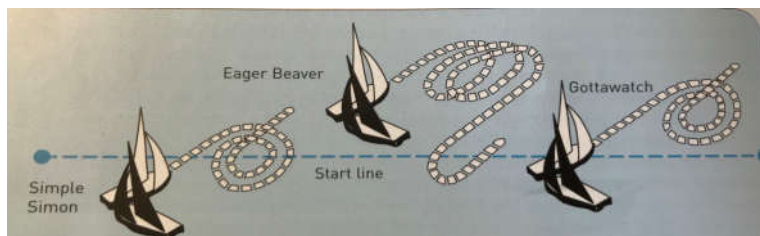
Starting Line



Start Line is between the Race Committee Boat and the start Buoy



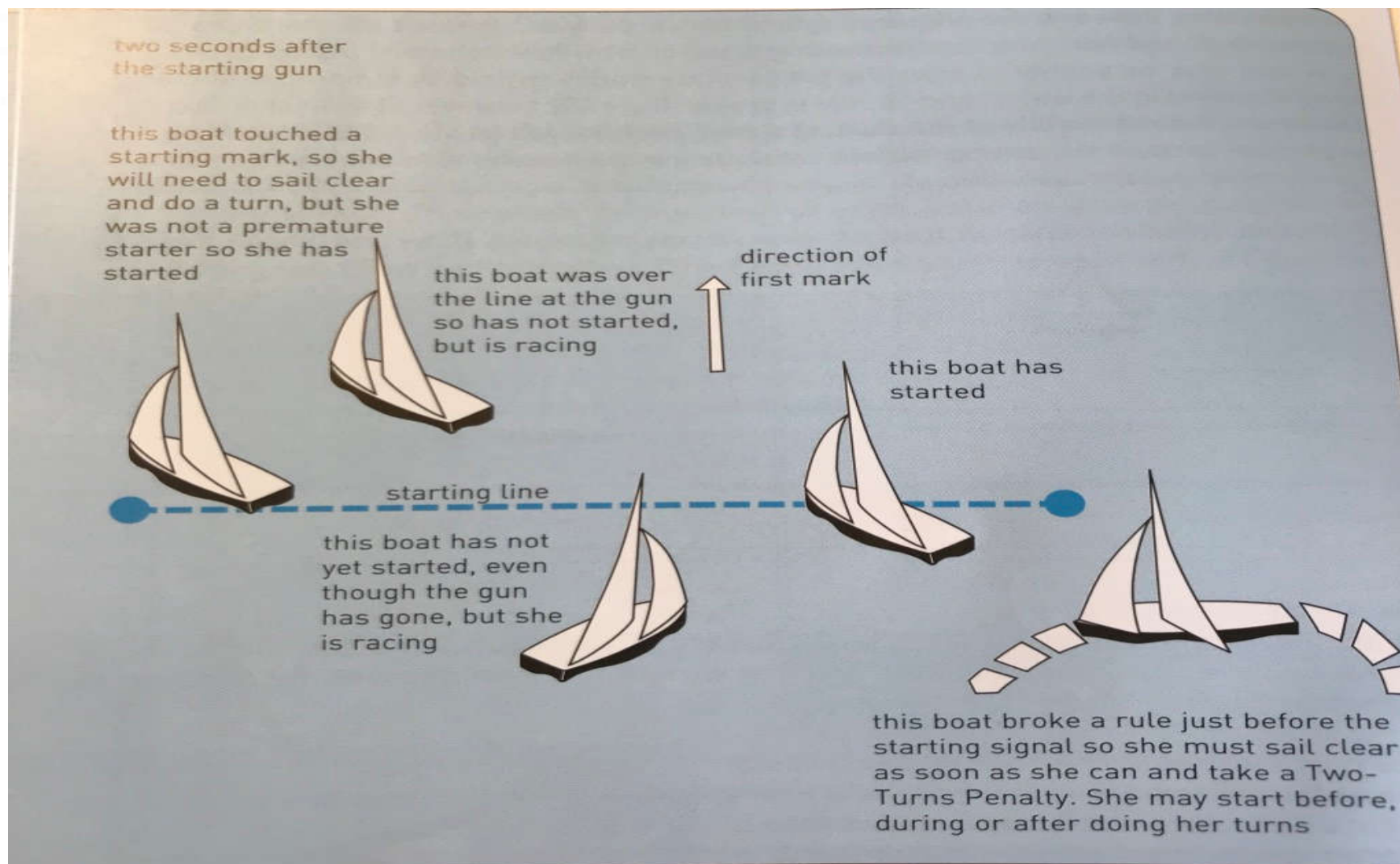
No Part of a boat may be over the line before the starting signal



Penalty turns **MUST** be made as soon as possible but must not Interfere with other boats: 2 x 360° circles:
- 2 x tacks; 2 x jibes

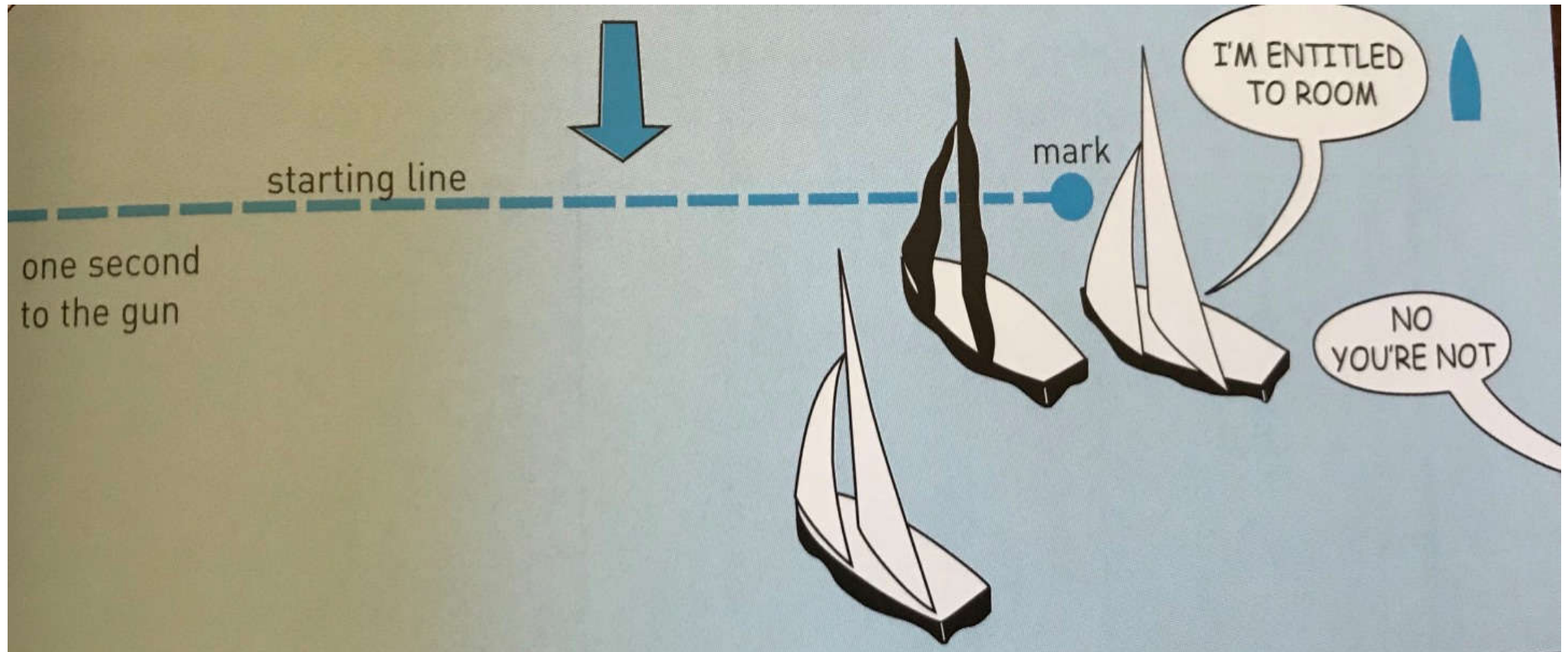


Situations Before and After the Start





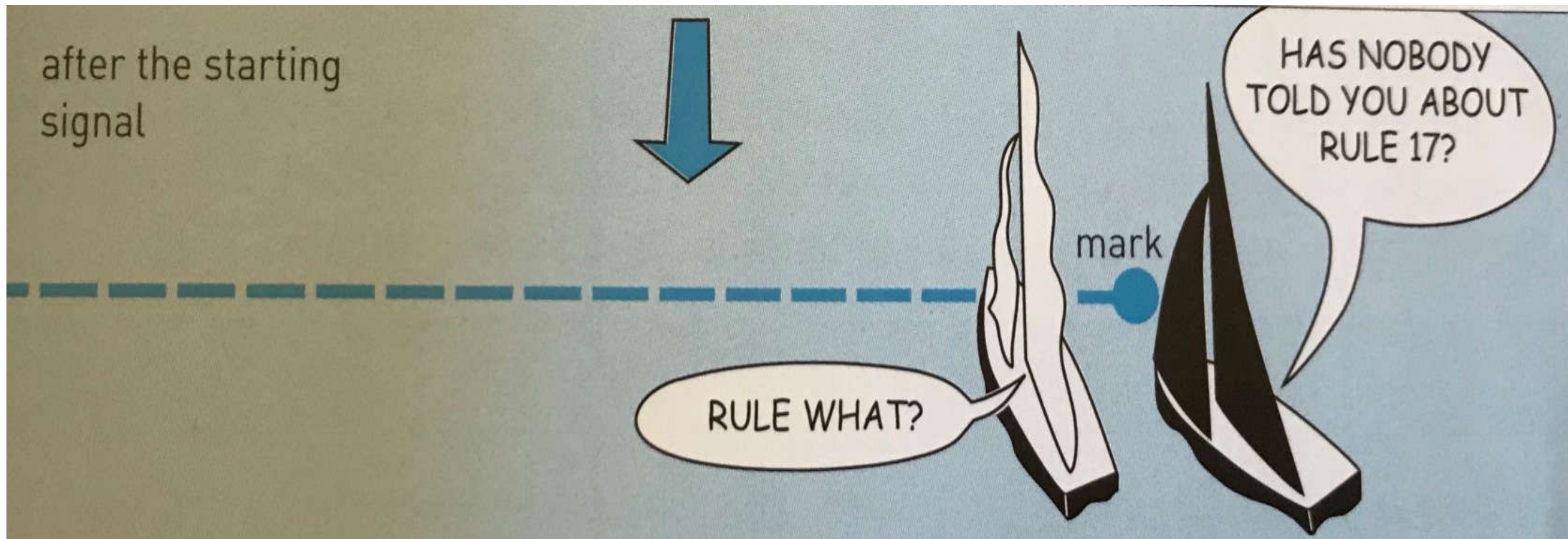
Right of Way - No Room at the Start





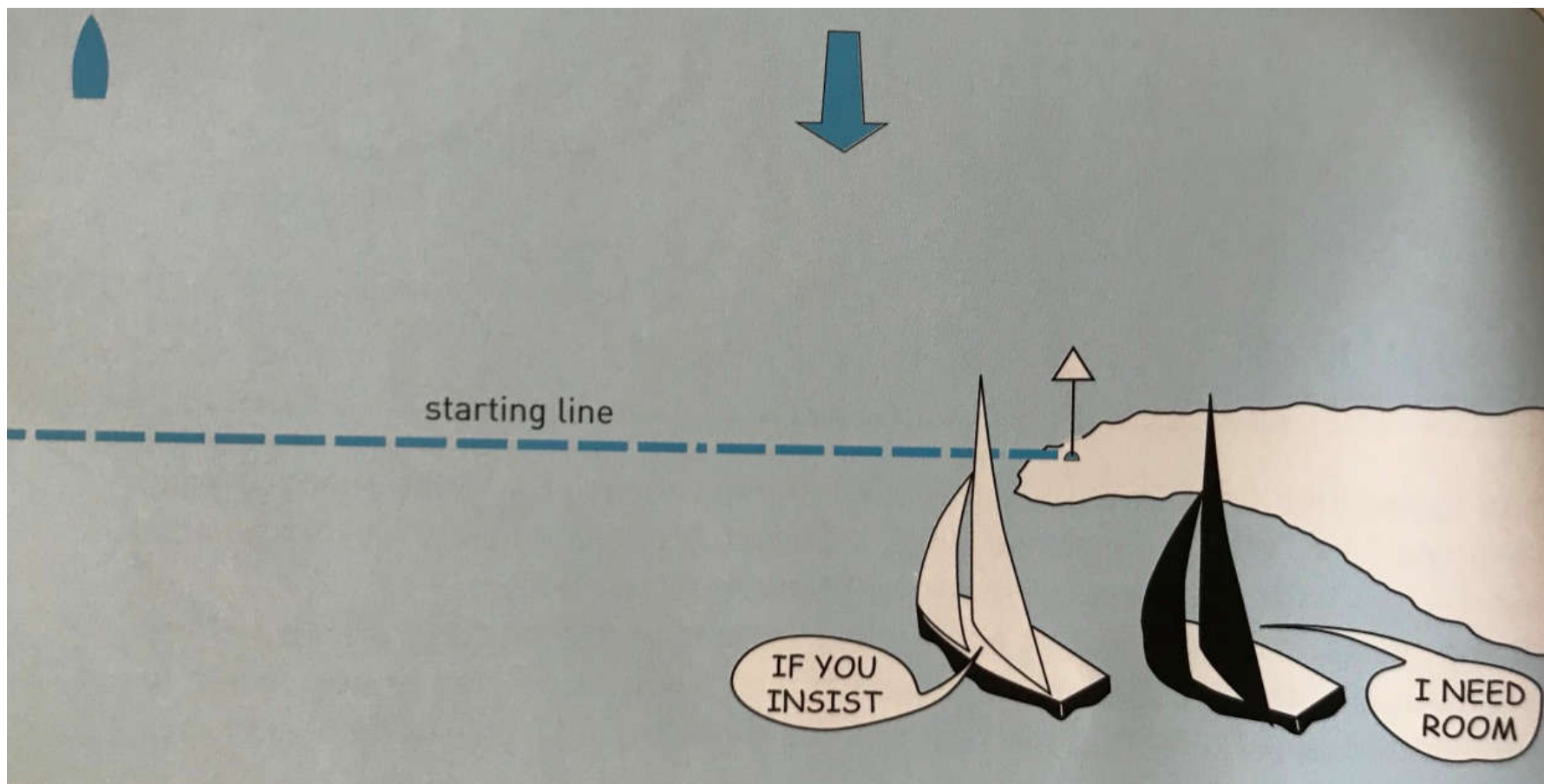
After the Starting Signal and No Room at the mark

- Sail your proper course



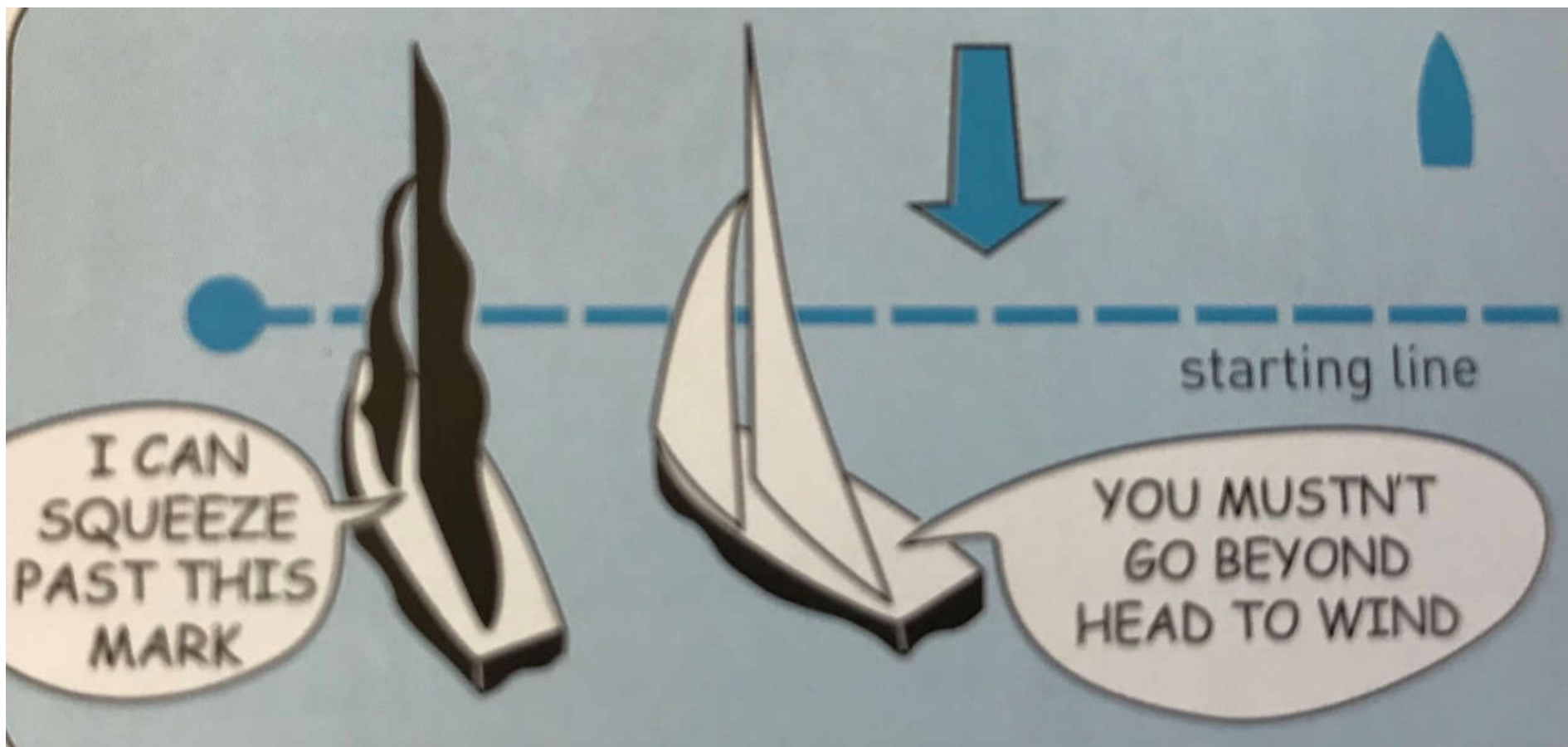


Starting Signal and No Room at the mark Exception to the Rule



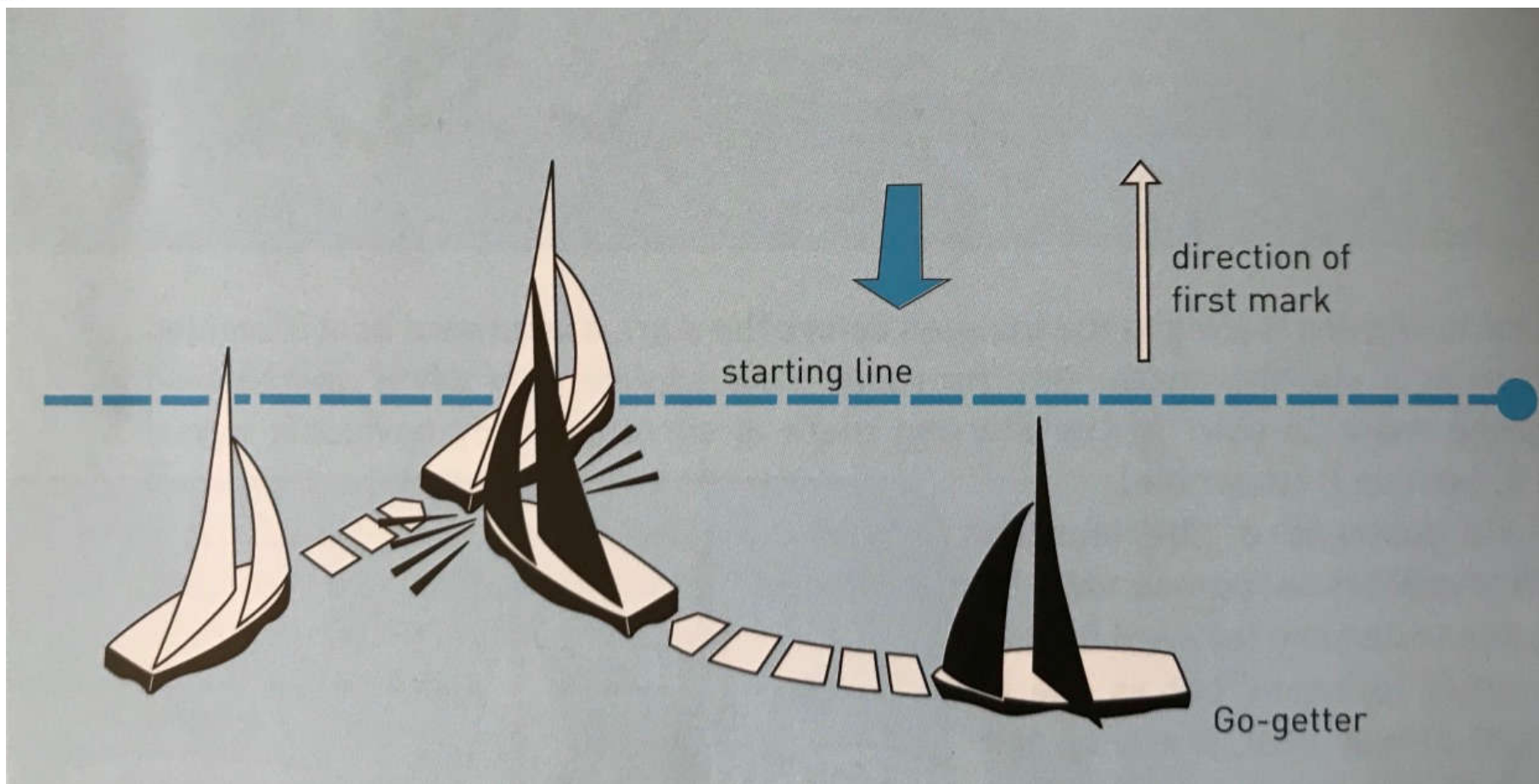


After the Starting Signal and No Room at the mark



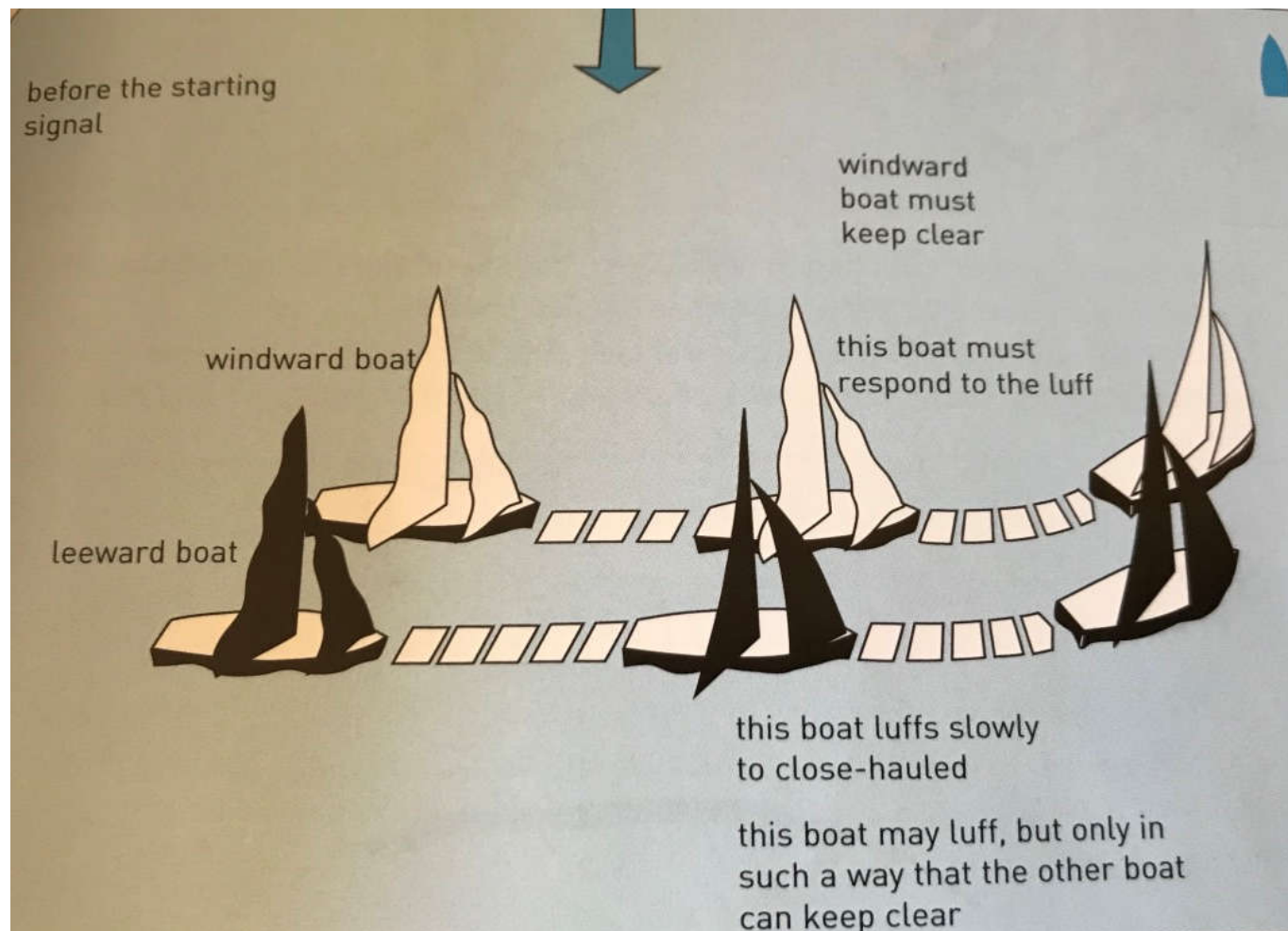


Changing Course at the Start – give TIME for the other boat to keep clear





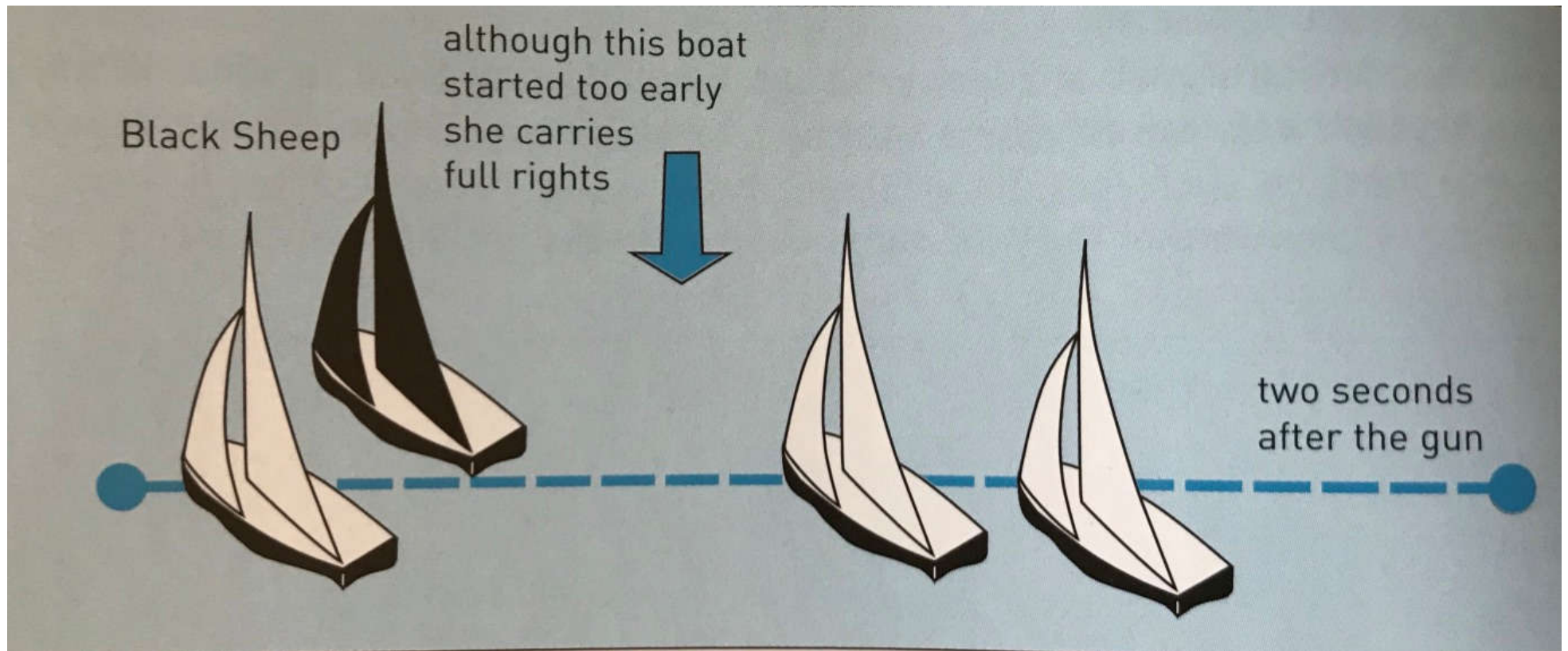
Luffing before the Start – give TIME for the other boat to keep clear





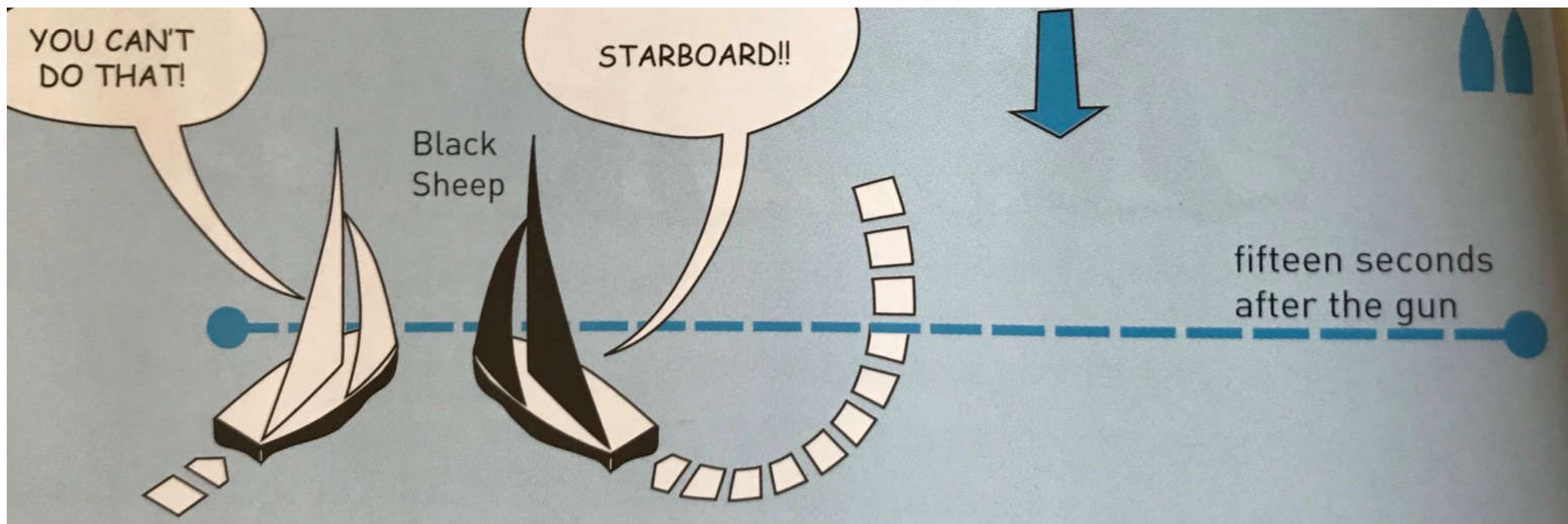
After the Start – Rights of Way if over the line

Boat has right of way UNTIL it turns to head back to the starting line



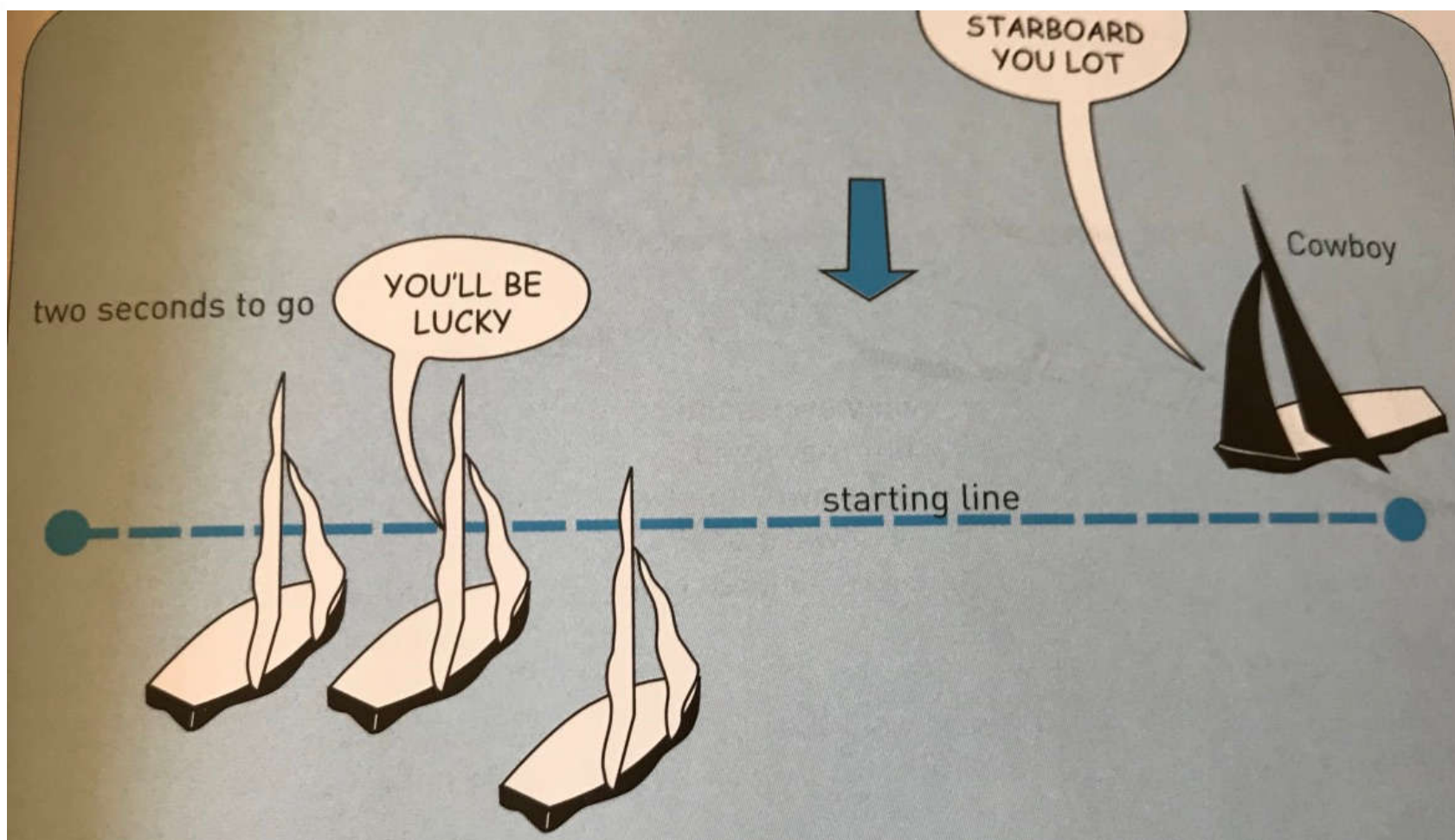


After the Start – Rights of Way if over the line and returning to re-start, then Boat has no right of way until it has re-started correctly



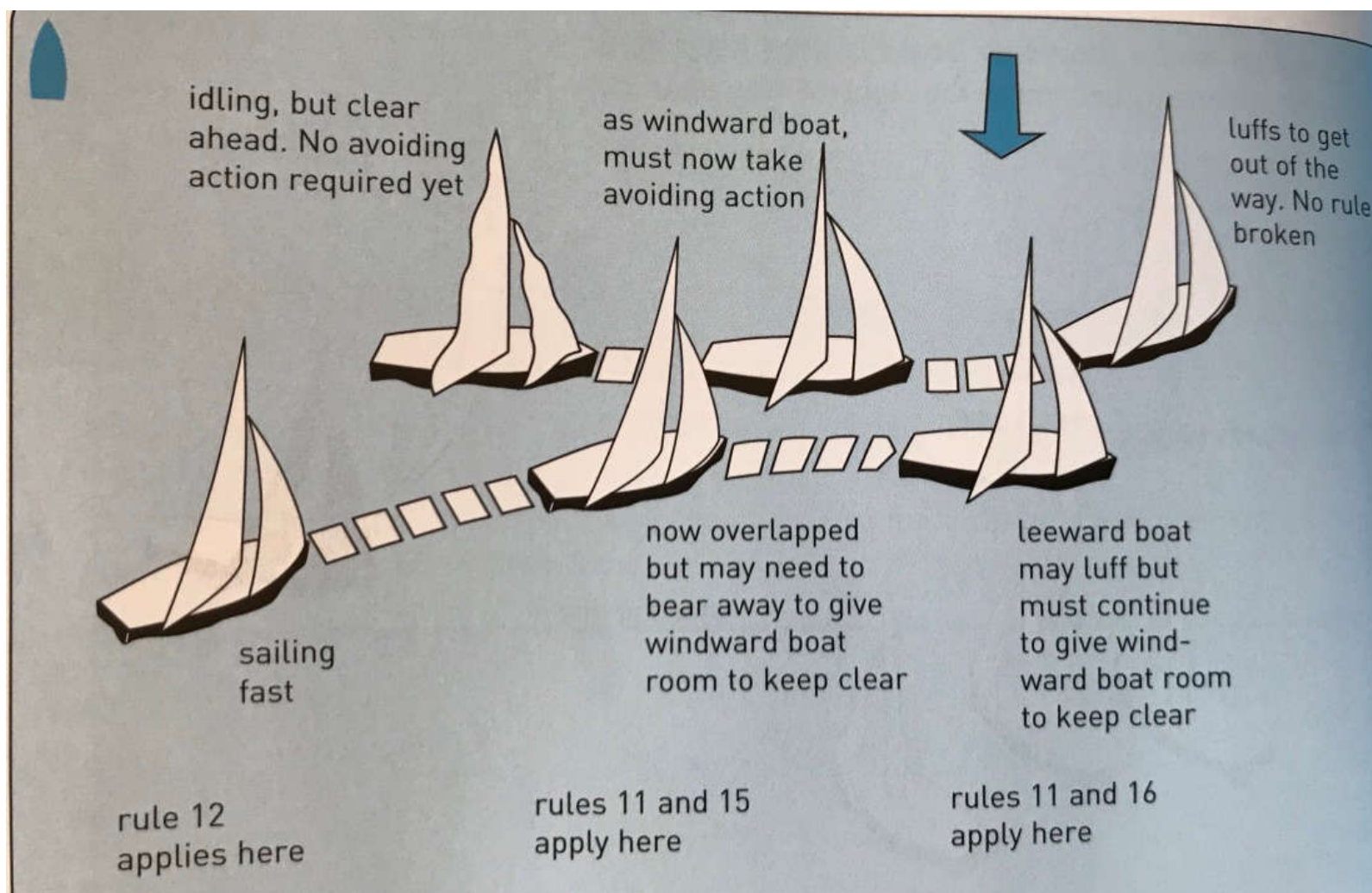


Starting from the wrong side of the line





Before and after the Start: Establishing an overlap to Leeward / downwind





Any Questions?

Here's a guy with only seconds to live...



"Did you name it after me,
like you said you would?"