



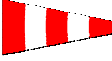



Race Officer Checklist - 60 Minutes Pursuit Race

In the Club House

- Collect the Race Officers' Pack from the Results Area in the Galley.
- Put out the signing-on sheets after filling in the details at the top.
- Remind Coxswains this is a Pursuit Race.

Set up the flags

On Station - on the mast	Orange 
Solo – used to start the race	1 
Preparatory	P 
Individual Recall - for identifiable boats OCS - 'over the line'	X 
Postpone	AP 
Ready to Finish – on the mast	BF 

Who's doing what?

1. Timing and Sound Signals - see the instructions for using the Automatic Timer
2. Flags – see the separate sheet for Flag and Sound Signals
3. Minutes flip-folder
4. Tracking the leading boat and recording sail numbers
5. Checking Start Line and sail numbers of any 'over the line'

Course Setting

- Talk to the Coxswains and agree a suitable position for the Committee Boat.
- The Start Line should be located approximately 1/3rd of the way up the first beat and at right-angles to the wind.
- Agree with the Coxswains the position of the OUTER LIMIT MARK at the port end of the start.
- **Review the line position using the burgee.** Ask the Coxswains to reposition the Outer Limit Mark, if necessary.
- Aim to make the Windward Mark rounding to PORT - this avoids jams at the first rounding and makes for a fairer race. The Coxswains will move marks if needed.
- Do not include *Line* in the course

Starting

- Start the race with a 5, 4, 1, Go sequence for the Solos (datum boat) but note that Laser 4.7's will start 1 minute before the Solos (i.e. on the one minute warning flag).
- Use the flip-folder to show the next starting minute.
- Start other fleets on the appropriate minutes - no flags, just a sound signal from the automatic timer.

Note: occasionally there may not be a Solo competing, but do not change the start sequence as other fleets' starting times are linked to the Solo handicap.

The Race

- Track the leading boat - write it down at every mark - the lead changes frequently in the latter stages!
- It can be useful to track and note the order of all boats, say as they pass the Committee Boat.

Finishing

- At 10 minutes to go (50 minutes after the Solo start) call the Safety Boat.
- Decide which leg of the course the leading boat will be on at 60 minutes then form a finishing line with the Safety Boat - about 20 metres apart.
- Proceed slowly up the course to meet the leading boat.
- At 60 minutes, raise the Blue Flag and hoot the horn twice to signal the end of the race.
- Finish the leading boat – single hoot. Remember to note all finishers in order.
- Go slowly back down the course to finish the other boats as they pass through the line - boats will change course to pass through the finishing line but no overtaking is allowed after the 60-minute sound signal.