

## Race Officer Checklist - Sunday Racing - March to October 2011

Races on Normal Sundays	
12.00 Race 1	Fleet
14.00 Race 2	Pursuit 60 mins
16.00 Race 3	Handicap


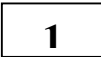





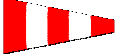


Races on Holcot Series Sundays - Three Handicap Starts	
12.00 Race 1	Possibly use the course from the Open Meeting?
14.00 Race 2	Course should include H
16.00 Race 3	Windward-Leeward Course

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.

### Needed on the Committee Boat –

Race Officers Pack with Pens and Results Sheets  
Flags, Course Tiles - Letters + Numbers, Burgee – these are all kept on the Committee Boat  
Fuel, Battery, Sound Signal, Outer Limit Mark – these will all be checked by the Coxswains

### Set up the flags

On Station - on the mast	Orange 
Fleet or Handicap Flags	Solo  Handicap  JAYS 
Preparatory	P 
Individual Recall - for identifiable boats OCS - 'over the line'	X 
General Recall - for larger group OCS - 'over the line'	1 <sup>st</sup> Sub 
Postpone	AP 
Shorten Course	S 
Ready to Finish – on the mast	Blue Flag 

### Who's doing what?

1. Timing and Sound Signals - see the instructions about the Automatic Timer
2. Flags – see the separate sheets for Flag and Sound Signals
3. Recording sail numbers
4. 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 1/3<sup>rd</sup> 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 burgee.** Ask the Coxswains to reposition the Outer Limit Mark, if necessary.
- If the line is too starboard-biased, the fleet will bunch at Committee Boat end.
- If the line is too port-biased it is difficult for the fleet to cross the start line on starboard
- 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.
- Include **Line** in the course so you can time the handicap fleet as they cross the line at the finish.
- Set the number of laps for a minimum race time of 45 minutes for the fastest dinghies.

### Finishing

- Don't finish the later-starting fleets too early - everyone should race for at least 45 minutes. Hoist BF (ready to finish).
- If shortening the course, raise S and sound the hooter (two hoots) as the leading dinghy rounds the leeward mark
- Record finishing times and number of laps for all Handicap competitors.