Bexhill
Sailing Club

Quick Race Guide

(For more detail, see Race Officer's Guide)

March 2022

Version Issue	Main Changes
Feb 2016	3 minute start sequence for all racing. Launch Signal Change of fleet starting order One boat makes a fleet Finish on any boat Finish Signal No need to set laps
Dec 2016	Race Officer to ensure race sheets record all race team participants and any "no shows" (Para 37)
March 2017	Light signals Errors in start starting procedure Update 2017-2020
March 2022	No amendments

Document Version Control

Pre-race:

1. Do you have a complete Race Team.

2. Check the current weather. Watch for changes.

3. Unlock front, back, lounge, lounge fire escape and boat house doors.

4. Turn on hot water for showers. (both tanks located in the Gents' changing room).

5. Signing-on sheets out at least an hour before the race.

6. Weather forecast on the race board.

7. Set the course and starting line on the race board. (See the course diagrams book in the upper starter's box. Include a windward/leeward leg for the Asymmetric Fleet.)

8. Time limit on the race board.

9. Fleet start times on the outside notice board. The number of laps is not needed.

10. Transit pole out and the orange triangle on the main mast.

11. Brief safety boat coxes.

12. Main station radio on. Radio checks with the safety boats once they have been moved away from the clubhouse (at least to the water's edge). Channel P4.

13. Check klaxons/hooters and lights.

14. Check which code race is scheduled.
    For Code A and B, use lights for three starts, unless you decide to amend the fleet starts, e.g if there are not many boats.
    For Code C, use lights as for first start only.
    For Code X, refer to the specific sailing instructions.
    We do not use flags for starts, but please hoist Champion Club and Training Establishment flags for decoration to show the public the Club is active.

15. Have AP & N ready in case they are needed.

16. 30 minutes before start, collect signing on sheets and transfer details to the timekeeping sheets. There need be only four boats signed on and ready, to justify running a race.

17. Set up the clock with a 3 minute count down for all races.

The Start:

18. Five minutes before you want to begin the start sequence, make the "Launch Signal" (2 sounds and 2 red lights for 30 seconds, as in SI 11.3).

19. Start Procedure for all racing:-

Time	Title	Visual Signals	Sounds
3 mins before 1st start:	Warning	Blue light on, 3 white lights	1 sound
2 min " " "	Preparatory	2 white lights	1 sound
1 min " " "	1 Minute	1 white light	1 sound
First start, and		Blue light off, and	
3 mins before 2nd start:	Start/Warning	Amber light on, 3 white lights	1 sound
2 min " " "	Preparatory	2 white lights	1 sound
1 min " " "	1 Minute	1 white light	1 sound
Second start, and		Amber light off, and	
3 mins before 3rd start:	Start/Warning	Green light on, 3 white lights	1 sound
2 min " " "	Preparatory	2 white lights	1 sound
1 min " " "	1 Minute	1 white light	1 sound
Third start:	Start	Green light off. 0 white lights	1 sound

If there are further starts then repeat Blue light on and 3 lights on and sound signal, and follow the same procedure.

If there is an error in the starting procedure, you can signal a postponement and start the whole process again one minute after lowering flag AP. After the start, if there has been an error, you can abandon the race (flag N and three sounds) and start the whole process again one minute after lowering flag N.

20. Individual Recall: One extra sound signal. One red light and fleet warning light stays on until the offenders return, or until the next start.

21. General Recall: Two extra sound signals and two red lights. The **recalled class will start three minutes after the last start. Other fleets start in the original sequence.**

22. Monitor lap times. Races should last about 60 minutes, or 45 minutes for back-to-back racing.

23. Finish the race on ANY boat in any fleet as convenient. Once the Finish Signal is made (2 sounds and 2 red lights as in SI 14.2) all boats finish as they cross the line.

Post Race:

24. Enter the results on Sailwave, having corrected the elapsed times for each start.

25. Check that the race sheets record all the race team and all sailors including DNS and not racing. This helps the Club show compliance with CASC requirements.

26. If there were any "no shows" - i.e. anyone who did not turn up to do a duty as scheduled in Dutyman – then send an email to dutyman@bexhillsailing.club and the "offender" will be asked to volunteer for another duty later in the season to ensure that all members do their fair share.

Postponement and Abandonment:

27. For a postponement: flag AP and two hoots. To end the postponement: AP down and one sound signal, one minute before the start sequence. AP over H means "postponed – further signals ashore", AP over A means "postponed to another day". All AP signals have two hoots.

28. For abandonment: flag N over A and three sound signals. This means "All races are abandoned. No more racing today." (Do not abandon earlier than 30 minutes before the start.) N over H means "abandoned – further signals ashore", N on its own means "come back to the starting area for a re-start". All N signals have three hoots.

Non-Race Sailing:

1. Put out signing on sheets half an hour before the published start time so that you know who is afloat.

2. Brief sailors and the RIB crews. There may be coaching or training on the same session.

3. The time published in the Sailing Programme should be when the safety boats are launched.

4. Put a weather forecast on the race board.

5. Designate a sailing area for safety purposes.

6. Call sailors and RIBs ashore at the end of the session.

7. Check everyone is safely back ashore.