



Introduction to Racing – Key Points

1. **Prepare boat early**, if possible **sail out & check wind shifts** across course.
2. **Sign-on** before race.
3. **Read Sailing Instructions** and attend Briefing. Understand course and write (waterproof pen) on tape or plastic & stick on boat
4. **Sail start line** and establish which end (if any) gives an advantage, remember port tack boats gives way to starboard tack boats
5. **Check start line** using a transit – remember that the ‘ODM’ (Outer Distance Mark) may be on the course side of the start line.
6. **Prepare and monitor the Start Sequence** (usually):
 - a. 5 minutes class flag (see sailing instructions) + 1 sound signal
 - b. 4 minutes preparatory (‘blue peter’) + 1 sound signal
 - c. 1 minute preparatory flag lowered + 1 sound signal
 - d. 0 minutes class flag lowered +1 sound signal
7. **Over the line at the start ?**
 - a. A few boats over – R.O. gives 1 further sound signal, any boats over must turn and re-cross the start line from the correct side. Do Not Impede other boats.
 - b. All boats recalled (‘General Recall’) – R.O. gives 2 further sound signals and starts sequence again from 5 mins after 1 minute or more pause.
8. **Penalties & Protests**
 - a. You hit a buoy or impede someone – carry out a 360 degree turn when you will not impede anyone else,. Best to do asap as other sailors may otherwise protest you.
 - b. You hit someone else – do a 720 degree turn
 - c. Someone hits or impedes you – shout ‘I protest you for ...’ to the other boat., check for witnesses, if the other boat doesn’t do a 720, then as soon as race finishes, advise race officer and fill-out a protest form. The protest committee will review this after the race and before results are pronounced. You will be asked to give evidence.
9. **Finishing**: cross the finish line. you may or may not be given a sound signal, note the number of the boat in-front and behind you and check on results that the recorder got it correct.
10. **Sign-Off**