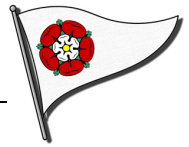


Tudor SC Race Procedures and Signals

Objective

This document pulls together the flag and sound signals that you use to control the racing:

- Warning Flags
- Postponement
- Starting the Race
- Over the line at Start
- General Recall
- Course Shortening
- Other Signals



Postponement

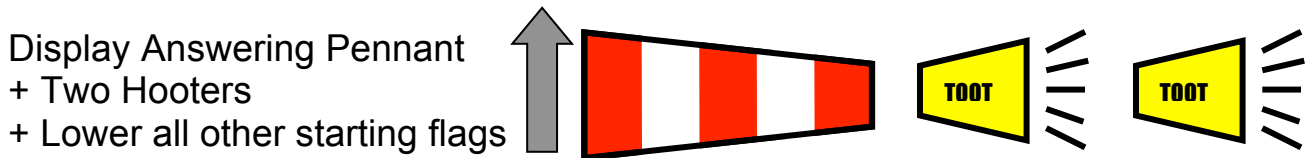
A postponement may be signalled at any time up to the Starting Signal

You can regard the postponement procedure as your 'Panic Button'. If anything has gone wrong or is not ready, then signal a postponement; you can then take your time to sort out the problem.

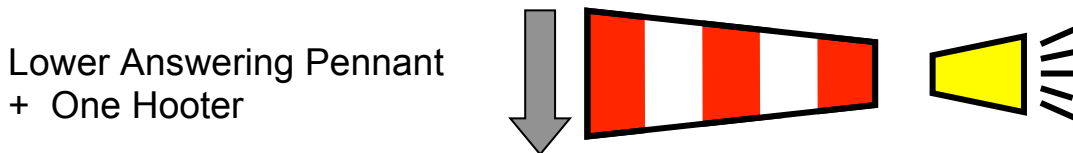
Examples of Reasons to Postpone:

- Too much or too little wind
- Patrol Boat not ready
- Large Vessel about to pass through
- start line
- Error in making 4 or 1 minute signals

To Postpone for an unspecified period (usually a short time)

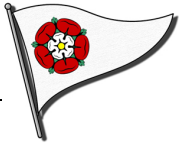


Decide what time you intend to make the 5 minute signal. One minute before that time, the answering pennant is lowered:



ONE MINUTE LATER make 5 minute (warning) signal as usual

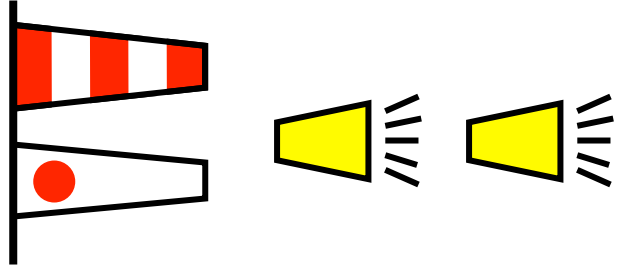
To Postpone for a specified number of hours

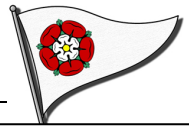


Display AP over numeral pennant where the numeral specifies the number of hours

eg: One Hour Postponement
use numeral pennant one

The postponement ends as above:
lower with one hooter, one minute
later make new 5 minute signal.





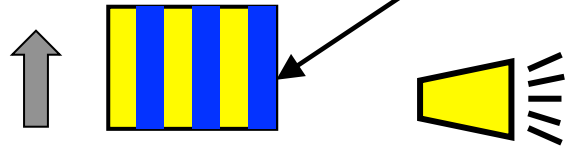
Starting The Race

Or other warning flag as required

5 Minutes To Go:

Hoist Warning (Class) flag

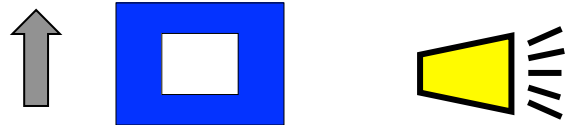
+ One Hooter (say 1 second)



4 Minutes To Go:

Hoist Preparatory (P) flag

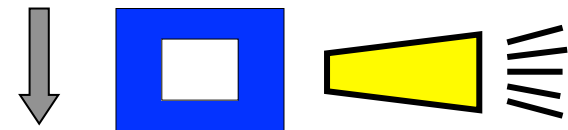
+ One Hooter



1 Minute To Go:

Lower P flag

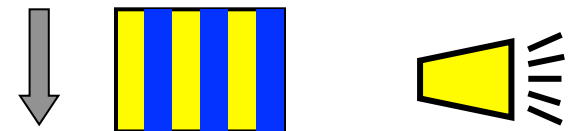
+ One **Long** Hooter (say 3 seconds)



Start:

Lower Class Flag

+ One Hooter



Most of the preparation for the start is concerned with making sure you can

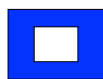
deal with any problems if they occur.

The Following Flags should all be attached to halyards ready for use:

Warning flag (Class)



'P' Flag (Preparatory)



'X' Flag (On Course Side)



First Substitute
(General Recall)



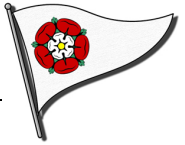
Answering Pennant
(Postponement)



Any flag can be attached to any halyard.

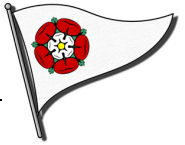
It is best to avoid having class flag and 'P' flag on adjacent halyards as one will tend to cover the other as seen from the water.

Also avoid flags hidden behind mast.



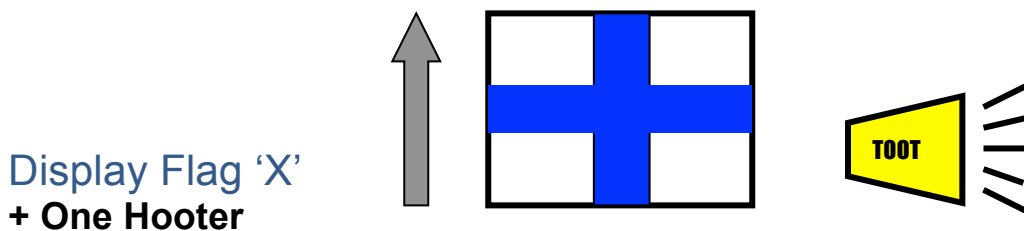
TIMING: Accurate timing is vital as competitors (some at least) will be aiming to start their race to the nearest couple of seconds. The rules specify that the visual signal (raising or lowering of flags) is the important one. This is because in windy conditions sailors may not be able to hear the hooters. You should endeavour to make the hooters on time as well of course.

ERROR IN TIMING: If any signal is wrong (late, early, wrong flag etc) then you **MUST** abandon the sequence and start again. Use the **Postponement** Procedure to do this.



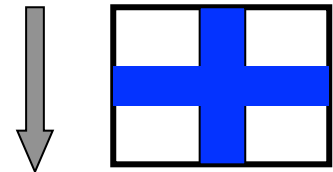
On Course Side at the Start (Over the line)

If one or more boats is **on the course side** of the start line at the start (for any reason, not just because they have started too soon) then you make the **Individual Recall** signal:



Watch all the offending boats carefully. When the last of them has returned to the pre-start side of the line then lower the 'X' flag (no sound signal).

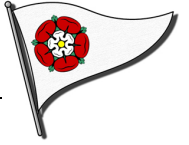
If any of the boats fails to return across the line to re-start, you may lower flag 'X' after 4 minutes.



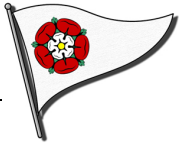
There is no obligation on your part to inform any competitor that they were on the course side of the line at the start. Provided that you have displayed flag 'X' promptly and made the sound signal it is the competitors' responsibility to start correctly.

Note down in the log all boats which were over at the start and whether they subsequently started correctly or not.

A boat which was On Course Side at the start and did not return should be recorded as **OCS** in the results. (Used to be known as PMS, premature starter, in old rules)



Even if you have a boat marked down as OCS, if they continue to race you should record their lap and finish times as usual, in case of any dispute.

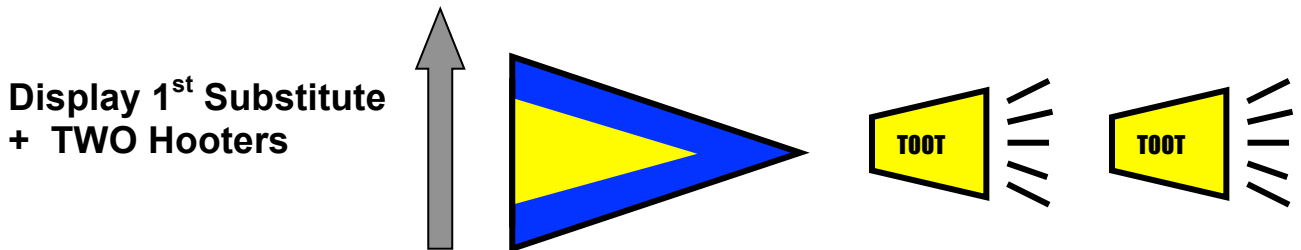


General Recall

This signal is used **just after the starting signal** if:

- (1) It is not possible to identify all those boats which are over the line
- (2) There has been an error in the starting procedure

To make the signal:



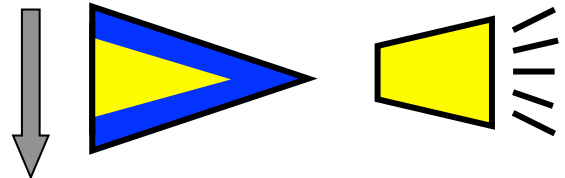
Decide when you want the next Start to be:

A multiple of five minutes from the recalled start will make life easier.

Unless there is a good reason otherwise, aim to make the NEW START 10 minutes after RECALLED START.

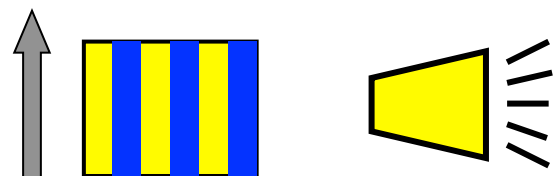
SIX minutes before the NEW START,

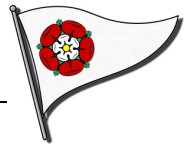
Lower 1st Substitute
+ ONE Hooter



FIVE minutes before the NEW START,

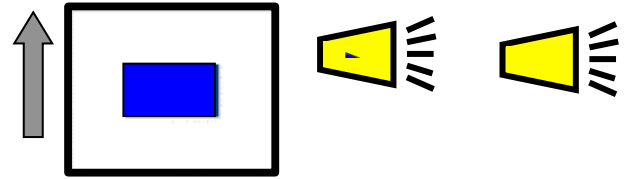
Make the new 5 minute Signal:
Hoist Warning Flag + ONE Hooter





Shortening Course

Basic signal: Flag 'S' + 2 hooters



Examples of reasons to shorten: Deteriorating conditions
 limit Race unlikely to finish within the time

The course shortened signal means that the leading boat in the fleet will finish at the end of the lap it is currently sailing. All other boats will then finish when they have sailed the same number of laps as the leading boat (unless the 'D' flag is used – see below).

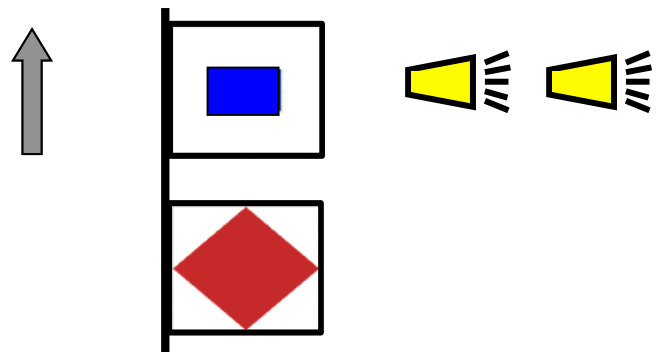
Note- you must finish the race in the same direction as the start (TSC sailing instructions) unless there is a very good reason not to.

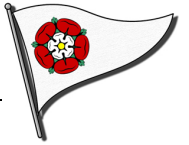
Make the signal when the leading boat is in the vicinity of the club and likely to hear the sounds. Buy try not to make the signal when a boat (possibly in another race) is close to the finish line in order to reduce the likelihood of confusion with finishing signals.

Multiple fleet racing

If there is more than one fleet racing under different class flags, then you may wish to make the shorten course signal for one fleet but not others. To do this, you hoist the 'S' flag over the relevant class flag. If you subsequently need to shorten for other fleet(s) as well then make another signal at the appropriate time using another 'S' flag and the relevant class flag(s), (or add the new class flag(s) under the flags already up).

Eg Fast and slow handicap
 are sailing separate races
 To shorten Fast handicap only:



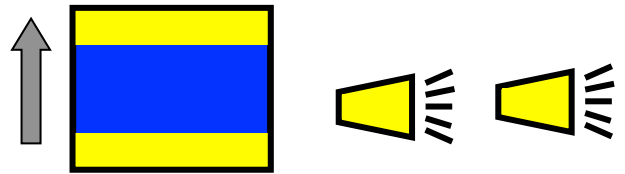


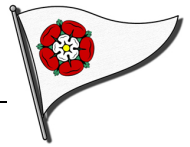
'D' flag TSC Special Sailing Instruction

Tudor has a special instruction whereby in a handicap race, although all boats started together and under one class flag, the Race Officer can finish boats slower than the specified PY (see Sailing Instructions) after a smaller number of laps (usually one lap fewer) than the faster boats by using the 'D' flag.

This is used just like the 'S' flag:

Hoist with 2 hooters when you want the first of the affected boats to finish at the end of their current lap.





Other Signals

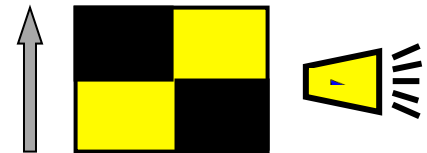
Personal Buoyancy to be worn by all competitors

One Toot on Displaying



A Notice to Competitors has been displayed

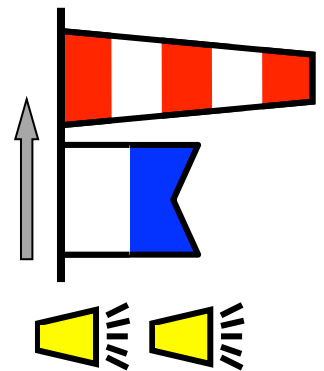
Example: a change to the course
or a change to Sailing Instructions
One Toot on Displaying



**Races not yet started are Postponed to a Later Date;
No more racing today. 2 Toots.**

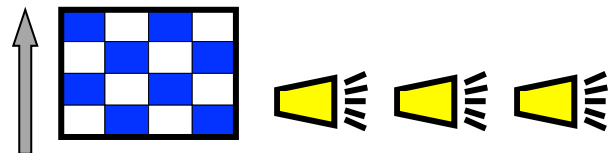
This would be the appropriate signal to make if for example the weather conditions are too severe to hold a race, or there is no wind at all, and there is no prospect of the situation improving within a reasonable time.

(You don't have to say what the later date is – that will be decided by the Sailing Committee.)



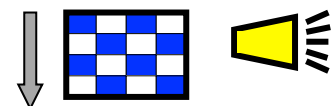
**Races in progress are Abandoned;
A New Start may be made soon**

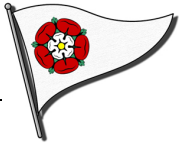
Examples: error in starting procedure,
mark missing/drifted, wind vanished (could
wait for more wind and try again), too rough
to continue safely.



3 Toots on raising, One toot on lowering.

New warning signal one minute after lowering

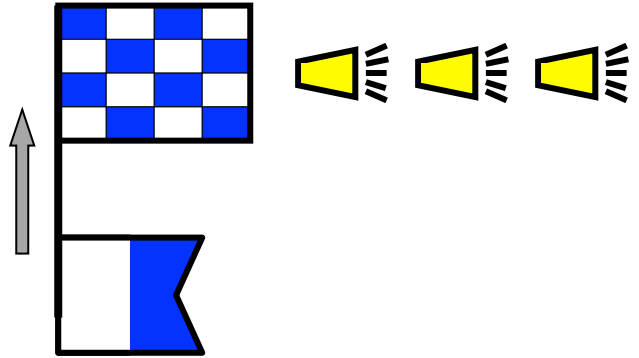




If the decision is taken not to restart, signal “postponed to a later date” as above

**All Races in progress are Abandoned
No More Racing Today**

Examples: wind has become too light
conditions have become too rough, and
there is no chance of restarting today.



3 Toots on raising
