

# **Tudor SC**

## **Race Procedures and Flag Signals**

This document describes the flag and sound signals used to control racing.

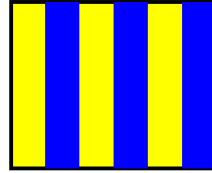
- Fleet flags
- Postponement
- Starting the Race
- On Course Side
- General Recall
- Shortening Course
- Other Signals

# Fleet Flags

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**Handicap – all in fleet**

**G**



**Separate Fast and Slow handicap fleets:**

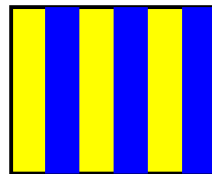
**Fast Handicap**

**F**



**Slow handicap**

**G**



**Cruisers**

**C**



# Postponement

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

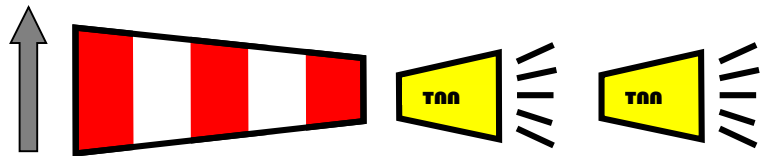
You can regard the postponement procedure as your 'Panic Button'. If anything has gone wrong or is not ready, then signal a postponement; you can then take your time to sort out the problem. You can postpone for any reason.

Examples of Reasons to Postpone:      Too much or too little wind  
   Patrol Boat not ready  
   Large Vessel about to pass through line  
   Error in making 4 or 1 minute signals

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

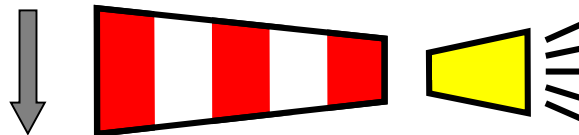
Display Answering Pennant  
+ Two Hooters



Lower all other starting flags

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

Lower Answering Pennant  
+ One Hooter



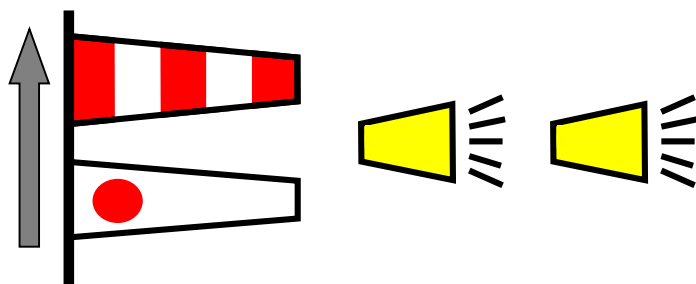
ONE MINUTE LATER ..... make new 5 minute (warning) signal as usual

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## To Postpone for a specified number of hours

Display AP over a numeral pennant where the numeral specifies the number of hours postponement.

eg: One Hour Postponement:  
Use Numeral pennant One



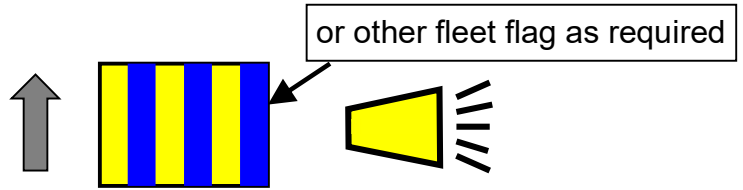
The postponement ends as above:

Lower with one hooter - one minute later make the new 5 minute signal.

# Starting The Race

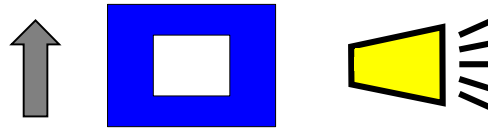
## 5 Minutes to go:

Hoist Warning (Fleet) flag  
+ One Hooter (say 1 second)



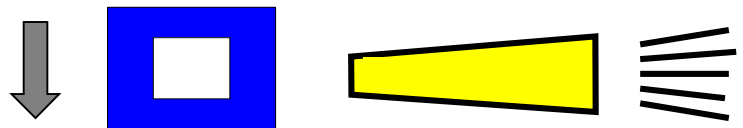
## 4 Minutes to go:

Hoist Preparatory (P) flag  
+ One Hooter



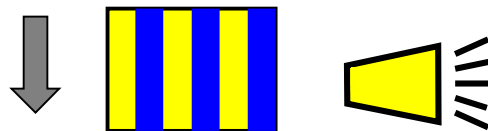
## 1 Minute to go:

Lower P flag  
+ One **Long** Hooter (say 3 seconds)



## Start:


Lower Fleet Flag  
+ One Hooter



**Before the first signal is due to be made, the following flags should all be attached to halyards ready for use:**

Warning flag (Fleet flag) eg 


'P' Flag (Preparatory) 


'X' Flag (On Course Side) 

**Any flag can be attached to any halyard.**

Do not hoist the fleet 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 the mast.

Answering Pennant (Postponement) 

First Substitute (General Recall) 

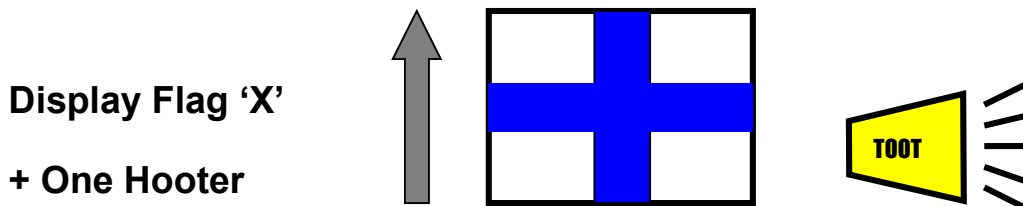
**TIMING:** Accurate timing is important as competitors (some at least) will be aiming to start their race to the nearest couple of seconds. The rules specify that the visual signals (raising or lowering of flags) are the important ones. This is because in windy conditions sailors may not be able to 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. f

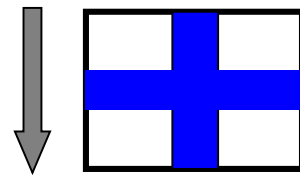
# On Course Side at the Start

## (Over the line)

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



Watch all the offending boats carefully. When the last of them has crossed 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 start correctly, you may lower flag 'X' after 4 minutes, but unless there is another start due it is more helpful to leave it up for longer.

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 each competitor's responsibility to ensure they have started correctly.

Note down in the log any boats which were On Course Side 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.

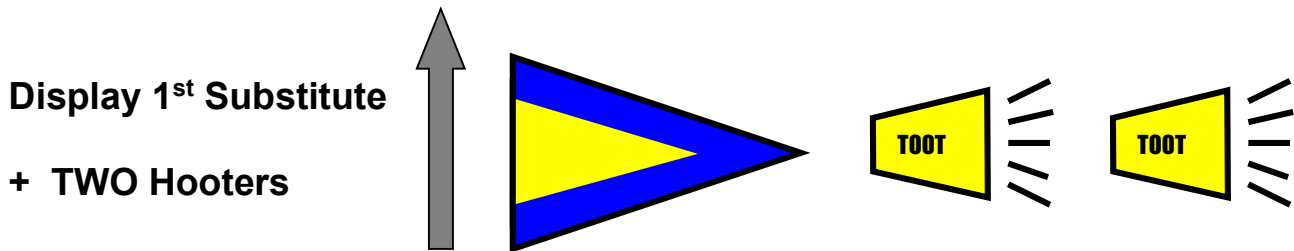
**Important:** Even if you have a boat marked down as OCS, if they continue to race you should record their lap and finish times as usual, in case of any dispute.

# 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  
OR
- (2) There has been an error in the starting procedure

To make the signal:



**Decide when you want the next Start to be:**

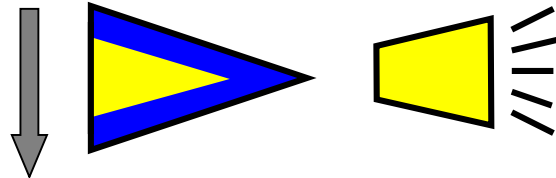
A multiple of five minutes from the recalled start will make life easier.

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

**SIX minutes before the NEW START,**

Lower 1<sup>st</sup> Substitute

+ ONE Hooter

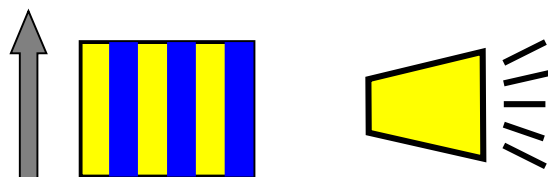


**One minute later,**

**ie FIVE minutes before the NEW START,**

Make the new 5 minute (warning) signal:

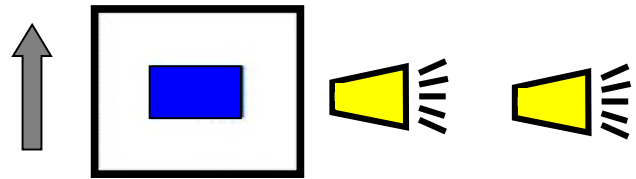
Hoist Warning Flag + ONE Hooter



(Flag G shown here as an example, could be different)

# Shortening Course

Basic signal: **Flag 'S' + 2 hooters**



Examples of reasons to shorten: Deteriorating conditions  
Race unlikely to finish within the time limit  
Another race has to be fitted into the schedule today

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 also used – see below).

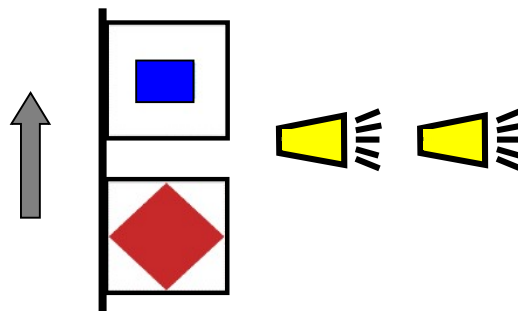
Note- you should finish the race in the same direction as the start (TSC sailing instructions) unless there is a good reason not to, such as a very light or dying wind.

Make the signal when the leading boat is in the vicinity of the club and likely to hear the sounds. But 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 fleet 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 fleet 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 fleet flag(s), (or add the new fleet flag(s) under the 'S' flag already up).

Eg Fast and slow handicap fleets are sailing separate races.  
Fast h/cap under flag 'F'  
Slow h/cap under flag 'G'  
  
To shorten the Fast handicap only:

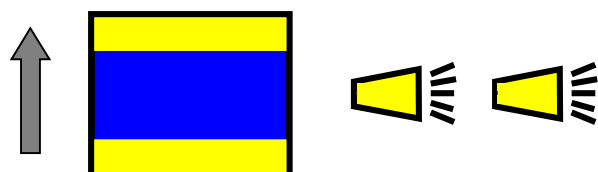


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## 'D' flag - Shorten Course for Slow Handicap only

Tudor has a special instruction whereby in a handicap race, although all boats started together and under one fleet 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.



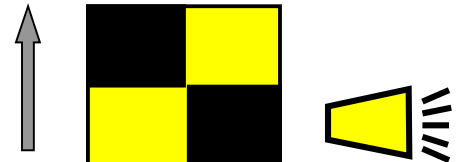
# Other Signals

**Personal Buoyancy to be worn by all competitors.  
One Toot on Displaying.**



**A Notice to Competitors has been displayed.  
One Toot on Displaying.**

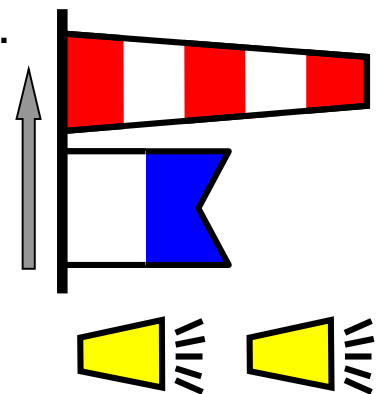
Example: a change to the course  
or a change to the Sailing Instructions.



**Races not started are Postponed - No more racing today.  
Two Toots on Displaying.**

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.

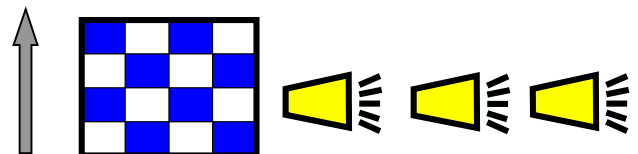
You don't have to say what date racing is postponed to – that will be decided by the Sailing Committee.  
The Committee may decide to cancel the race(s).



**All Races that have started are Abandoned.**

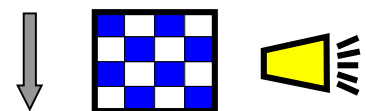
**Return to the starting area.**

Examples: error in starting procedure,  
mark missing/drifted, wind vanished, too rough  
to continue safely, other safety or fairness issue.



**3 Toots on raising, 1 toot on lowering.**

**New warning signal one minute after lowering.**



If instead the problem cannot be resolved and the decision is taken not to restart today,  
signal 'Postponed (no more racing today)' as above.

**All Races are Abandoned.**

**No More Racing Today.**

**3 Toots on raising**

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

