

Pursuit Race OOD Instructions

REQUIRED ON BOAT

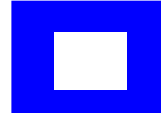
Flags Required



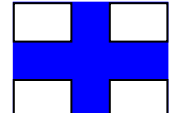
Green
(On Station)



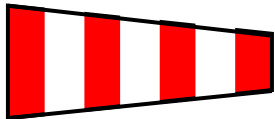
Red
(Warning &
datum)



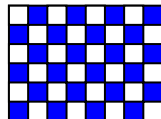
P
(Preparatory)



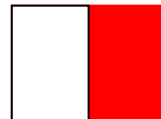
Flag X
(Individual Recall)



Answering Pennant
(Postponement)



Flag N
(Abandonment)



Flag H
(Signals Ashore)





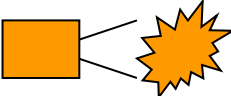
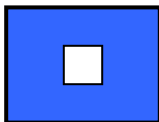
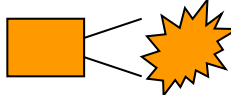


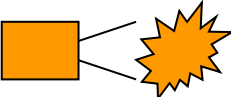





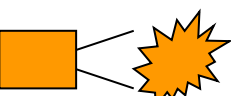

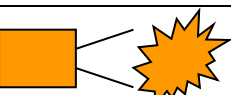
Flag A
(No More Racing)

Other Requirements

- These Instructions
- Laminated Sheet Of Start Times
- Digital Clock & Remote Control
- DVD playing sequence
- Portable Electric Horn and/or Gas Horn
- Stop Watch set to count down from 45 minutes
- Stop Watch set to count up from 0.00
- Paperwork (maps of lake, lap sheets, blank paper)
- Burgee
- Pencils or Pens
- Emergency Number Board

Pursuit Race OOD Instructions

STARTING SEQUENCE

Time From Datum / On Clock/Stop Watch	Flags		Sound	Emergency Number Board
-45.00				If clock broken
When boat On Station	 ↑			
-28.00	 ↑			-28
-25.00	 ↑			-25
-23.00		 ↓		-23
-22.00 Oppie start		 ↓		-22
-20.00				-20
-10.00				-10
-5.00 Tera Sport / Cadet				-5
-1.00 Mirror				-1
0.00 Tera Pro / Gull	 ↑			0
1.00 Topper				1
Thereafter			 For each start	Every minute if clock broken

Pursuit Race OOD Instructions

PURSUIT RACE OOD INSTRUCTIONS

KEY TIMINGS	Boxing Day	New Year's Day	All Others
Datum	11.30	13.30	11.00
Arrive no later than	10.00	12.00	09.30
Display course before*	10.45	12.45	10.15
Start 45 min. count down*	10.45	12.45	10.15
Start sequence*	11.02	13.02	10.32
Optimist start*	11.08	13.08	10.38
Datum*	11.30	13.30	11.00
Finish race*	13.10	15.10	12.40

* These are the ideal times can be shortly afterwards or longer if the race is postponed.

1. Arrive no later than the time indicated above.
2. Immediately start thinking about the course, going on the water, checking wind direction.
3. Set a course which gives lots of legs, with at least 2 beats:
 - Don't set legs which are too long – you have to finish boats on the legs & you don't want them too spread out.
 - Don't have the legs overlapping in a similar direction – it might be confusing to work out who is on which leg at the finish.
4. Put the course up on the board on the balcony, ideally before the time indicated above.
5. Once the course has been displayed, co-ordinate starting the clock on the Committee Boat, TV display in the Wet Bar, DVD for the Committee Boat and Stop Watch: all counting down from 45 minutes.
 - The clock on the Committee Boat is activated by the remote control which needs to point towards the front of the clock. The clock will be set for 45 minutes and you press Timer 1 ▼ to start the countdown.
6. Go out & set the start line & raise the green flag.

Pursuit Race OOD Instructions

7. Allocate roles:

- 1 person on clock & stopwatch to call the time & say what the time from datum is & what the next task is & hooter.
- 1 person on flags & (if required) Emergency Number Board.
- 1 person watching the line & calling any that are over the line.

8. Go through the start sequence as per the instructions.

9. When you get to datum, as well as doing a hoot and raising the red flag you **must** re-set the clock, As soon as the countdown reaches 00.00.00, press Timer 1 ▲ to start the count **up**.

10. If, at any stage, the clock display on the Committee Boat fails, use the Emergency Number Board, clearly visible to competitors (show it on the opposite side to the start line) displaying the indicated negative numbers at the appropriate times with the sound signal and then **every minute** after datum (only with sound signal if there is a start).

11. If there are any boats over the line at a start, do another hoot and raise flag X for 30 seconds. There is no need to notify the boats they were over. Make a note of those who did not re-start & record them as OCS. You cannot do a General Recall on a Pursuit Race, so you have to make your best judgement as to who was over & who was not.

12. As well as running the starting sequence, keep an eye on where the leaders are on the course & mark off all boats as they pass certain marks so you know where everyone is.

13. When the watch is getting to around 90 minutes, start planning the finish.

14. Arrange for 2 RIBS to be at right angles to the direction of the leg the leading boat is on so that you pass them, going back down through the fleet finishing everyone. You need 2 people in each RIB plus the driver.

15. Note down every boat, in order. If possible give them a hoot (but not essential).

16. Liaise with the Commodore / Club Manager over the prize giving.