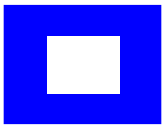
Pursuit Race OOD Instructions

REQUIRED ON BOAT

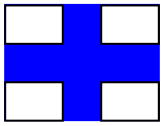
Flags Required

Green
(On Station)

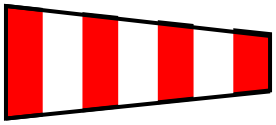
Red
(Warning & datum)



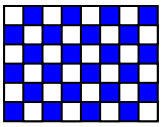
P
(Preparatory)



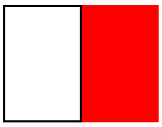
Flag X
(Individual Recall)



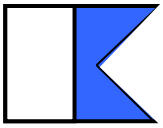
Answering Pennant
(Postponement)



Flag N
(Abandonment)



Flag H
(Signals Ashore)



Flag A
(No More Racing)

Other Requirements

- Time to Next Start Board
- Portable Electric Horn and/or Gas Horn
- Stop Watch (preferably 2 or 3)
- Paperwork (maps of lake, lap sheets, blank paper)
- Burgee
- Pencils or Pens

Pursuit Race OOD Instructions

STARTING SEQUENCE

Time	Stop watch	Flags		Sound	Time Board
When boat On Station					
29.0 minutes before datum	0.00				
26.0 minutes before datum	3.00				
24.0 minutes before datum	5.00				
23.0 minutes before datum – Oppie	6.00				- 7.5
20 min before datum	9.00				
10 min before datum	19.00				
7.5 min before datum – Tera Sport	21.30				0
Datum - 0 Minutes Tera Pro	29.00 /0.00				1.0
1.0 Minutes Topper	1.00				Next start
Repeated for each start for competing classes					Next start

Pursuit Race OOD Instructions

PURSUIT RACE OOD INSTRUCTIONS

1. Set a course which gives lots of legs, with at least 2 beats.
2. Don't set legs which are too long – you have to finish boats on the legs & you don't want them too spread out.
3. Put the course up on the board by the OOD box.
4. Go out & set the start line.
5. Allocate roles:
    - 1 person on stopwatch to call the time & say what the next start is
    - 1 person on flags & number board
    - 1 person watching the line & calling any that are over the line
6. Make a note of the classes that are competing & mark them on the start sheet with a chinagraph pencil.
7. Go through the start sequence as per the instructions, setting the stopwatch (ideally more than one) off when you raise the red flag.
8. The start board should signify the start time of the next start – so when the Oppies start you would usually put up -7.5 to indicate that the next start is 7.5 minutes before datum. When the Tera Sports start, put up 0 to show that the next start is datum, and so on.
9. At datum, do a hoot, raise the red flag and start the stopwatch (ideally more than one) again, counting up.
10. As well as running the starting sequence, keep an eye on where the leaders are on the course & mark of all boats as they pass certain marks so you know where everyone is.
11. When the watch is getting to around 90 minutes, start planning the finish.
12. Arrange for 2 RIBS to be at right angles to the course of the leading boat so that you pass them, going back down through the fleet finishing everyone.
13. Note down every boat, in order. If possible give them a hoot (but not essential).
14. Liaise with the Sail Com representative over the prize giving.