

# LOCKS SAILING CLUB

## Low Water Race start procedure

**These are simplified rules to suit two fleets racing at the E.C.A. for the Locks Sailing Club low water start.**

### Introduction

Arrive at least half an hour before the start of the race and open up the Start Hut on the balcony at the ECA. Arrangements will be made to do this.

1. In the start hut you will find a signing on sheet in the filing box. Fill in the sheet and leave for the competitors to sign on.
2. Decide what direction the wind is coming from and choose your courses. Write the courses on a sheet and leave for the competitors for see. You want a beat and an average boat time of 100 minutes. Example: first boat 85 – 90 minutes; last boat 110 minutes, approximately. Arrange the courses so the fleets pass through the line once or twice. This will give you an opportunity to shorten their courses. Usually a large round followed by two or three smaller rounds will suffice. Remember, you can always shorten a race but you cannot make it longer. The course for the fast fleet needs to be longer than the course for the slow fleet. An extra round, a larger first round, or both will do. **Be Bold**, or take advice from a senior member. **Please ensure that both fleets have the same course outside of the harbour but the fast may carry out a longer one inside. This is for safety cover purposes.**

We have a chart with the ski buoys outside of the harbour which can be used to make triangle & sausage courses.

3. On the balcony, familiarise yourself with the start line (a transit of both triangles.)
4. Put the foot-operated hooter adjacent to the inner triangle, check that it works. Turn on the radio to channel 37.M. You should hear other traffic.
5. In the start hut you will find the flags. Identify the flags you will need. Q, B, 'Blue Peter', 1<sup>st</sup> Substitute, X-Ray. Bend on to their halyards in that order. Extreme left: Q and Blue Peter. Extreme right: 1<sup>st</sup> Substitute and X-Ray. Have to hand: A.P. (Answering Pennant), N (November), L (Lima), Y (Yankee) and S (Sierra).
6. Ensure the rescue boat crew have arrived at the Locks S.C. Use Binoculars, mobile phone or radio etc. Check radio contact when they are ready, usually when they are on the water.

## **NO RESCUE BOAT - NO RACE.**

7. As the start time approaches keep an eye on the clock. Weather permitting, use outside, if not, place inside, visible through the glass. Try to familiarise yourself with the fleets as they take to the water. Number of boats, sail numbers and helmsmen etc.
- 8 **START.** Do not be distracted by casual observers on the bridge. An informed helper is very useful.

### **The procedure - Nice long hoots about 4 seconds**

Hoot	5 - minutes	Hoist 'Q' & 'B'	Warning (Hoisted together, one above the other)
Hoot	4 - minutes	Hoist 'P'	Preparatory
Hoot	1 - minute	Drop 'P'	Preparatory
Hoot	Zero	Drop 'Q' & 'B'	START

**Boats over the line.** If you can recognise them give one hoot and hoist X-Ray. Drop when they return. If the boat does not return, leave up until they turn the 1<sup>st</sup> mark and then disqualify.

**General Recall.** If you cannot recognise the number of boats over the line, remain calm, blow several hoots and hoist 1<sup>st</sup> Substitute. After the general recall, wait a few minutes for the boats to return to the start position. You might ask the rescue boat to help; bearing in mind they have other duties. One minute before you start the five-minute sequence again, give a long hoot and drop the 1<sup>st</sup> Substitute.

**Other Signals:** - Postponement A.P. You can postpone the start for various reasons.

The rescue boat is not ready.

You are not ready.

You mess up the start sequence.

**Do not be afraid of a postponement, it is quite in order.**

After a postponement, give one long hoot and drop the A.P. one minute before you start the five-minute start sequence again.

**Racing Abandoned.** If you need to abandon the racing, for whatever reason, e.g. Fog, wind too strong, no wind, no rescue boat, outside reasons, hoist N.

Leave it up and stay on the balcony until you are sure everyone concerned is OK. In most circumstances, the main responsibility is with you and the rescue boat. USE THE RADIO.

9. After the start, retrieve the signing on sheet and neatly fill in the form in readiness for the finish of the race.

During the race, tick off the boats as they round the club mark or pass through the line. This keeps a check of their positions. If any are missing or you see anyone in trouble, call the rescue boat.

**Shorten course.** If you have any reason to shorten course, e.g. race too long, weather deteriorates, Hoist flag S (Sierra). If you want to shorten one class only, hoist 'S' with the appropriate class flag 'Q' or 'B' underneath, i.e. attached to each other. On a fixed line like the E.C.A., hoist the flag on the end of the yardarm pointing in the direction the fleet are going to finish. Example:  
 - North yard if the fleet are coming from the North. South Yard if the fleet are coming from the south.

10. **Finish the Race.** You can sit in the start hut with the hooter operator inside and finish the boats looking along the transit.  
 Time in all the boats that cross the finish line and also enter any disqualifications (disq) and retirements (Rtd). If possible, use the '24 hour clock'.

**Do not forget: always enter the start time on the sheet.**

11. Pack away the flags and hooter. Turn off the radio and lock the start hut. Take the time sheet back to the Locks S.C., pin them in the bottom right hand corner of the glass cabinet in the club entrance.

12. **FLAGS**

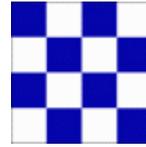
- Q** Fast Class and Start Warning
- B** Medium Class and Start Warning
- P** Preparatory
- 1<sup>st</sup> Sub** General Recall
- X** Over the Line



**A.P.** Postponement



**N** Race Abandoned



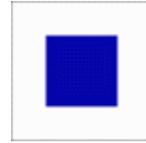
**L** Come ashore, Change in Instructions



**Y** Life Jackets must be worn



**S** Shorten Course



**N.B.** “Over” means above, joined together and on the same halyard.

**Reviewed G.Cadmore June 2013**