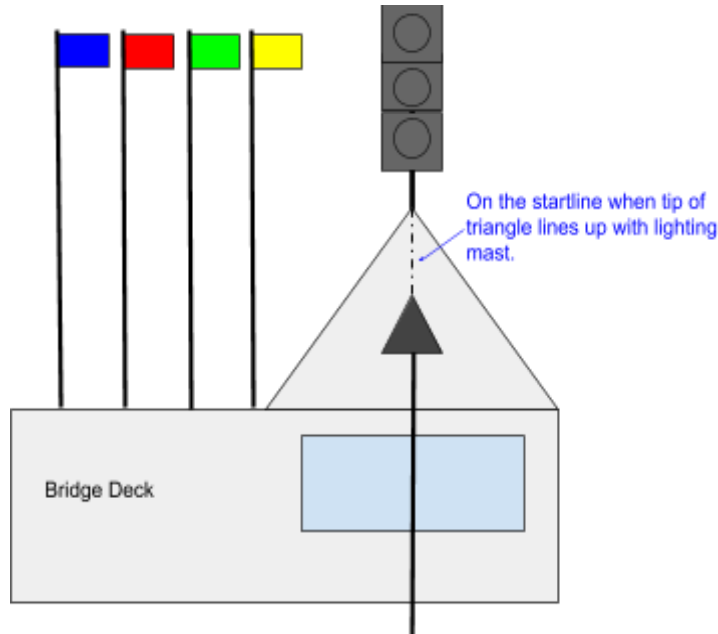


These notes are for guidance only - the club Sailing Instructions contain the specific rules by which club racing is governed.

Where is the startline ?

The start line boundary marks (also known as distance marks) move on the tide for this reason the line is fixed by a transit made up of the triangle in front of the bridge deck and the lighting mast behind it, when they line up, as shown below, you are right on the start line.

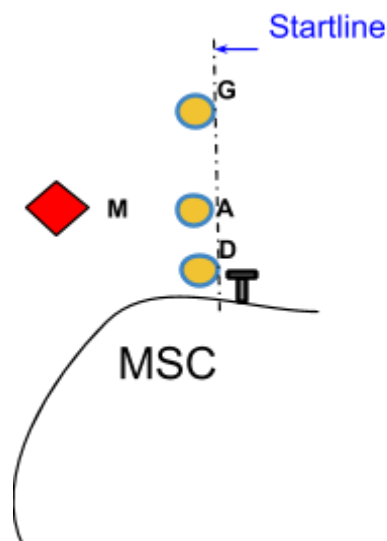


Startline boundary marks (Included M- mark simply for reference.)

Dinghy start line D to A

Catamaran start line A to G

Long line start line D to G










Simplified rule (for exact rules refer to Sailing Instructions)

If you are behind the line when the race starts and sail between the correct two boundary marks your start is good. (This is also usually how you finish)

How to go racing.

- SIGN ON in race reception.
- Check course board and make a note of your course and which colour start sequence flag is for you.
- Launch in plenty of time - ideally at least 15 minutes before your start time, this is 10 minutes before your 5 minute signal.
- Start: (Sequence is below)
- Sail round the course. (Whilst having as much fun as possible:-)
- Try really hard not to hit anything (Marks or other boats:-)
- When you finish - the Race Officer will toot the horn. (Give them a wave:-)
- Remember to SIGN OFF in race reception. (Even if you don't finish :-)
- Eat, drink, talk about sailing.

Before Start of sequence:	All Flags are down All lights are off	
5 minute signal:	Top light is on Sequence flag is up Horn sounds once	
4 minute signal:	Top two lights are on Sequence flag is up Horn sounds once	
1 Minute signal:	All three lights are on Sequence flag is up Horn sounds once	
Go Signal: (if clean start ie. no one over line)	All lights are off Sequence flag is down Horn sounds once	
Normally the above is as much as you need to know. <i>However, sometimes on starts people are over the line, so it's handy to know the below too.</i>		
Go Signal (Recall) : (if not clean start ie. someone over line) If you think it was you, you must re-cross the line	Single light flashes Sequence flag is halfway up Horn sounds twice (1 hoot for the start & 1 additional hoot)	
Signal (General Recall) : (too many people over the line. Start Cancelled and moves to last start in sequence)	All three lights flash together Sequence flag is halfway up Horn sounds three times (1 hoot for the start & 2 additional hoots)	

Start Sequences

Note: If the Blue Start is not required the first sequence will be the Red Start

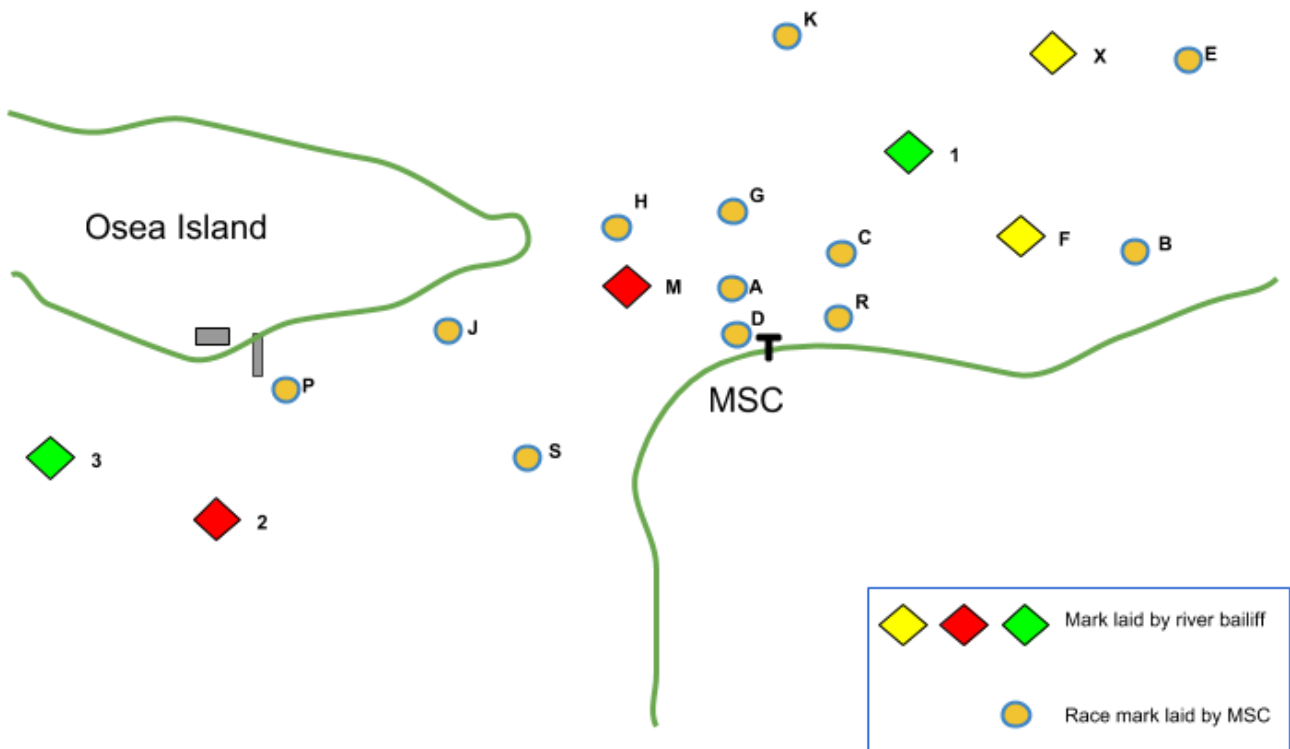
Blue Start	Blue Sequence Flag	Keelboats Cruisers
Red Start	Red Sequence Flag	Fast Catamarans Medium Catamarans
Green Start	Green Sequence Flag	Sprint 15s
Yellow Start	Yellow Sequence Flag	Short Course Handicap Solos Handicap

Courses and start times

The courses and race start times will be posted in race reception - they may not be the same every time.

Always check your start times in race reception!

Race Mark Locations



The above is for information only and does not supersede the full Sailing Instructions detailed within this document.