

SPSC 2024 THURSDAY NIGHT RC DUTY CHECKLIST

Please check and ensure the RC boat has the following items:

- The start pin
- A VHF radio tuned to channel 69
- Blue end-of-finish-line flag and orange end-of-start-line flag
- Set of course numbers boards: 1 through 8 and the slotted frame to accept the boards
- Code flag "AP" for postponements
- Shark & solid colour white and green class flags
- Code flag "P" preparatory signal
- Code flag "X" *individual recall* flag
- Code flag "1st Sub." *general recall* flag
- Code flag "C" *course change* flag
- Code flag "S" *shortened course* flag
- Code flags "N" over "A" *abandonment* flags
- The rules governing the race

If any of these items are missing or damaged please contact the racing director John Marentette

In Addition, Make sure you have

- A watch to start the race and record times
- Scratch sheet of registered competitors — available at racing.southportsailingclub.com/racing_thursdays.html
- 1 or 2 clipboards, paper and pen for recording finish times for PHRF/JOG "A" course and finishes for Shark "B" course
- (optionally) one or two phones or devices to enter results at sailclub.ca with the sailclub.ca username and password

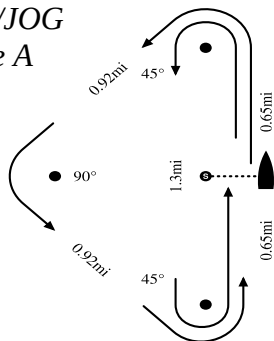
Selecting a Course

Use the determined wind direction (°magnetic) and the chart to select and post the number of the first mark.

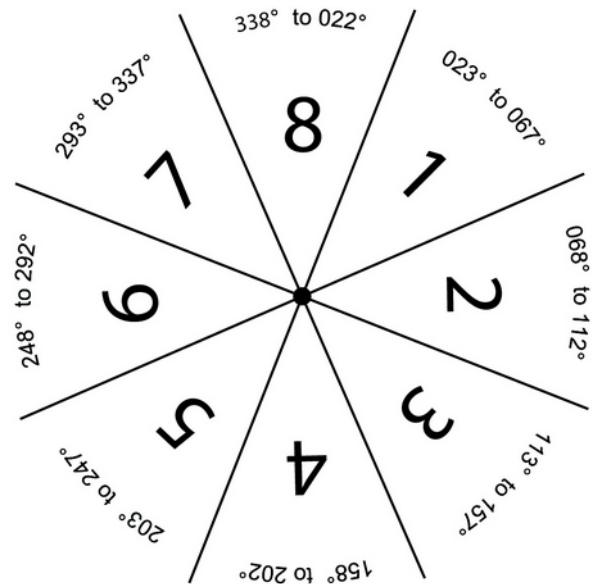
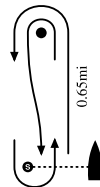
Slide the course number board into the large slotted frame and display prominently.

Do not change the course during the starting sequence.

PHRF/JOG
Course A

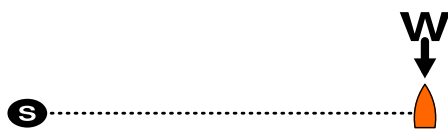


Shark
Course B



Setting the Start/Finish Line

To set the start line you must precisely determine what direction the wind is from.



Motor from Mark S at right angles to the wind. Calculate 1½ times the combined lengths of all the boats in each of the starts and choose a line length to accommodate the longest of them. From the chosen spot proceed directly upwind to accommodate the length of your anchor rode, drop anchor and then pay out the anchor rode until Mark S, and your flag mast form the line you desire.

The orange flag on the RC boat marks one end of the start line. Hoist it a minute before the first warning signal with a few sound signals to draw attention to the upcoming start. Lower the orange flag after all classes have started and only hoist it again if during the second Shark start.

Monitor VHF Channel 69

Boats may want to report on water protests to the RC. Keep a written record of such reports for the Protest Committee.

The Scratch Sheet vs. the Scoring Sheet

There are **scratch sheets** to help identify boats – if you have time and manpower you can check off boats in the starting area before racing and note those who actually start. Use **separate scoring sheets** to keep a log of start times, boats that retire, boats that are OCS or NSC, and to record finishes of all boats (that have not retired) **in the order they occur**.

Starting Times and Flag Sequence

With starts scheduled for JOG, Shark, PHRF classes:

6:40 (6:20 Fall) Shark Warning Signal – Shark class flag hoisted

6:45 (6:25 Fall) Shark Start and JOG Warning Signal

– Shark class flag lowered; White class flag hoisted

6:50 (6:30 Fall) JOG Start and PHRF Warning Signal

– White class flag lowered; Green class flag hoisted

6:55 (6:35 Fall) PHRF Start – Green class flag lowered




Raise and lower the P flag within the sequence as noted in the table to the right.

Record the times of starting signals for each class.

The start for the second Shark race can be made any time after all the Sharks have finished. Use the Shark class flag with a standard five minute starting sequence.

In general, races will be started according to rule 26.

Signal	Flag and sound	Minutes before starting signal
Warning	Class flag hoisted; 1 sound	5
Preparatory	 P flag hoisted; 1 sound	4
One-minute	P flag lowered; 1 long sound	1
Starting	Class flag lowered; 1 sound	0

The warning signal for each succeeding class shall be made with the starting signal of the preceding class.



↑• OCS & Individual Recalls

If a competitor's hull is over early at their starting signal hoist the individual recall flag "X" with one sound.

Once all offending boats have returned to the start side of the line (or four minutes have elapsed, whichever is earlier) you should lower the individual recall flag. Boats which do not restart should be recorded as OCS (On Course Side) on the scoring sheet – you will still be obligated to record their finish time unless they retire.

• Failing to Sail the Course Properly

If you directly observe a boat failing to sail the course properly you should record them as NSC (has Not Sailed Course) – you will still be still obligated to record their finish unless they retire.



↑•• ↓• General Recalls

If too many competitors to identify are over early then you may signal a general recall by hoisting flag "1st Sub" with two sounds. This stops the start sequence. Give time for competitors to return to the start area and then lower the general recall flag with one sound exactly one minute before resuming the start sequence with the warning signal for the recalled class. Boats which do not return to start should be scored OCS. **Record the actual times of starting signals for each class.**



↑•• ↓• Postponements

If you cannot start on time or make a mistake during the starting sequence you may signal a postponement by hoisting flag "AP" with two sounds. You may postpone even if an earlier class has already started racing but you must not then change course – all classes must sail the same course. Lower the postponement flag with one sound exactly one minute before resuming the start sequence with the warning signal for the first class yet to start. **Record the actual times of starting signals for each class.**



•... Changing the "B" Course

The "B" Shark course may be changed to another windward mark by hoisting code flag "C" with repeated sounds and posting a new course board.



Blue Flag End of Finish Line

If the finish has not been shortened the blue flag marks the boat end of the finish line – ensure it is flying from a convenient location.



↑•• Shortening the Courses

The target is for all boats to finish before dark or one and half hours after their start, whichever is earlier. The Shark course may be shortened to accommodate a second race. As the first boats approach hoist code flag "S" with two sounds. The "S" flag then marks the boat end of the finish line rather than the blue flag.

The "B" Shark course is always shortened back to the centre.

The "A" PHRF course will have to be shortened to the end of a leg. You cannot shorten course "A" back to the centre. Move to the mark of the course and anchor to create a line between you and the mark. Sharks sailing the "B" course will need to finish themselves. The line should be perpendicular to the last leg of the race so that competitors leave the mark to port and the RC boat to starboard. The line needn't be as long as the start line but be sure to account for the swing on your anchor rode.

• Scoring for Each Course

Write down the **finish time** and the **sail number** of each boat **in the order that they finish** and DNF for others as they retire. Record the finish times of **all boats that reach the finish line** even if they have already been scored OCS or NSC. Times are taken from when the boat's hull first meets the finish line.

Don't record elapsed times – the scoring programme will do the calculation for you – be sure to record the times of starting signals for each class and the finish times of each boat using the same (or a synchronized) timepiece. Don't enter finish times on the scratch sheet.