


















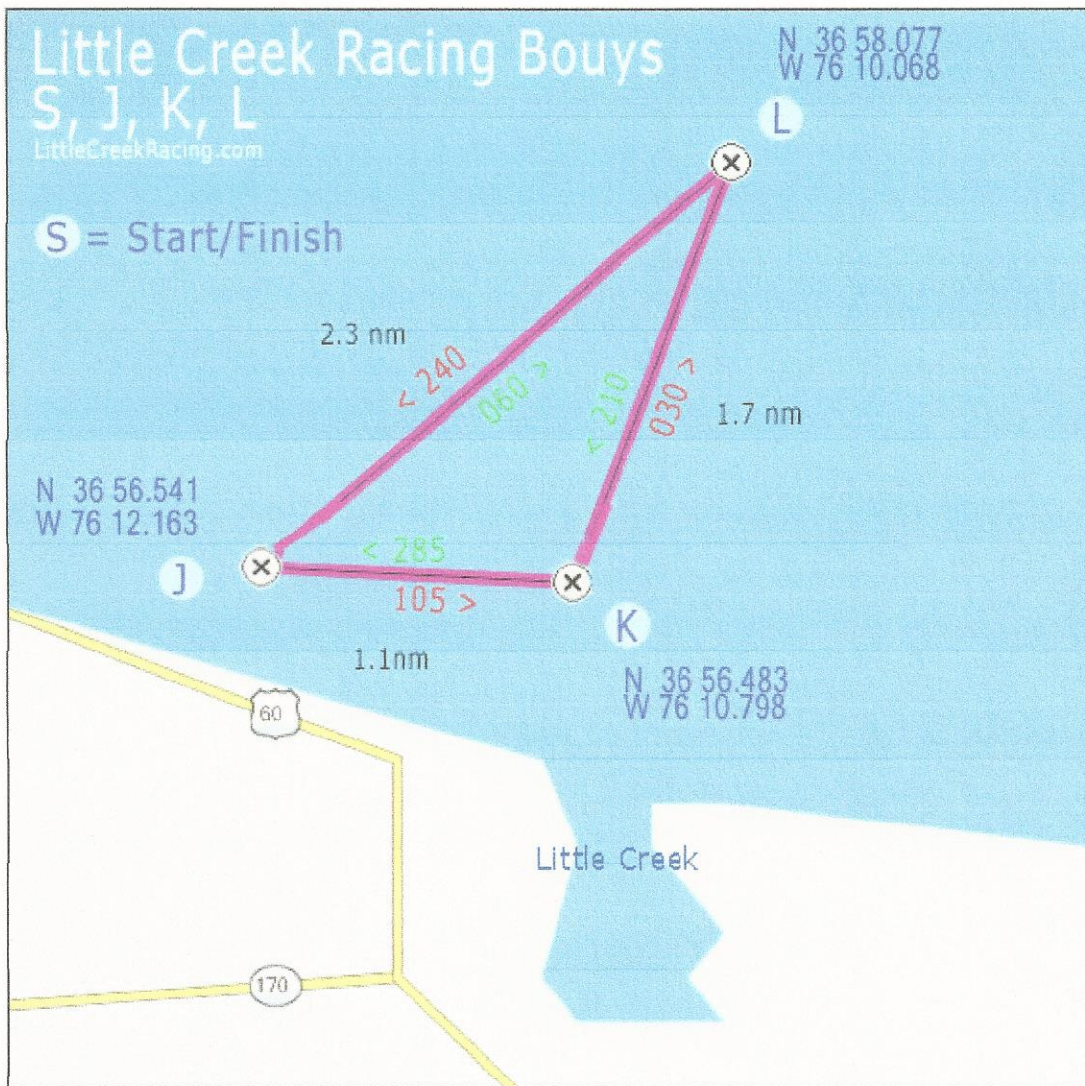




LCSA RACE COMMITTEE WORK SHEET

CLOCK TIME	√	MIN.	SIGNALS	MEANING		COMMENTS
Attention:						
6:24pm		6		Courtesy - Attention		   3-4 blasts
Fleet/Class: Non-Spin 2 6:25pm		5	1 st START Class Flag UP "White" 	Warning		
6:26pm		4	"P" UP 	Preparatory		
6:29pm		1	Preparatory Flag DOWN	1 min until start		Long horn
Fleet/Class: Spinnaker & Non-Spin 1 6:30pm		5	0 1 st START Class Flag DOWN 2 nd START Class Flag(s) UP "Code 9" & "Code 6" & "Code 7" & "Code 5"    	Start Warning		
6:31pm		4	"P" UP 	Preparatory		
6:34pm		1	Preparatory Flag DOWN	1 min until start		Long horn
6:35pm		0	2 nd START Class Flag(s) DOWN	Start		

-If any fleet is 'postponed' for any reason, please note the new starting times on the Finish Sheet.



The Start:

A courtesy sound Warning may be signaled approximately one minute before the Warning Signal and only a "P" flag will be used at the Preparatory signal. The first Warning Signal will be scheduled for 1825 except during the months of April and September when it will be at 1755 due to the earlier sunset.

Signal	Flag & Sound	Minutes before starting signal
Courtesy Attention		3 or 4 rapid sounds 6 (approximate)
Warning	Class flag(s);	1 sound 5
Preparatory	P Flag:	1 sound 4
One-minute	Preparatory flag removed; 1 long sound	1
Starting	Class flag(s) removed;	1 sound 0

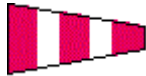
It is anticipated (but not required) that there will be two starts (Non-Spinnaker I Fleet and Spinnaker Fleets preceded by Non-Spinnaker II Fleet); when more than one start is to be used, subsequent Warning Signals will be made simultaneously with the previous class Starting Signal.

As feasible, the Race Committee will use GPS time to start the race; official time of start remains the Flag. As per rule 26, "the absence of a sound signal shall be ignored".

IF SOMETHING GOES WRONG

FIRST - Take a deep breath and RELAX!

If a mistake was made during the sequence, raise the Postponement Flag (Red & White Flag) and sound 2 horn blasts.



Then:

- ****Decide which class you need to start and get that flag ready (Spin/Non-Spin1 or Non-Spin2)**
- **On an even minute, lower the Postponement Flag and sound 1 horn.**
- **1 minute later – raise the Spin/Non-Spin1 or Non-Spin2 class flag + Horn**
- **1 minute later – PREP Up + Horn**
- **3 minutes later – PREP down + LONG HORN**
- **1 minute later – Class Flag down + Horn (starts class - note the time on the score sheet)**
- **Continue with next starting sequence as necessary.**

OTHER SIGNALS AND THEIR USE

INDIVIDUAL RECALL



Raise this flag with one horn blast if there is a boat or boats that are over the starting line early. Lower flag when all boats that were over early have come back to the pre-start side of the starting line. If the over early boats have not come back, flag should be lowered no later than 4 minutes after the start (or with the lowering of the prep flag for the next rolling start). Note all boats that were over early and which ones came back to restart.

GENERAL RECALL



Raise this flag with 2 horn blasts if there are so many boats over early that it is too difficult to identify the individual over early boats or if a mistake was made at the end of a sequence (such as lowering the class flag too soon) . Continue at the above ** directions as if Postponement flag was used (including horns as instructed).

SHORTEN COURSE



Raise this flag with 2 horn blasts if you decide that there is insufficient wind for the boats to finish the course before the time limit. Course can (and must) be shortened at any mark. Position R/C boat at the mark at which the course will be shortened and anchor 'outside' of the turn (for instance, if the mark rounding is to port, you should be on the 'right' of the mark from the perspective of the boats coming to finish with the line perpendicular to the course from the previous mark). The new finish line will be between the Shorten Course flag (now positioned at the shroud) and the mark (take down the orange flag).

LCSA WEDNESDAY NIGHT RACES
FINISH SHEET

Contact Name: _____ DATE: _____

Cell: _____ Time Returned to Dock: _____ Protest Flag? _____

RECORD SAIL NUMBER AND ACTUAL CLOCK TIME OF FINISH FOR EACH BOAT. PLEASE BE CERTAIN THAT RESULTS ARE LEGIBLE!

PLEASE RECORD BOATS IN THE ACTUAL ORDER THAT THEY CROSS THE FINISH LINE!

ALL FLEETS

<u>Sail #</u>	FINISH TIME (not from stop watch!)	<u>Sail #</u>	FINISH TIME (not from stop watch!)
1	_____	14	_____
2	_____	15	_____
3	_____	16	_____
4	_____	17	_____
5	_____	18	_____
6	_____	19	_____
7	_____	20	_____
8	_____	21	_____
9	_____	22	_____
10	_____	23	_____
11	_____	24	_____
12	_____	25	_____
13	_____	25	_____

Please note start times for each fleet: Spin/NS1 _____ NS2 _____

Course Length: _____

Mark Spacing: K - J 1.1NM
J - L 2.3NM
K - L 1.7NM

Record Any Protests on back of this sheet

If notified of a protest, please note whether the protesting boat is flying a red flag and the time that the committee boat arrives back at the dock.

LCSA Race Committee Duties

6 people recommended:

1 - Line Sighter - stationed at the shroud to which the orange flag is tied. The orange flag should be tied on the shroud on the side of the boat closest to the start mark. Ideally, this person has a handheld VHF with which to notify boats that are over early.

2 - Individual/General Recall Flag Person - to signal over early boats and watch them come back to restart.

3 – Recorder - writes down over early boats and helps recall flag person track each boat's restart status.

(these 3 people are stationed at the shroud for easy communications)

4 - Time Keeper / Horn Blower keeps the official starting and finishing time (same watch for both starting and finishing) and makes the audible (horn) sounds for the starting sequence.

5 - Prep Flag person raises and lowers the prep flag

6 - Fleet Flag person raises and lowers the fleet flags
(these 3 stay together, usually towards the back of the boat, for easy communications)

with 5 people:

combine positions 2 and 3

with 4 people:

combine positions 1, 2, and 3

with 3 people:

combine positions 5 and 6