

Crib Sheet - for Start Boat

A few toots of the sound signal to draw everyone's attention and then go into the sequence. (Standard SI A5.1) Make sure all boats can make the start (changovers) IF Answering Pennant has been flown you SHOULD wait a minute after lowering. (Try not to use the AP - there is no scheduled time to postpone - talk to sailors)

Know the start sequence - Usually 3,2,1 for dinghies

Using Battens Shapes or Flags (Delete as appropriate)

If using battens make sure everyone can see them ie twist them occasionally

Remember it is the sound signals that count

(Failure of visuals is disregarded SI A5.1 but try to make the visual signals on time)

Be clear and consistent with where you spot the line from

(it should be from a mast with an orange flag - but any mast /stick will do)

THE X Flag

Do you have one?

IF a boat is over at the start, a second sound signal must be made and Flag X displayed promptly. It only needs to be up for 1 minute and the boat must start within 2 minutes of its start time. (record the start number and any boats which fail to return - let finish and scoring know - telegram on mobile phone is recommended)

It should be brought down promptly - as soon as the boats are behind the line.

Sailors, and umpires, rely on this to know if a boat can start and/or to know if more boats should return - if you are not precise boats can be disadvantaged.

Be consistent in how you call boats over (best just to say the number of boats over the line, rather than identifying them individually)

A boat has 2 minutes to start - (ie before 1 min for next start if rolling) if they don't scorer must be notified - (6 points added to their score if they go round.)

Don't be shy about asking for a change of crew or hot drinks - cold tired people make mistakes - and you are supposed to enjoy it as well!