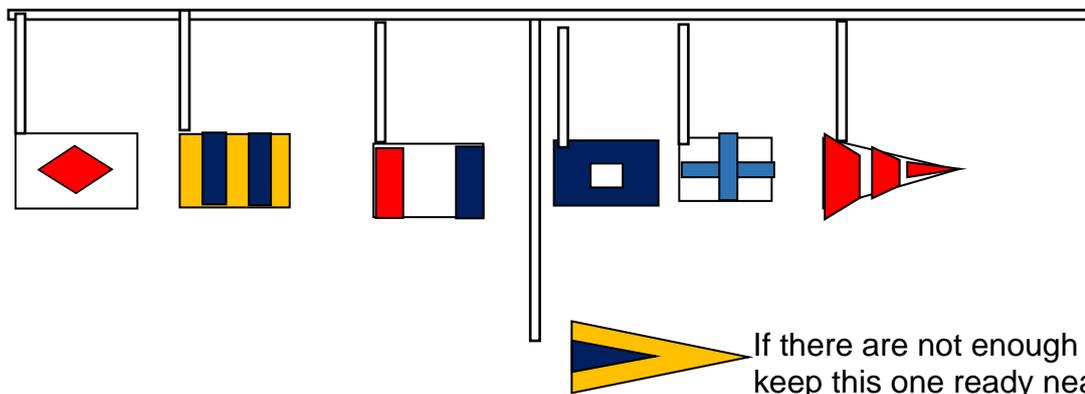


**All the flags should be on the flag pole except N**



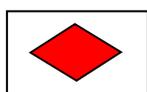
**Using the Autohoot**

At the start turn switch to the right and it will automatically sound at the 4min, 1min and start times. It will continue the sequence until stopped **so remember to turn off after the last start!**

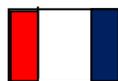
Other signals can be made at your will by pressing the left hand button, eg for individual recalls, without disturbing the sequence.

**Flags**

**2 Class races**

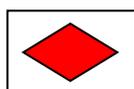


Fast h'cap



slow h'cap

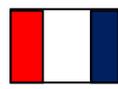
**3 class races**



Fast (F)



Classic (G)



Slow (T)

**Preparatory**



Blue Peter P

**Recalls**

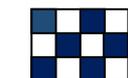
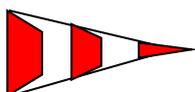


Individual 'x'



general

**Postponement  
'AP'**



Abandon 'N'



shorten 'S'

**Starting procedure**

5 min – start the automatic timer and raise class flag



4 min – raise preparatory flag



1 min - lower preparatory flag



0 min - lower class flag + raise next class flag



**RECALLS**

**Individual Recall: If you can identify all the competitors who are over the line**

- sound **one** more sound signal and raise individual recall flag. ...
- Take it down when all premature starters have re-crossed the line and started correctly

**General Recall: If too many boats are over the line to identify**

- sound **two** sound signals and raise general recall flag. ...
- This fleet now starts after all the other fleets

## POSTPONEMENT

- Make **two sound signals** and raise the **AP**:   
- To take it down - sound **one long sound signal**:  
- Exactly 1 minute later the 5 min for next start must go up ...   

## ABANDON

If things get out of hand fire **three sound signals** and fly **N**  ... 

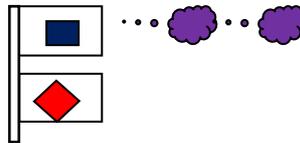
## FINISHING

### Shortening Course – get flags ready!!

- Are you likely to have to do it?
- Do you need to record times? Prepare to do so!

#### To shorten

- Raise Class flag with S flag **above** it and with **two** sound signals as first competitor rounds last mark  
Do the same for other classes.



## Recording results

### Handicap races

**Make sure your team knows what they have to do.**

Record results on the recording sheets, **taking times for every boat every lap.**

The first laps can be used to practice the team!

### Average lap

If one or two boats are miles behind then they can be stopped early and given average lap time.

Sound one hoot and raise class flag with a shorten course flag **underneath.**

Then hoot as they cross the line

Note on the results sheet how many laps they have done

