

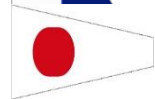
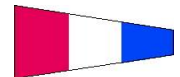


## OODs guide to CLASS/HANDICAP RACING STARTING AND MANAGEMENT

Reference should be made to other OOD guides with regard to classes of boat starting groups to receive start signal at 3 min intervals, course setting, flags, sailing instructions and example courses etc.

1. Set start line **AT LEAST** as long as 1.5 times the length of the number of boats starting.
2. Set stopwatch to 2 minute countdown:
  - Stop the watch (START/STOP button);
  - Zero the watch (CLEAR button)
  - Press & hold SYNC. Set the watch to 1 minute countdown with the Prog button.
  - Press PROG twice to get a 2 min. display.
  - Start the watch (START/STOP button). It will then count down 2, 1, 0 and then count up to the race finish time for each boat.

3. **2** min      raise handicap flag + 1 Hoot and start watch
4. **1** min      raise Fireball flag + 1 Hoot
5. **0** min      lower Fireball flag + raise Laser flag + 1 Hoot (**FB+ start**)
6. **+3** min      lower Laser flag + raise GP14 + 1 hoot (**LASER + start**)
7. **+6** min      lower GP14 + raise Solo Flag + 1 hoot (**GP14+ start**)
8. **+9** min      lower Solo + 1 hoot (**SOLO+ Start**)
9. **+12** min    If there are novice starters (displaying a yellow ribbon) then – lower Handicap Flag+ 1 hoot (**this is the novice start**)  
(**Stick to timings, even if there are no starters for that time**).



**If there are only a few boats, consider 2 starts, FB's and Lasers, then GP and Solo. Or, if less than 10 boats, consider a single mass start. Display multiple class flags for shared/mass starts.**

10. If any part of a boat is on the course side of the line at the start: 1 hoot and raise code **flag X** (individual recall) and notify the boat.
11. Record all boats positions at each lap to act as a failsafe backup. It keeps you aware of the boats which may have capsized or been lapped.



See Finishing Document for Finishing the Class/Handicap

**Beware of finishing lapped boats prematurely. Each boat should do the same number of laps as the lead boat. Alternatively, the Fireball fleet may be allowed to complete one extra lap and this be noted with results.**

Finish the leader of the FIREBALL/GROUP 1 start, at **40/45** minutes from their start (though you can shorten if weather is too windy/too light).