



# Chelmarsh Sailing Club

## **OODs guide to PURSUIT FINISHING**

**Reference should be made to other OOD guides with regard to course setting**

### **Finishing the Pursuit Race**

Raise Orange 'on station' Flag You must sound a signal to finish the race after **58mins.** (60mins on Stop watch)



If you have all positions the 5 blasts on horn will let competitors return to the shore.

If you have not, one idea is to position the Committee Boat at the lead competitor and work back down the fleet, which should be processing in finishing order, giving each a finishing hoot and noting their position. Calling 'hold your places' will aid this process.

**It is important that you record all competitors' positions. If you have problems ask competitors after race.**

### **Other Flags**

INDIVIDUAL RECALL: (to signal those over the start-line)

1 sound signal and raise INDIVIDUAL RECALL flag to half-mast



GENERAL RECALL: This is not Applicable in a Pursuit – you will have to individual them all.

POSTPONEMENT: (to delay the start)

Make 2 sound signals and hoist postponement flag.



To end postponement: Make 1 sound signal and lower postponement flag.

Recommence the starting sequence after one minute.

ABANDONMENT: (if no wind, weather turns or a dangerous situation arises) Make 3 sound signals and hoist the ABANDON flag.



### **How to change course**

If the wind changes direction and you need to alter the course.

**You must change the leader first, as they must be the first boat to sail the new course.**

Change the course on the course board.

Position yourself near the buoy BEFORE the leg you are changing.

Fly flag 'C' and make 3 sound signals as each boat passes.



Call out the change to confirm the changes. Ensure you tell all competitors.