

Talking with Flags

Race Management
Signals

Their Meaning and
Use

By Richard Brown



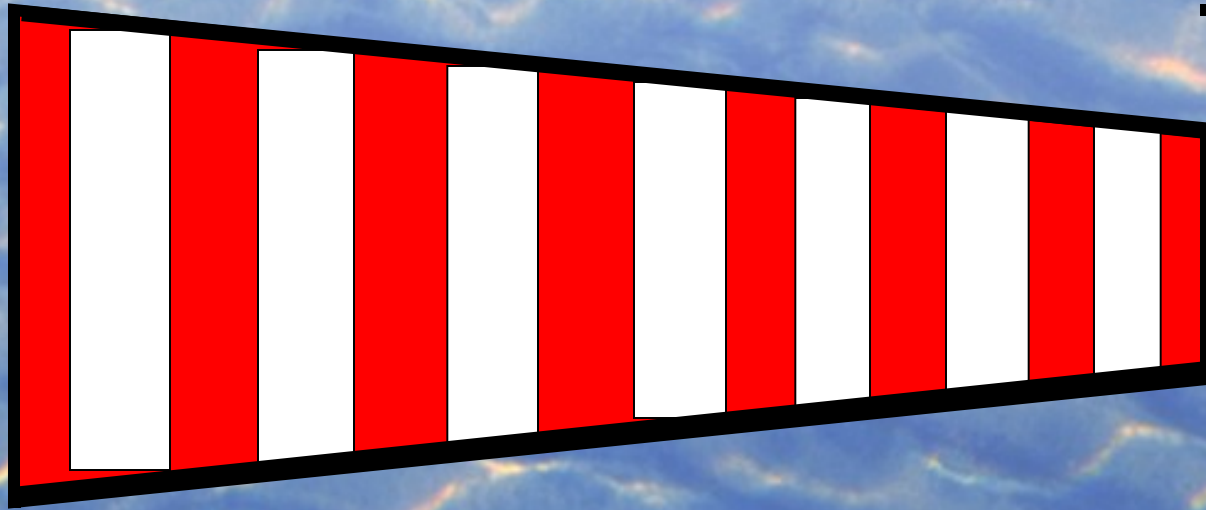
The Race Committee can-

- Postpone a race
- Start a race
- Change the course
- Shorten the race
- Abandon the race
- Finish a race

Postponing a race

- A race may be postponed ashore or afloat
- It may be postponed briefly
- Until the weather changes
- Or for a long time

Postponing ashore



AP=Races not started are postponed. The warning signal will be made 1 minute after removal unless at that time the race is postponed again or abandoned.

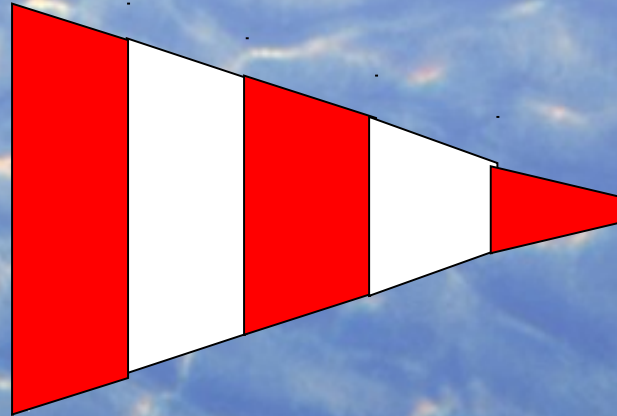
This needs to be modified by Sailing Instruction-:

**When flag AP is displayed ashore, 1 minute
is replaced with not less than xxx minutes
in race signal AP**

**2 Sounds when hoisted
1 sound when lowered**



Postpone ashore

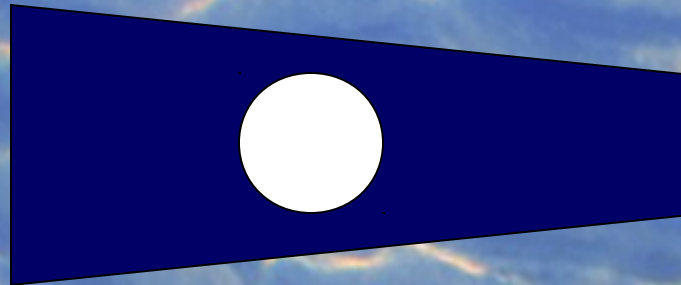


AP over

Numeral

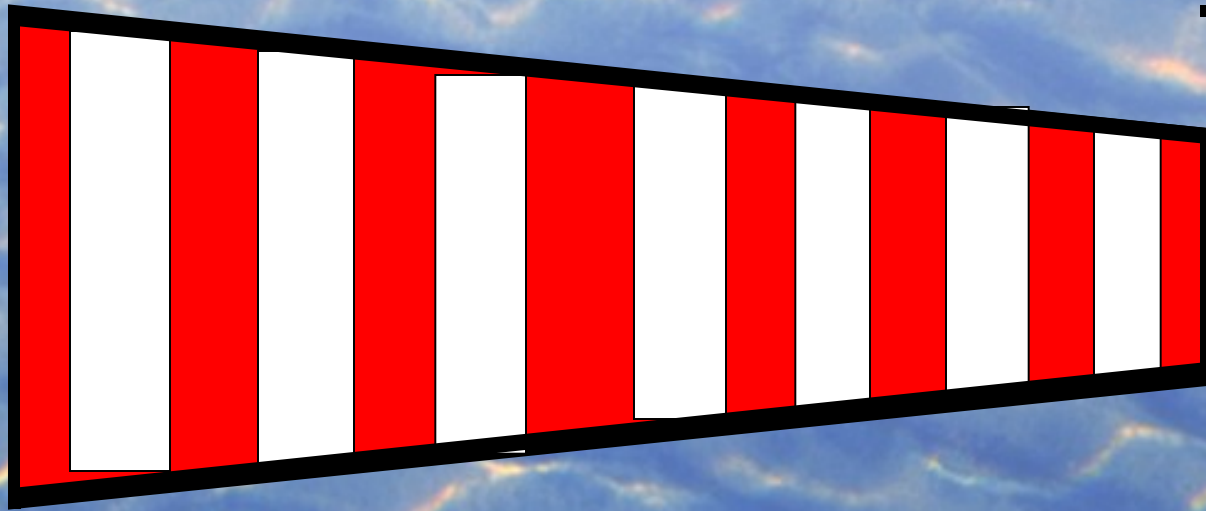
2 sounds when
hoisted

1 sound when
lowered



Starting time postponed for X
hours

Postponing Afloat



AP = Races not started are postponed. The warning signal will be made 1 minute after removal.....

2 sounds when hoisted

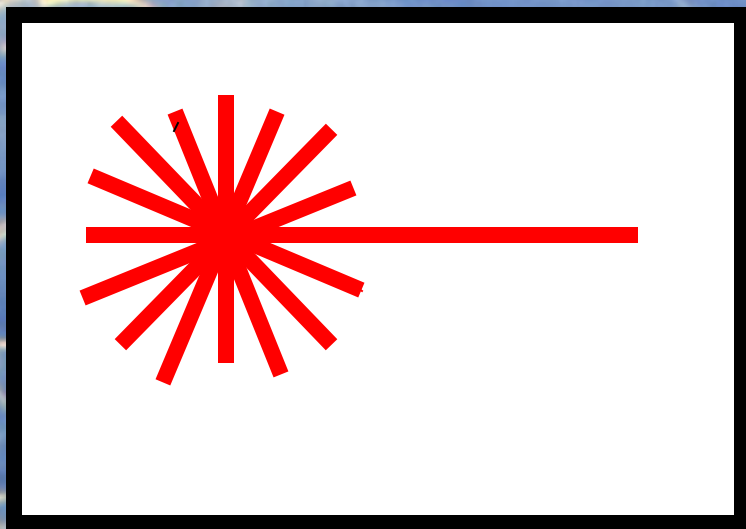
1 sound when lowered

The 5,4,1,Go starting system - Rule 26

- 5 min Warning signal
- 4 min Preparatory signal up
- 1 min Preparatory signal down
- 0 Start - warning signal down
-next warning signal up

**When you are ready to start, lower the AP
and exactly 1 min later raise - the Warning
Signal**

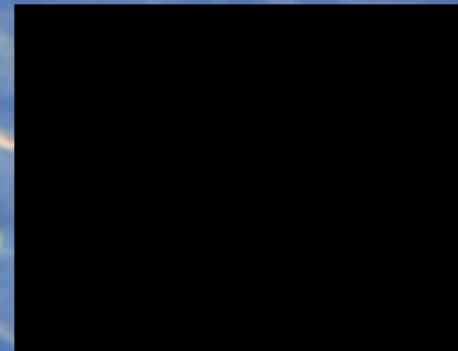
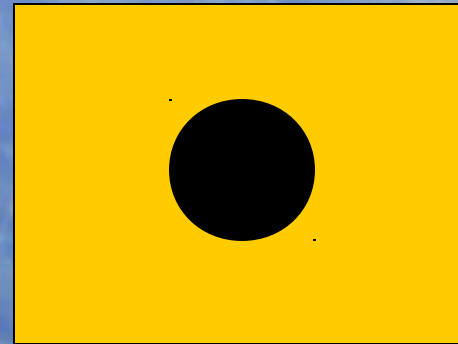
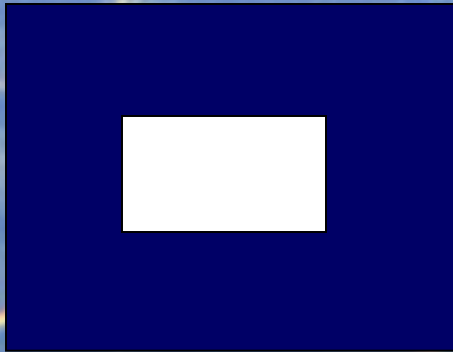
This is normally the class flag



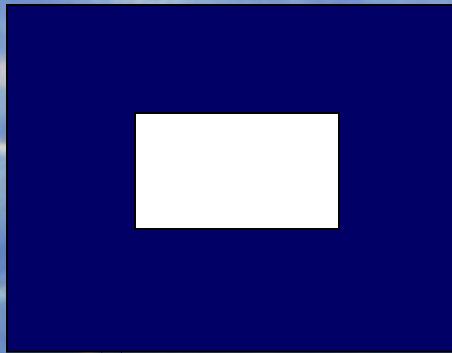
1 sound signal when hoisting

**1 minute later display the Preparatory
Signal**

1 sound signal



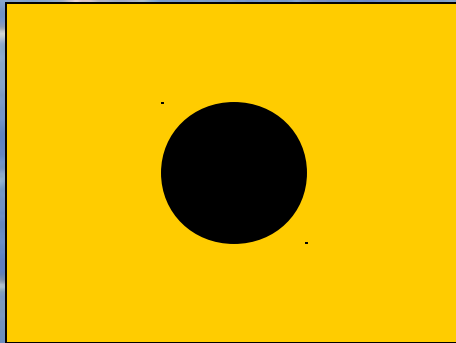
Blue Peter start



When this signal is used boats may dip the line at any time. There are no other penalties.

Always use this signal for the first start

I flag start - 'round the ends'

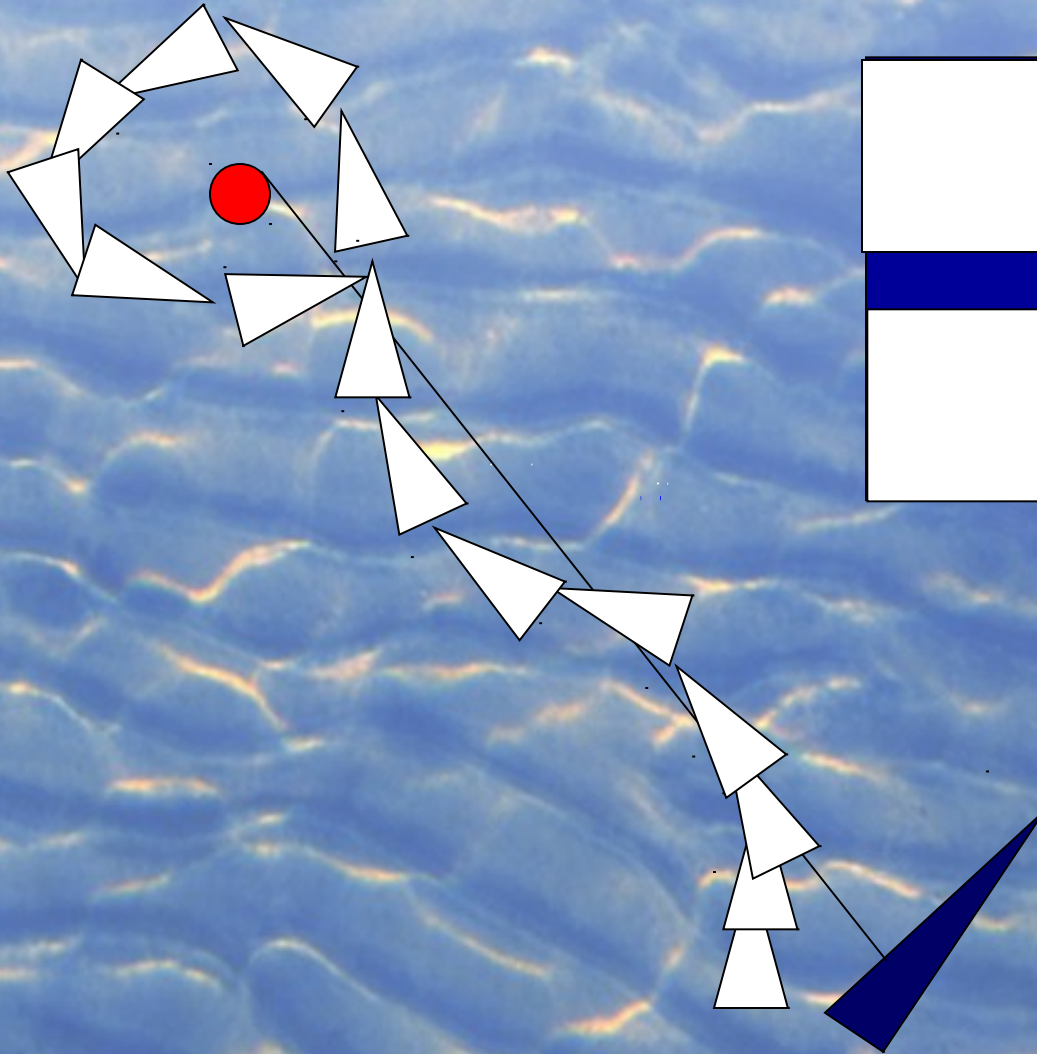
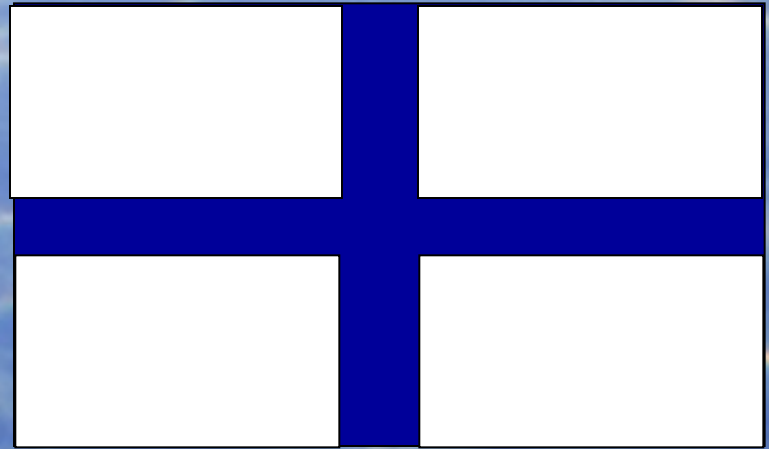


Use this signal after 2 or 3 recalls

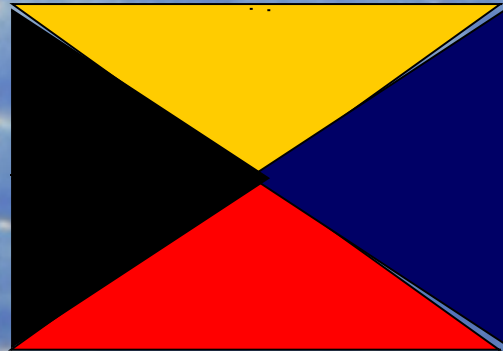
Best used for fairly small fleets

Boats starting early must return round
the ends of the line

START

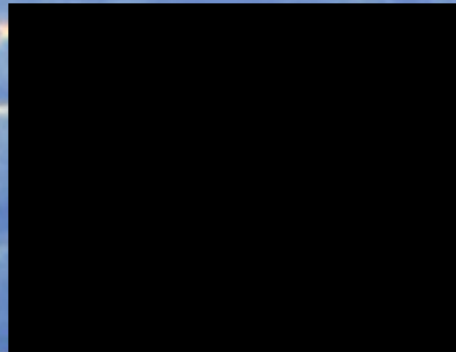


Z flag start 20% penalty



Use this signal for big fleets. Boats over the line in the last minute get a 20% penalty. This is less severe than round the ends for long lines.

Black flag start



Use this signal as a last resort. Any boat over the line in the last minute is DSQ and not allowed to start in any re-sail.

If there is a general recall the numbers of boats DSQ must be displayed prior to restart

Lower the preparatory signal at 1 minute to the start

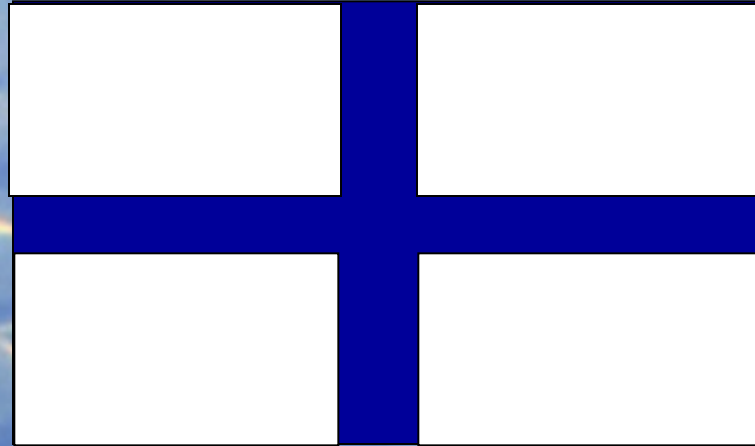
1 long sound signal

- Once the prep signal is removed boats are liable to be penalized.
- I flag applies to the area on the course side of the line and its extensions.
- Z and Black flags apply to the triangle formed from the ends of the line and the first mark.

At start time

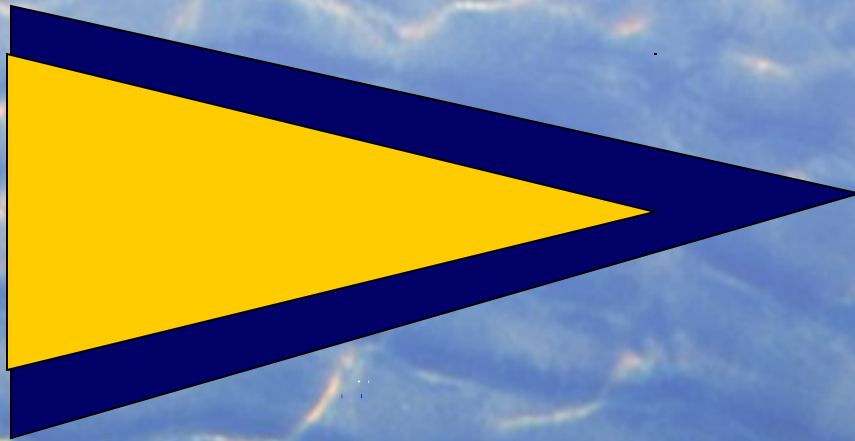
- Lower the warning signal - **one sound**
- If there is to be an individual recall display flag X promptly - **one extra sound**
- If there is to be a general recall display flag 1st Substitute - **two extra sounds**

Individual recall



- X flag stays hoisted until either all boats return or for 4 minutes or at the next 'one minute' whichever is sooner

General recall



- General recall is only used when the Race Officer is unable to identify 'boatss' that are on the course side of the line.
- The new Warning signal is made exactly 1 minute after 1st Sub is removed (**1 sound**)

Changing course

- Changing direction
or
- Changing length

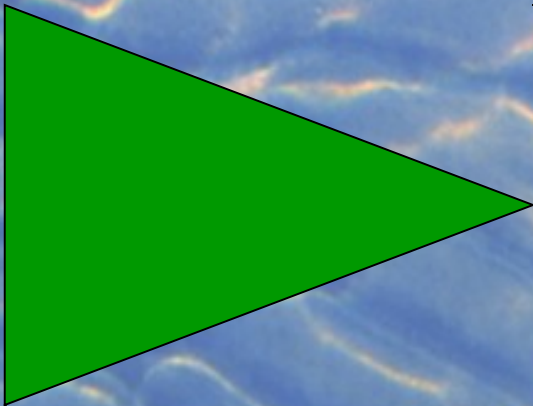
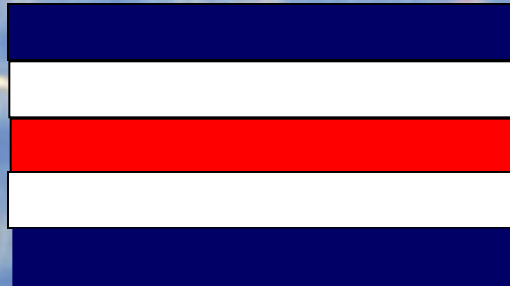
Either of these or both combined are accompanied by 'repetitive' sound signals

Changing direction

- Signal flag C
- And either the compass bearing of the next leg
- Or a red or green flag or shape indicating a change to port or starboard

Change of course

e.g. From 300deg to 320deg



or

320
mag

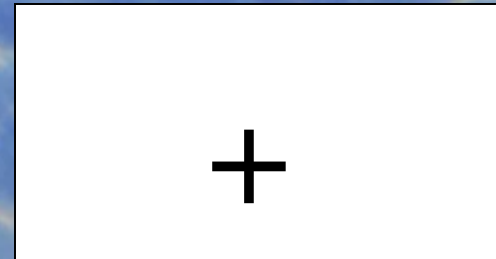
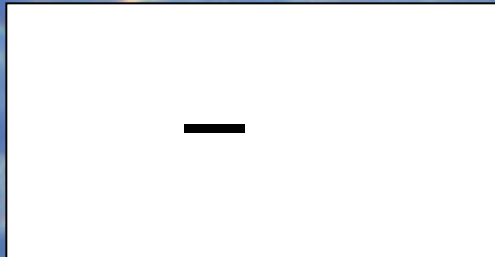
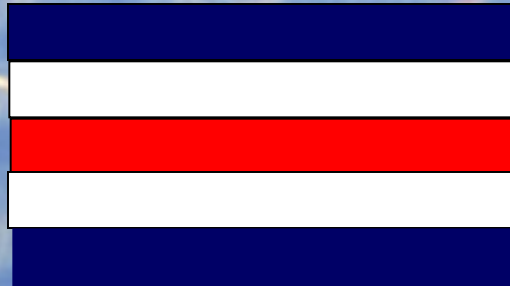
Repetitive Sound signals

Change of length of next leg

- This is treated as a change of course – not a shorten course.
- Use Flag C and a plus or minus to indicate a lengthening or shortening of the next leg. Other marks will be moved to suit.
- This signal should be used if the wind increases or decreases, in order to maintain target times

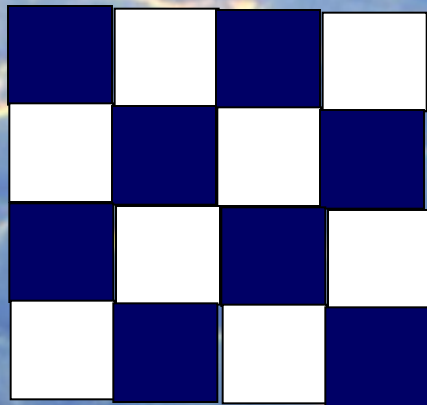
Change of course

e.g. Shorter or longer leg



Repetitive sound signals

Abandon the race

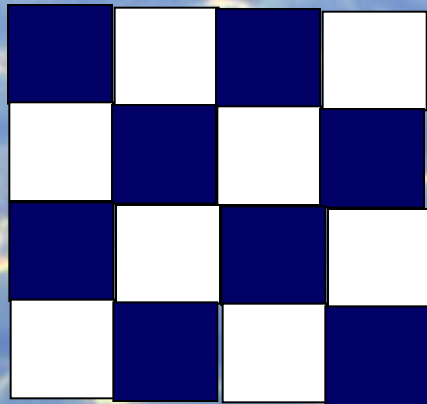


N = Race
abandoned
Return to the
starting area
**3 Sound signals
when raised**

**1 sound when
lowered**

Use this signal when a
mistake has been
made and you wish to
restart the race

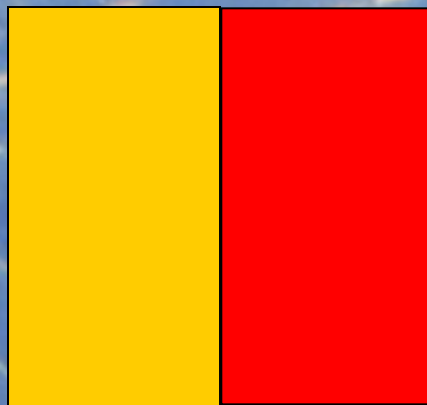
Abandon the Race



N over H = Race
abandoned further
signals ashore

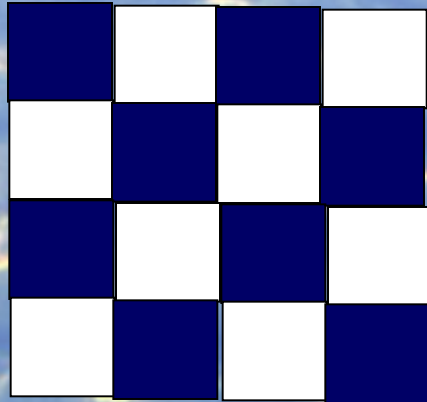
3 Sound signals
when raised

1 sound when
lowered



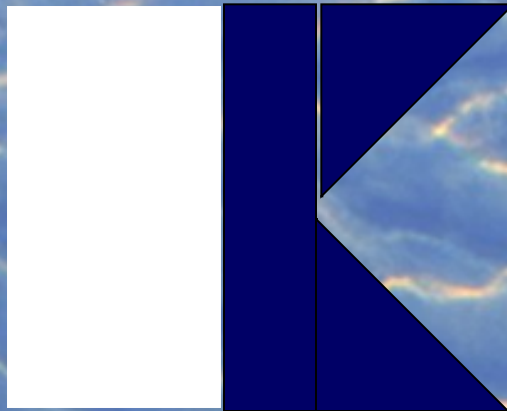
Use this signal when
there is a chance of re-
starting the race that
day

Abandon the race



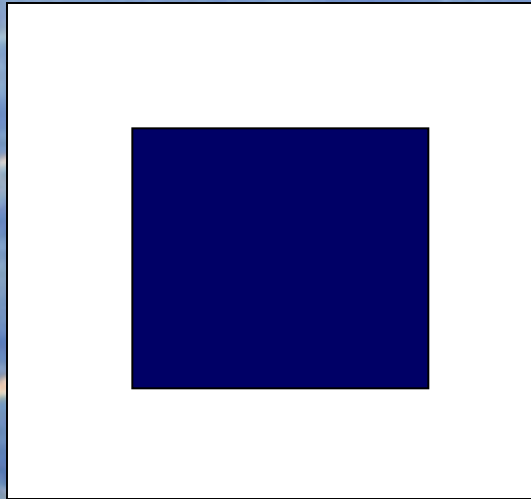
N over A = All races
abandoned
No more racing today

3 sounds
when hoisted



Use this signal when
there is NO chance of re-
starting the race that
day

Shorten the course



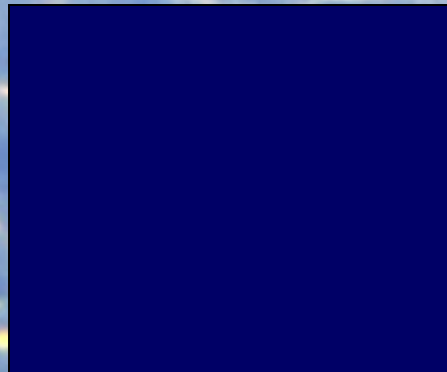
Flag S=Finish between
the nearby mark
and the staff
displaying this flag

2 sounds when
hoisted

Use this signal if it is unlikely
The race will finish inside the

Time limit and it is not
possible to reduce the length

Finish Line

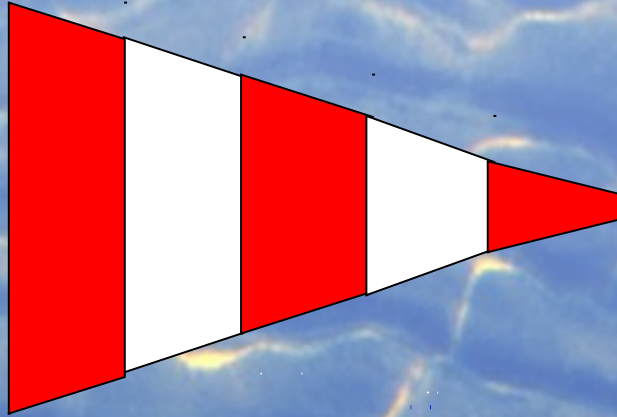


The Race Committee
boat is in position
at the finishing line

No sound
signal

The purpose of this flag
is to show which is the
finish boat and that it is
now in position

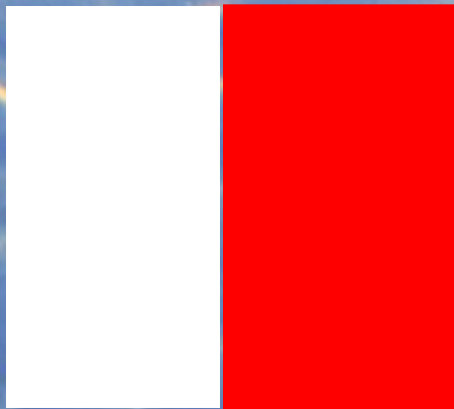
Postpone - Go ashore



AP over H = Races not started are postponed.

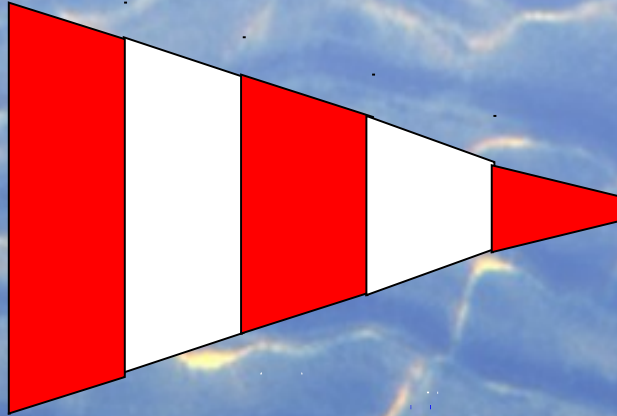
Further signals made ashore

2 Sound signal when hoisted

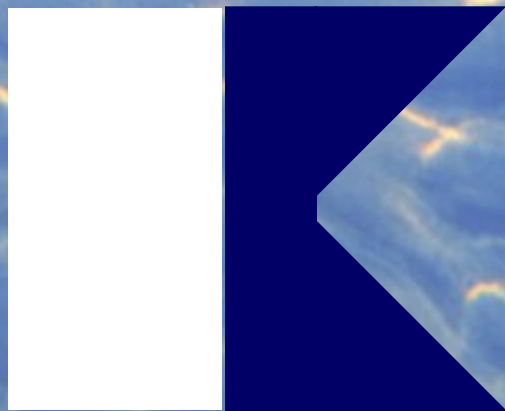


Use this signal for races when boats are still waiting to start or have just finished an earlier race

Postpone until tomorrow



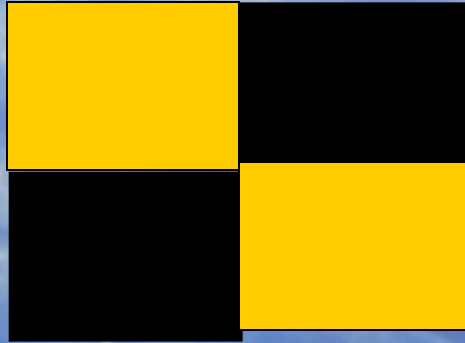
AP over A = All races not started are postponed. No more racing today



2 Sound signal when hoisted

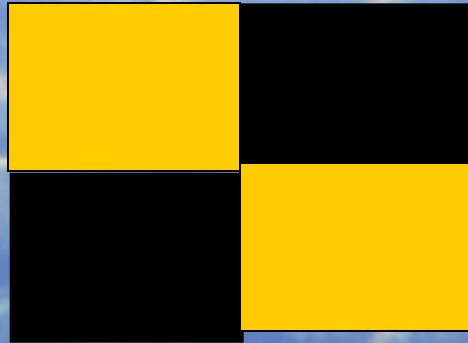
Use this signal for races when boats are still waiting to start or have just finished an earlier race

Flag L



- Ashore = A notice to competitors has been posted
Use this whenever a 'new' notice or change to SI has been made. It only needs to be displayed on the day of posting

Flag L



Afloat = **Either** "Follow me" Use this signal on a lead boat or when moving the committee boat to a new start position.

OR "Come within hail" Use this signal when displaying information such as time of next start etc.

Mark Missing



Flag M = The object displaying this signal replaces a missing mark

Use this signal on a boat approximately on station where the mark should have been

Repetitive sound signals