1. A minimum of 3 entrants are necessary to form a valid race. If the Race Officer scores a race with less than 3 competitors, it will be ignored for official club results.

2. The flags, starting sequence lights and course to be sailed, will be displayed at the Race Hut.

3. The racing area and position of marks can be seen in the Appendix.

4. The marks range from numbers 0-10, letters X, Y & Z, and the Outer Distance Marker (ODM). The numbered marks are all black with a white number. The lettered marks are yellow. The ODM has "ODM" displayed on it.

5. The start / finish line is set between the mast at the Race Hut flying the ensign flag 🇬🇧 and the ODM.

6. The only exception to finishing at the finish line is for pursuit races. Pursuit races will often be finished from the safety boat as these races have a fixed duration.

7. Course

    7.1. Before the countdown sequence commences the course will be displayed on the board outside the Race Hut. An example course board is shown below:

Example Course Board

4	1	2	4	Z	ODM
No. of laps	1st course mark, leave to starboard	2nd course mark, leave to starboard	3rd course mark, leave to port	4th course mark, leave to port	Must pass ODM on each lap
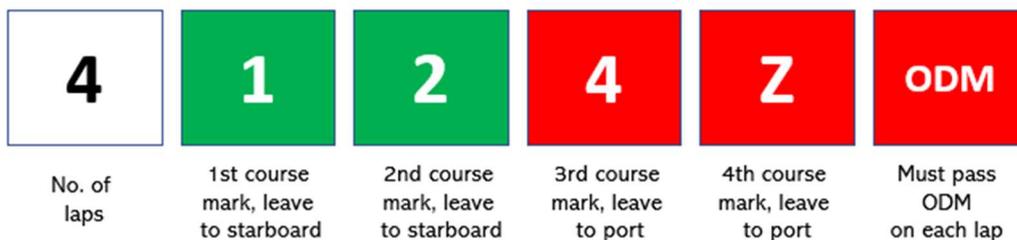
    7.2. The first number on the course board indicates the number of laps. This is a white board with a black number.

    7.3. Marks are rounded in the order they appear on the course board and in the direction indicated by the colour on the course board. A number with a red background indicates a port rounding and a green background indicates a starboard rounding.

    7.4. Course marks, except the exception in 7.5, are considered rounding marks.

    7.5. The ODM is usually included as the last mark of the course to indicate that you must pass through the line on each lap. You pass ODM on the side indicated by the colour.

    7.6. Passing through the finish line on each lap will allow lap times to be recorded.
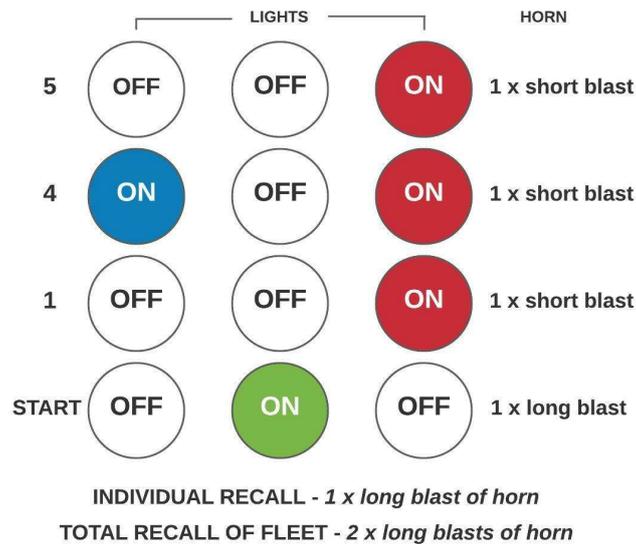
8. Start

    8.1. Racing starts adjacent to the Race Hut. This located 500m from the Clubhouse around the corner - to the right, as you look down the slipway.

8.2. A 5-4-1-0-minute countdown sequence is used to start our races - you start on 0.

8.3. At each point of the countdown a horn will sound, accompanied by either lights or flags. In normal circumstances only the horn and lights are used, with the lights representing the raising or lowering of flags. If the lights are not operating properly flags will be used instead. The sequence is as follows:

Table 1.

Wimbleball Sailing Club - *5 minute start sequence*

	LIGHTS			HORN
5	OFF	OFF	ON	1 x short blast
4	ON	OFF	ON	1 x short blast
1	OFF	OFF	ON	1 x short blast
START	OFF	ON	OFF	1 x long blast

INDIVIDUAL RECALL - *1 x long blast of horn*

TOTAL RECALL OF FLEET - *2 x long blasts of horn*

8.4. The only exception to starting on 0 is for pursuit races, in which cases your dinghy will be allocated a start number. This number represents the minutes after 0 that you start and allows a staggered start for the range of slower to faster boats (according to the PY rating). The Race Officer will be able to confirm your start number.

8.5. A number board will be displayed outside the race hut. Starting numbers will be displayed on minute intervals; when your starting number goes down, you start.

8.6. In pursuit races, before her own start a boat should keep clear of the start line to allow boats starting earlier to start without being impeded.

8.7. At the starting signal if any part of a boat's hull is in the course side of the starting line, they must return to the pre-start side. The Race Officer should raise flag X with one horn. Alternatively for club racing the Race Officer may notify them by shouting their name and/or sail number.

9. Finish

9.1. Pursuit races have a fixed time and are usually finished on the course from a safety boat. Please continue to maintain your finish position until you have been acknowledged by the finishing boat.

9.2. There is no official race time limit, but races will last approximately 35 minutes to 1 hr.

9.3. If the Race Officer decides to shorten the course, they will sound the horn twice, and raise flag S as the first boat passes the penultimate mark.

9.4. All boats that pass through the finish after this signal will be finished irrespective of the number of laps each boat has completed. Handicap races will be decided by the corrected average lap method.

Appendix

Sailing Area & Marks.

Note the orientation is **NOT** to north. The compass in the lower left corner shows the orientation.