

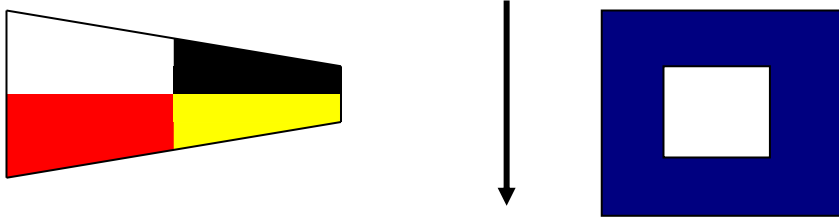
THE PURSUIT RACE STARTING SEQUENCE

- ❖ LOOK UP YOUR NAME AND RELIVENT START NUMBER ON THE LIST (Pinned on the results notice board and with the OD).

REMEMBER YOUR NUMBER

WE GO THROUGH THE USUAL 5,4,1 START SEQUENCE UNTIL:

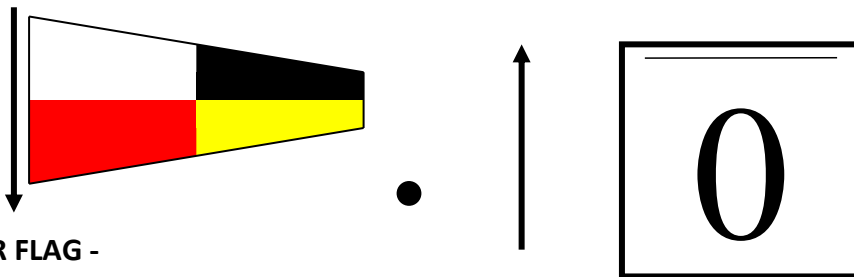
- ❖ ONE MINUTE TO GO



OD:

- LOWER PREPARATORY FLAG AS USUAL-
 - ONE SOUND SIGNAL- AS USUAL-
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- ❖ START



- LOWER FLAG -
 - ONE SOUND SIGNAL AS USUAL-
 - DISPLAYS NUMBER 0-
 - BOATS WITH START NUMBER '0' GO.
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- ❖ ONE MINUTE LATER

- SOUND SIGNAL-
 - CHANGES '0' to '1'-
 - BOATS WITH START NUMBER 1 GO-
 - AND SO ON UNTIL ALL BOATS START-
 - MAKE SIGNAL AND DISPLAY NUMBER EVEN IF NO BOAT DUE TO GO AT THAT TIME, IF THERE ARE OTHERS STILL TO START.
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NEGATIVE START NUMBERS:

We have these to cope with slow boats. If we didn't the fastest boats would have hardly and race.

- ❖ **Does anyone have a negative start number?**
 - **Get the slowest boats out first and get them on the start line.**

 - ❖ **Is the slowest boat slower than -5?**
 - **Hold up the slowest boat's start number (we have no minus numbers on the board).**
 - **Tell them to go. When they sail through the start line start your timing and hoot. You may need two watches.**
 - **Hold up and count down the numbers each minute. Only need sound signals for when boats are starting.**
 - **Use the timing off the first boat to start your 5 minute start sequence.**
 - **Run the 5,4,1,Go sequence and flags as usual.**
 - **Keep counting down the numbers during the start sequence.**
 - **Make additional sound signals if a boat is starting on -3 or -2.**

 - ❖ **Is it between -5 and 0?**
 - **If -5 see above and use him crossing line as cue to start everything.**
 - **Start the usual 5,4,1,Go sequence.**
 - **Display 5 with the Warning flag at the 5 minutes.**
 - **Count down the numbers each minute.**
 - **Make additional sound signals if a boat is starting on -3 or -2.**

 - ❖ **Then carry on as before.**
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THE MORAL OF THE STORY IS:

- ❖ **WHEN THE OD DISPLAYS YOUR START NUMBER YOU GO "SEE YOUR NUMBER AND GO PRINCIPAL".**

 - ❖ **RACE WILL LAST 50 MINUTES FROM THE '0' START.**
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RECALLS

- ❖ **You can't have a general recall.**
- ❖ **If a boat crosses the line early just yell at them to come back. Any extra signals and flags will just confuse the other boats.**