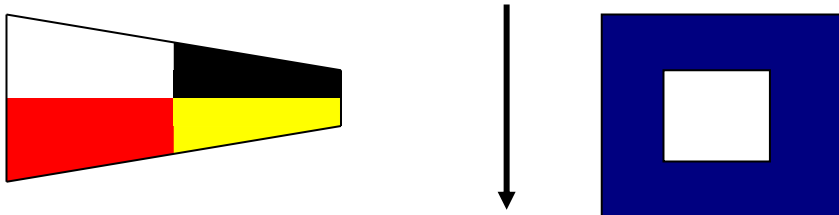# THE PURSUIT RACE STARTING SEQUENCE

❖ **LOOK UP YOUR NAME AND RELIVENT START NUMBER ON THE LIST (Pinned either on the results notice board or by blackboard, and with the OD).**

REMEMBER YOUR NUMBER

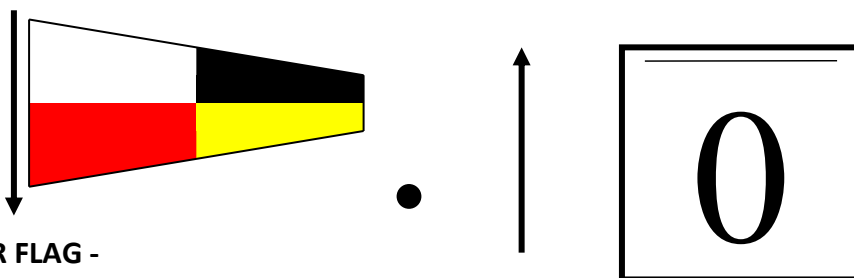**WE GO THROUGH THE USUAL 5,4,1 START SEQUENCE UNTIL:**

❖ **ONE MINUTE TO GO**

OD:
- **LOWER PREPARATORY FLAG AS USUAL-**
- **ONE SOUND SIGNAL- AS USUAL-**

❖ **START**

- **LOWER FLAG -**
- **ONE SOUND SIGNAL AS USUAL–**
- **DISPLAYS NUMBER 0-**
- **BOATS WITH START NUMBER '0' GO.**

❖ **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.**

NEGATIVE START NUMBERS:

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

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.**

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.**