

Race Officer Check List-Handicap Racing 2026

Start Sequence 5, 4, 1, Go.

Ashore

Collect the Race Officer's pack from the results tray at the foot of the office stairs.

Put out the signing-on sheet in the galley after filling in the details at the top.

Needed on the Committee Boat

- Race Officer's pack with pens and results sheets
- Flags, course tiles - letters + numbers, burgee - these are all kept on the Committee Boat. *Please note that these may be stored ashore in winter to keep dry.*

The coxswains will provide keys, a radio, fuel & the Outer Limit Mark

Set up the flags

On Station - on the mast Orange	On Station to Start 
Handicap Flags Flag "R"	R 
Preparatory Flag "P", "I" or "Black Flag"	P U Black Flag   
Individual Recall - for identifiable boats OCS - 'over the line' Flag "X"	X 
General Recall - for larger group OCS - 'over the line' Flag "1st Sub"	General Recall 
Postpone Flag "AP"	AP 
Shorten Course Flag "S"	S 
Ready to Finish - on the mast Blue Flag	On Station to Finish 

General guidance

Course Setting

Talk to the Coxswains and agree a suitable position for the Committee Boat.

The Start Line should be located approximately 1/3rd of the way up the first beat and at right-angles to the wind

- Agree with the Coxswains the position of the OUTER LIMIT MARK ("the pin end") at the port end of the start line.
- The lap size should reflect the wind strength and the type of boats racing – it is perfectly reasonable for 'fast boats' to do a different number of laps to 'slower boats' as the lap times can be averaged.
- **Review the line position using a burgee.** Ask the Coxswains to reposition the Outer Limit Mark, if necessary.
 - If the line is too starboard-biased, the fleet will bunch at the Committee Boat end.
 - If the line is too port-biased the fleet will bunch at the pin end and it may be difficult for competitors to cross the start line on starboard

Aim to make the Windward Mark rounding to PORT- this avoids jams at the first rounding and makes for a fairer race. The Coxswains will move marks X, Y or Z if needed. The remaining marks should be left in position.

- Timing and Sound Signals - see the instructions about the Automatic Timer.
- Flags - see the separate sheets for Flag and Sound Signals
- Check for boats over the line at the start and record the sail numbers of any 'over the line'
- Track the leading boat