



## Duties of the SPASC Race Starter

1. Check the two hand-held clocks to make sure batteries are OK and times are aligned (only one hand held clock required during race starts).
2. Collect hand-held radio for communication with SPASC Support Boats(s).
3. Set-up also includes:
  - a. Turn on all switches at power points
  - b. Put hooter and speaker outside front window
  - c. Put course board and flag outside on balcony
  - d. Align SPASC flag between the Race Starter and the start buoy flag
  - e. Turn black switch anticlockwise as far as it will go and ensure all five lights are on, then turn back clockwise to show only three lights (refer lights on board and reflection on window)
4. Commence 3 Minute Start Sequences:
  - 1.57pm – 3 mins to go – ensure three lights are on and press hooter switch
  - 1.58pm – 2 mins to go – one light off
  - 1.59pm – 1 min to go – one light off and press hooter switch
  - 2.00pm – 1<sup>st</sup> Start – last light off and press hooter switch
  - 2.00pm – 3 mins to go – immediately turn on three lights
  - 2.01pm – 2 mins to go – one light off
  - 2.02pm – 1 min to go – one light off and press hooter switch
  - 2.03pm – 2<sup>nd</sup> Start – last light off and press hooter switch
  - 2.03pm – 3 mins to go – immediately turn on three lights
  - 2.04pm – 2 mins to go – one light off
  - 2.05pm – 1 min to go – one light off and press hooter switch
  - 2.06pm – 3<sup>rd</sup> Start – last light off and press hooter switch
5. Record rounding of mark adjacent to clubhouse by each boat – mark sign-on sheets with "IOIOI" by boat as appropriate.
6. Finish – sound hooter for each finishing boat and record finish time within sign-on sheets
7. Turn off all switches at power points
8. Key-in results by boat on laptop within TopYacht

Note – We plan to replace our Time Clock Board for Handicap Start Events.