Sailing Instructions/Skippers Meeting

Sailing rules of the road:

- 1. Starboard over Port
- 2. Leeward over Windward
- 3. Avoid contacting other windsurfers
- 4. Yield to powerboats in the channel
- 5. Leave room rounding marks
- 6. Common courtesy is for the more experienced person to maneuver around the less experienced one. Sail clear of novices.
- 7. Come to the assistance of other windsurfers in trouble.
- 8. Do not touch the mark or the anchor line, if possible.

Schedule of racing:

Sat 11:00am up to 5 races, 1:ish Lunch, 2:00pm resume racing, up to 5 races, last possible start 4:30pm Sun 10:00am up to 5 races last possible start 1:30pm

Race Courses:

Windward/Leeward, Triangle course racing, high-wind slalom, long distance?, freestyle?

Hazards:

Sand bar, no-wake buoys, Channel markers, deep water boat channel, soft bottom in and around islands, storm water drain/pier

Sat High tide:

Low Tide:

Sun High Tide:

Low Tide:

Sail Identification:

All competitors must have a sail number or other identifying feature on the sail, or wear a numbered vest.

Check in with race committee before each race:

Confirm your finish with race committee after each race. A board who retires from racing must notify the race committee immediately.

If the Checkered "N" Abandon Race flag is flown, come in immediately, due to storms or other emergency.

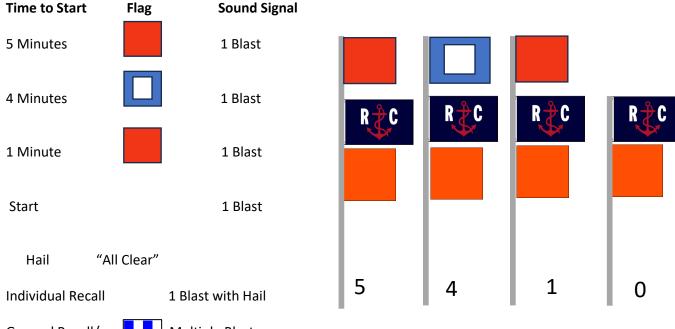
Possible Starting Sequences:

LeMans Starting

- 1. Positions may be assigned.
- 2. LeMans style beach starts with competitors standing on the beach or in the water
- 3. "On your mark, get set, GO!"

OR

5 Minute starting sequence:



General Recall/ Abandon Race



Multiple Blasts

OR

Three- Minute Starting Sequence Audible:

Time to start	Sound Signal
(warning	5 short)
3 minutes	3 long
2 minutes	2 long
1 minute	1 long
30 seconds	3 short
20 seconds	2 short
10 seconds	1 short
Start	1 long
Hail	"All Clear"
Individual recall	1 short w hail
General recall	5 short

