

OFFICIAL NOTICE OF CHANGE

DYC Off-the-Dock Races July 3, 2008

The following is a change to the Sailing Instruction for the July 3, 2008 Off-the-Dock Race.

Item 7 of the Sailing Instruction has changed for the July 3, 2008 Off-the-Dock Race only. The following describes the Classes & Starting Times. Class BYC is added and will be the first start at 1855 hours.

7. CLASSES & STARTING TIMES - A boat shall start only in the class to which it is assigned. The following is an **example** of the starting times and signals.

Class BYC. Class 1 – Racing, Class 2 – Cruising, Class 3 – Cruising, Class 4 - Flying Scots											
Start Time No.	Time July 3 Race	Meaning & Sounds	Visual Signal prevail								
	1849 hours	Attention Signal (Horn)	None								
	1850 hours	Warning Signal (Gun)	Numerical # 5 on placard (if available else an up-side-down #2)								
	1851 hours	Preparatory Signal (Horn)	“P” pennant up								
	1854 hours	One Minute Signal (Horn)	“P” Pennant down								
BYC	1855 hours	BYC Start Signal (Gun)	Numerical 5 removed and Numerical pennant # 1 up*								
1		Preparatory Signal (Horn) One Minute Signal (Horn) Class 1 Start Signal (Gun)	“P” pennant up “P” pennant down Numerical pennant # 1 down and Numerical pennant # 2 up*								
2		Preparatory Signal (Horn) One Minute Signal (Horn) Class 2 Start Signal (Gun)	“P” pennant up “P” pennant down Numerical pennant # 2 down and Numerical pennant # 3 up*								
3		Preparatory Signal (Horn) One Minute Signal (Horn) Class 3 Start Signal (Gun)	“P” pennant up “P” pennant down Numerical pennant # 3 down and Numerical pennant # 4 up*								
4		Preparatory Signal (Horn) One Minute Signal (Horn) Class 4 Start Signal (Gun)	“P” pennant up “P” pennant down Numerical pennant # 4 down								
<p>* Visual signals prevailing. The Warning Signal and all subsequent signals will be in the same sequence as for start “BYC”, but not necessarily beginning with the start of the preceding class. The Race Committee will attempt to broadcast (on channel 68 – see #16) additional information during the starting sequences. The signal sequence for all classes is as follows:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 30%;">?? Five minutes prior to start</td> <td>Warning Signal (Gun or sound) (Class Pennant up)</td> </tr> <tr> <td>?? Four minutes prior to start</td> <td>Preparatory Signal (Horn)</td> </tr> <tr> <td>?? One minute prior to start</td> <td>One Minutes Signal (Horn)</td> </tr> <tr> <td>?? Start</td> <td>Starting Signal (Gun or sound) (Class Pennant down)</td> </tr> </table>				?? Five minutes prior to start	Warning Signal (Gun or sound) (Class Pennant up)	?? Four minutes prior to start	Preparatory Signal (Horn)	?? One minute prior to start	One Minutes Signal (Horn)	?? Start	Starting Signal (Gun or sound) (Class Pennant down)
?? Five minutes prior to start	Warning Signal (Gun or sound) (Class Pennant up)										
?? Four minutes prior to start	Preparatory Signal (Horn)										
?? One minute prior to start	One Minutes Signal (Horn)										
?? Start	Starting Signal (Gun or sound) (Class Pennant down)										

