

RGYC Volunteer Duty Description Flag Person

1. DUTY OVERVIEW

The Flag Person is one of the most important roles on Race Day as they via Flags tell the sailors the start sequences, it's a show stopper. No Flag Person. No Racing.

The role of the **Flag Person** is to raise and lower all flags for the start and finish of a race in the correct time sequences according the sailing instructions, it's usually a 5-minute sequence but sometimes a 3-minute sequence.

2. REQUIREMENTS / QUALIFICATIONS

Flag Person duty requires the volunteer to have a current WORKING WITH CHILDREN CHECK in accordance with Club policy.

It is a compulsory requirement of the State Government that all volunteers, officials and anyone with supervision of children at grassroots sports (or events) hold a valid Working with Children permit. RGYC encourages visitation and participation from people of all ages, and therefore all of our volunteers are required to complete the Working With Children Check (WWCC). The WWCC is **free for volunteers**.

If you do not already have a WWCC, please visit workingwithchildren.vic.gov.au/about-the-check/when-you-need-a-check

and complete your application online before continuing with this volunteer form. If you require assistance in completing the online WWCC application, the RGYC office would be happy to assist you - please visit reception or phone (03) 52293705.

Once you have obtained your WWCC, please provide the details via RGYC website/ Volunteers or contact the RGYC office for assistance

3. DUTY DURATION

Start Time You need to be at the club before briefing which is normally 12:00 hrs. The Calendar is published on the club site, time can change, allow 2 hours prior to race start. [RGYC-Racing-Calendar](#)

Finish Time Typically about 16:30, depending what is happening on the day, bare in mind, you will be on a boat.

4. WHO TO I REPORT TOO

You are to report to the Race Officer RO, they will be person conducting the briefing.

Confirm which boat the RO is using and when it's leaving the marina.

5. WHAT DO I NEED TO BRING

You need to bring with you what you would normally take for a day outside:

- PFD if you have own and are going on a Rib or Hard Side
- Hat, jacket, clothes suitable for the weather forecast for that day.
- Suncream, the club provides it but you may prefer your own
- Food, The start boat usually leaves the marina just before 13:00 so bring own lunch or Snack.
- Water is available

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6. WHAT EQUIPMENT DOES THE CLUB SUPPLY

The club will provide all the flags you need, For Alpha One and Eclipse, they are usually already on the boat.

If you are going to be on a Hard side or Rib you will need a PFD, Flag bag, 8 poles, tape etc.

7. WHERE WILL I FIND THE EQUIPMENT, I NEED

The Flag bag and PFD can be signed out and signed back in, in the Sailing Managers Office. Which is located on the same side of the building as reception, just follow the passage to the end.

Poles etc should be on the boat or in the container

8. DUTY LOCATION

On the Start Boat.

9. DUTY DESCRIPTION

The role of Flag Person includes the following tasks:

- Collect the equipment referred as per paragraph 6 above.
- Report to RO as per paragraph 4 above.
- Find all the flags you will need for the starting sequence, they will include Orange, Preparatory, Class Flag (S) AP, A, Course flags, X, 1st sub
- The sailors must be able to see all the flags, so discuss with the RO where and how he wants flags attached and get the flags ready. The flags may be going on poles or on flag poles.
- After the start, you will also need Blue, N, L,
- Confirm with the RO when to pull the Orange and Course flags down, usually 10 minutes after the start.
- When the leading boat commences the last leg to finish raise the Blue Flag.
- If there is to be another race L is normally flown,
- If the wind shifts or any other delay the AP may be flown.
- Note: Always roll flags up so you see the identification mark on the cored of the flag.

10. DOCUMENTS I NEED TO FAMILIAR WITH.

A copy of the Race Signals see attached.

RACE SIGNALS

The meanings of visual and sound signals are stated below. An arrow pointing up or down (↑ ↓) means that a visual signal is displayed or removed. A dot (•) means a sound; five short dashes (-----) mean repetitive sounds; a long dash (—) means a long sound. When a visual signal is displayed over a class flag, fleet flag, event flag or race area flag, the signal applies only to that class, fleet, event or race area.

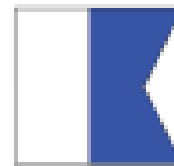
Postponement Signals



AP Races not started are *postponed*. The warning signal will be made 1 minute after removal unless at that time the race is *postponed* again or *abandoned*.



AP over H Races not started are *postponed*. Further signals ashore.



AP over A Races not started are *postponed*. No more racing today.

AP over a Numeral Pennant 1-9

Postponement of 1-9 hours from the scheduled starting time.



Pennant 1 ↑••• ↓•



Pennant 2 ↑••• ↓•



Pennant 3 ↑••• ↓•



Pennant 4 ↑••• ↓•



Pennant 5 ↑••• ↓•



Pennant 6 ↑••• ↓•



Pennant 7 ↑••• ↓•

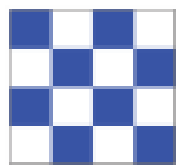


Pennant 8 ↑••• ↓•

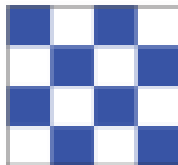


Pennant 9 ↑••• ↓•

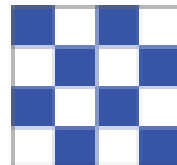
Abandonment Signals



N All races that have started are *abandoned*. Return to the starting area. The warning signal will be made 1 minute after removal unless at that time the race is *abandoned* again or *postponed*.

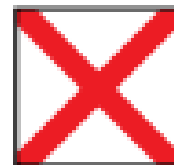


N over H All races are *abandoned*. Further signals ashore.



N over A All races are *abandoned*. No more racing today.

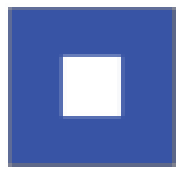
Safety



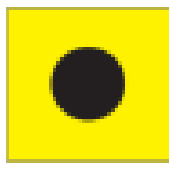
V Monitor communication channel for safety instructions (see rule 37).

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Preparatory Signals



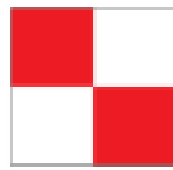
P Preparatory signal.



I Rule 30.1 is in effect.



Z Rule 30.2 is in effect.



U Rule 30.3 is in effect.



Black flag. Rule 30.4 is in effect.

Recall Signals

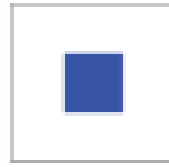


X Individual recall.



First Substitute General recall. The warning signal will be made 1 minute after removal.

Shortened Course



S The course has been shortened. Rule 32.2 is in effect.

Changing the Next Leg



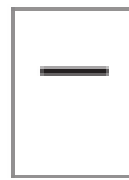
C The position of the next *mark* has been changed:



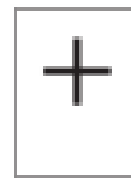
to starboard;



to port;

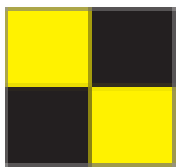


to decrease the length of the leg;



to increase the length of the leg.

Other Signals



L Ashore: A notice to competitors has been posted. Afloat: Come within hail or follow this vessel.



M The object displaying this signal replaces a missing *mark*.



Y Wear a personal flotation device (see rule 40).



(no sound)

Orange flag. The staff displaying this flag is one end of the starting line.



(no sound)

Blue flag. The staff displaying this flag is one end of the finishing line.