



## 2015 CYC FROSTBITING TIMER's SCRIPT PM Session



Event	Race Time	Sound	Script
Postponement (or General Recall)	PRO's call	< TWO LONG HORNS >	"AP (or General Recall) up with TWO sounds."
	PRO's call		"ONE minute to AP (or General Recall) down and a GUN"
	PRO's call	< LONG HORN >	"Gun!; ONE minute to a < class name > warning."
			Call attention to the first scheduled warning at 30, 20, 15, 10 and 5 minutes in advance.
Class Warning - <Class> Flag Up	13:30	<THREE LONG HORNS>	"Three Long Sounds!; THREE minutes to <Class> flag down and a Long Sound"
			"30...15...10...5...4...3...2...1..."
Preparatory	13:31	<TWO LONG HORNS>	"Two Long Sounds!; Two minutes to <Class> flag down and a Long Sound"
Tape Recorder Started for/by PRO	13:31:30	<ONE LONG HORN, THREE SHORT HORNS>	"Start tape recorders"; 90 seconds to <Class> flag down and a Long Sound"
	13:32	<ONE LONG HORN>	"One Long Sounds!; One minute to <Class> flag down and a Long Sound"
	13:32:30	<THREE SHORT HORNS>	"Three short sounds!; 30 seconds!"
	13:32:40	<TWO SHORT HORNS>	"Two short sounds!;20 seconds!"
	13:32:50	<ONE SHORT HORN>	"One short sound!;10 seconds!"
		<Short Horn at each second if using Ollie>	"5...4...3...2...1..."
< Class > Start	13:33	<LONG HORN>	"LONG HORN!" <Class> flag down

If you have more than one class starting, you would repeat same sequence for each subsequent class.

Frostbiting will generally use Ollie – which is an automated timing system that sounds the horns based on this sequence.

Appendix S – US Sailing Prescription prescribes when sailing instructions indicate:

S1 – Course and Postponement signals may be made orally

S2 – Audible signals shall govern, even when supplemental visual signals (flags) are also used.

S3 – Starting Sequence shall consist of (the above) sound signals made at the indicated times.

We do not use Prep Flag with Frostbiting, your Class flag goes up at the 3 minute Warning, prep and the start are governed by the sounds. You generally have time between each start to restart Ollie for the next class start.