


# COURSE CARDS

VERSION

**3 November 2026**

# How this book reads

Each course has two pages. The first carries the course: its number, the wind it is sailed in, the map, and the marks in order from start to finish with the side to leave each on. Over the page the same map is drawn full size, turned on its side: turn the book to read it. The landing beaches, the race flags, the start sequences and the radio follow the courses.

## KEY TO THE MAPS



Start and finish



Leave the mark to starboard



Leave the mark to port


Start or finish line


Australian Sailing buoy


Navy buoy


Laid mark, set on the day


Landing beach, where a capsized skiff is righted

Version 3 November 2026 · A guide to the courses, not for navigation: the race officer lays the laid marks on the day, and the sailing instructions govern.

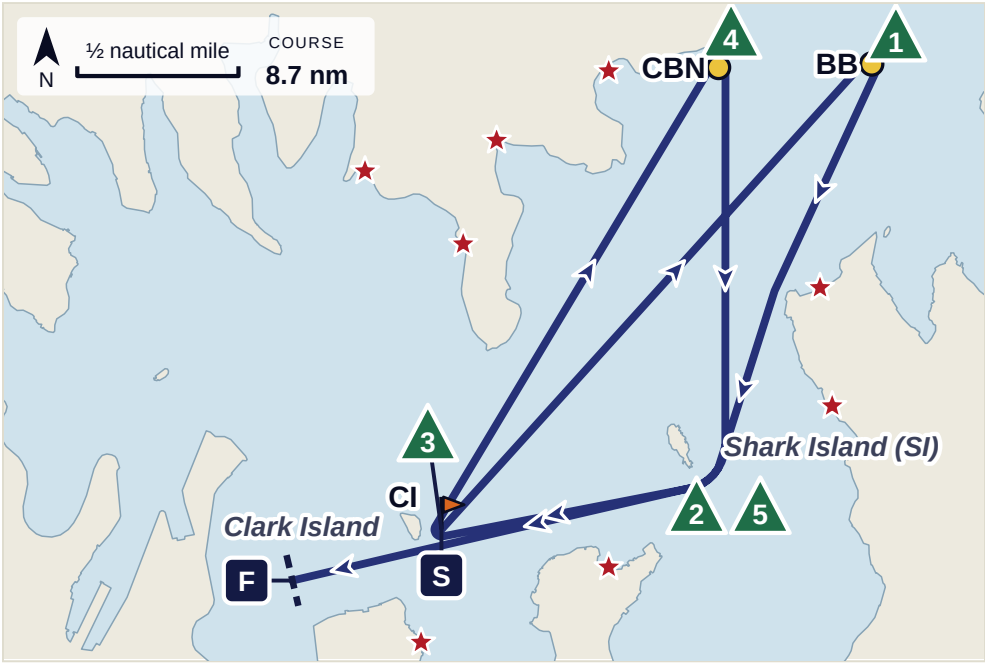
Map data © OpenStreetMap contributors, under the Open Database Licence. The Australian Sailing buoys are placed from Transport for NSW's register of aids to navigation, © State of New South Wales, under Creative Commons Attribution 4.0.

COURSE
1

WIND
NE

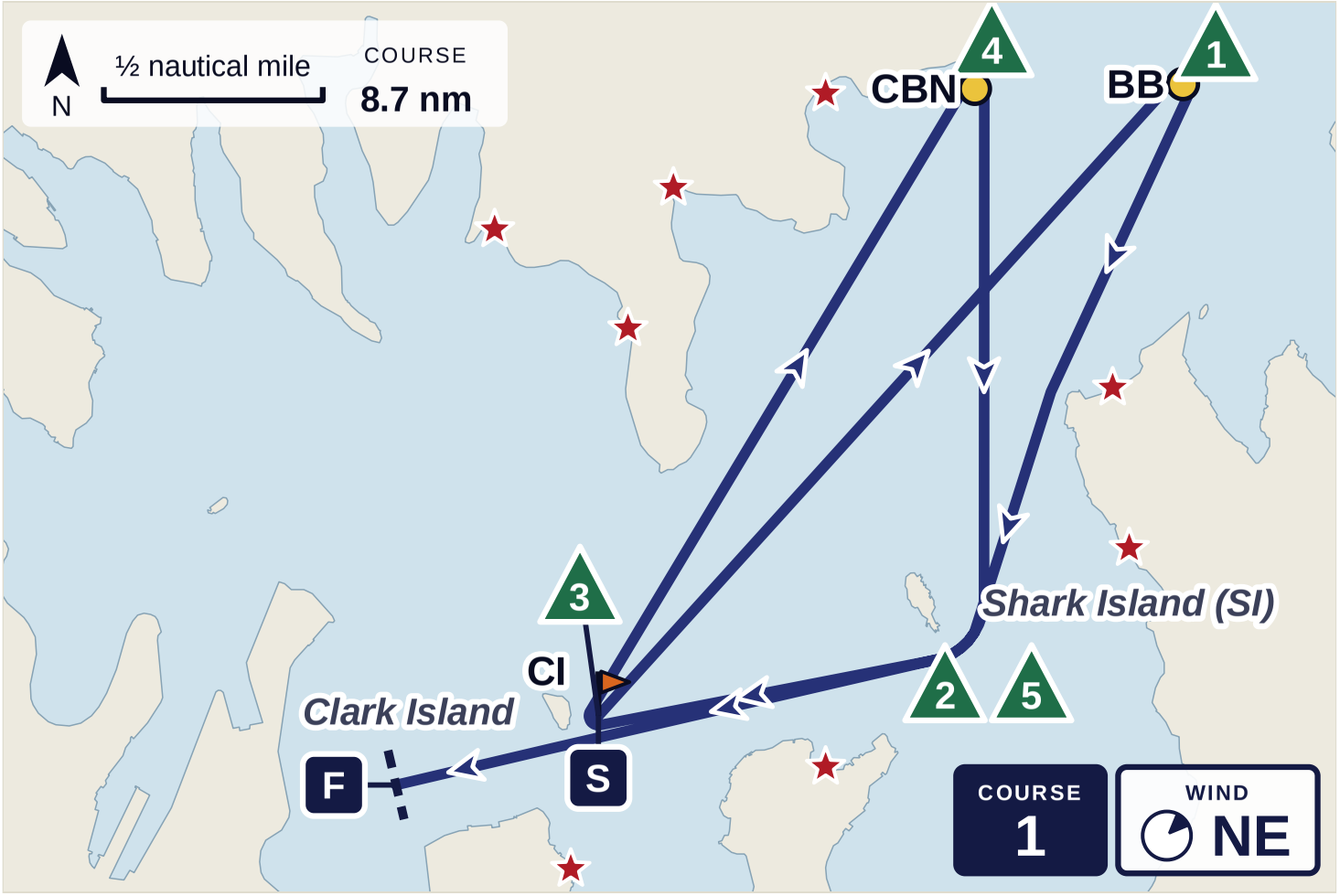
# No. 1 North-Easterly course

Wind: North-easterly sea breeze · Start: Off Clark Island




- **S** Start at Clark Island Flag (CI)
- **1** Beashel Buoy (BB), to starboard
- **2** Shark Island (SI), to starboard
- **3** Clark Island Flag (CI), to starboard
- **4** Chowder Bay North Mark (CBN), to starboard shortened course mark
- **5** Shark Island (SI), to starboard
- **F** Finish west of Clark Island (CI)

Sydney Flying Squadron course cards · Version 3 November 2026 · Not for navigation: the race officer lays the laid marks on the day, and the sailing instructions govern.

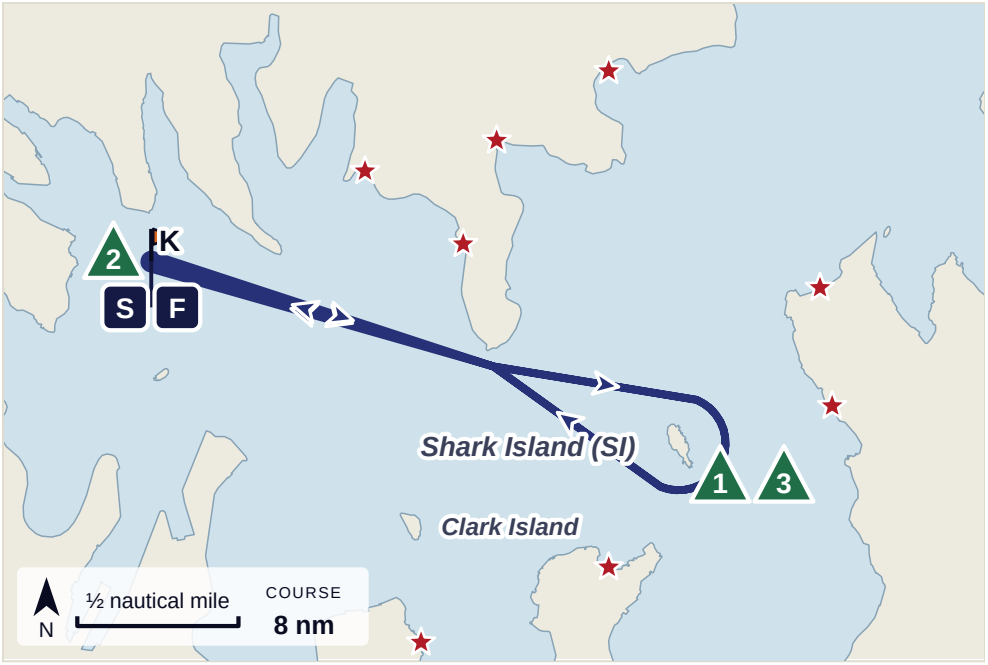

N
½ nautical mile
COURSE
8.7 nm
CBN
4
BB
1
3
Cl
Clark Island
F
S
Shark Island (SI)
2
5
COURSE
1
WIND
NE

COURSE
**2**

WIND
**E**

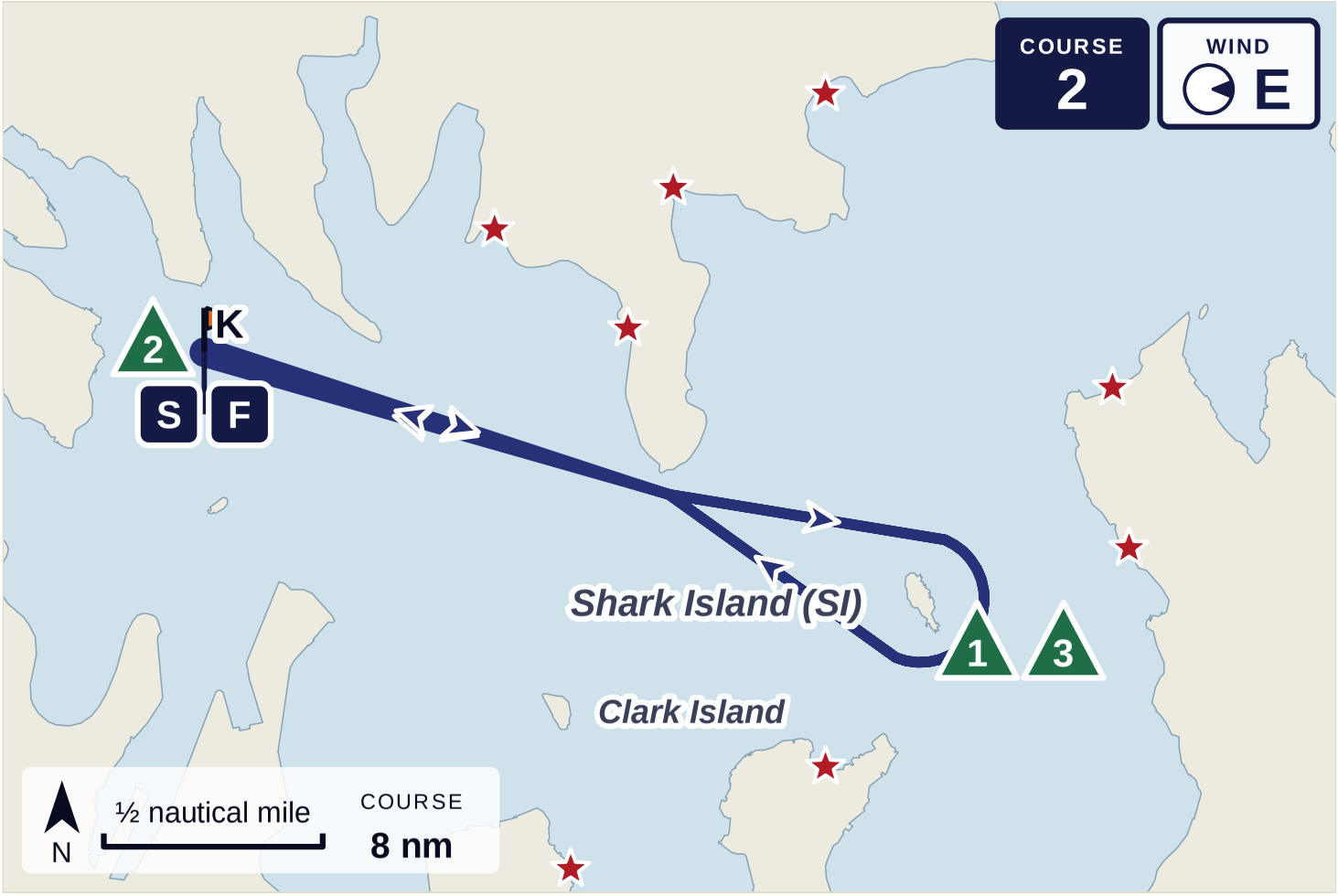
# No. 2 Easterly course

Wind: Easterly · Start: Off Kurraba Point




- **S** Start at Kurraba Point Mark (K)
- **1** Shark Island (SI), to starboard shortened course mark
- **2** Kurraba Point Mark (K), to starboard
- **3** Shark Island (SI), to starboard
- **F** Finish at Kurraba Point Mark (K)

Sydney Flying Squadron course cards · Version 3 November 2026 · Not for navigation: the race officer lays the laid marks on the day, and the sailing instructions govern.

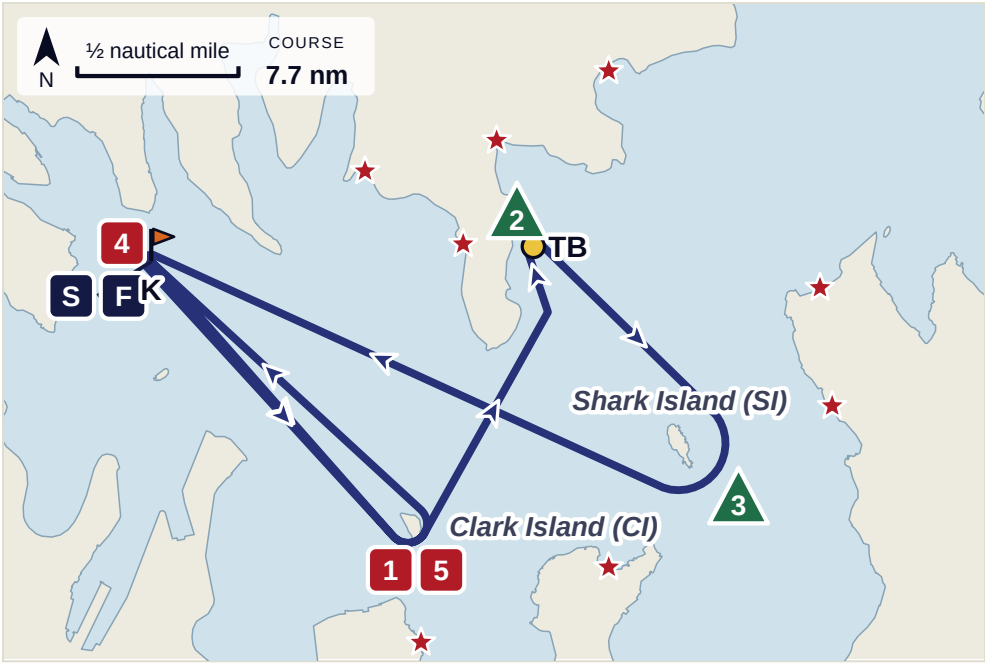

COURSE
2
WIND
E
K
2
S
F
Shark Island (SI)
1
3
Clark Island
N
½ nautical mile
COURSE
8 nm

COURSE
**3**

WIND
**SE**

# No. 3 South-Easterly course

Wind: South-easterly · Start: Off Kurraba Point




| | |
|---|---|
| S | Start at Kurraba Point Mark (K) |
| 1 | Clark Island (CI), to port |
| 2 | Taylors Bay Mark (TB), to starboard |
| 3 | Shark Island (SI), to starboard shortened course mark |
| 4 | Kurraba Point Mark (K), to port |
| 5 | Clark Island (CI), to port |
| F | Finish at Kurraba Point Mark (K) |

Sydney Flying Squadron course cards · Version 3 November 2026 · Not for navigation: the race officer lays the laid marks on the day, and the sailing instructions govern.

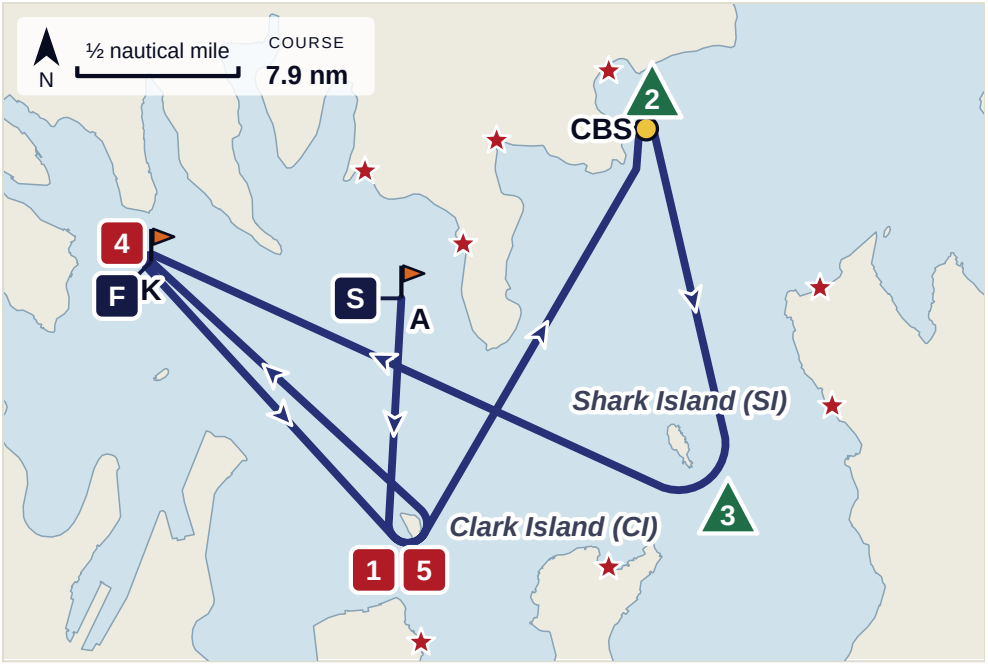

N
½ nautical mile
COURSE
7.7 nm
COURSE
3
WIND
SE
4
S
F
K
2
TB
Shark Island (SI)
3
Clark Island (CI)
1
5

COURSE
**4**

WIND
**S**

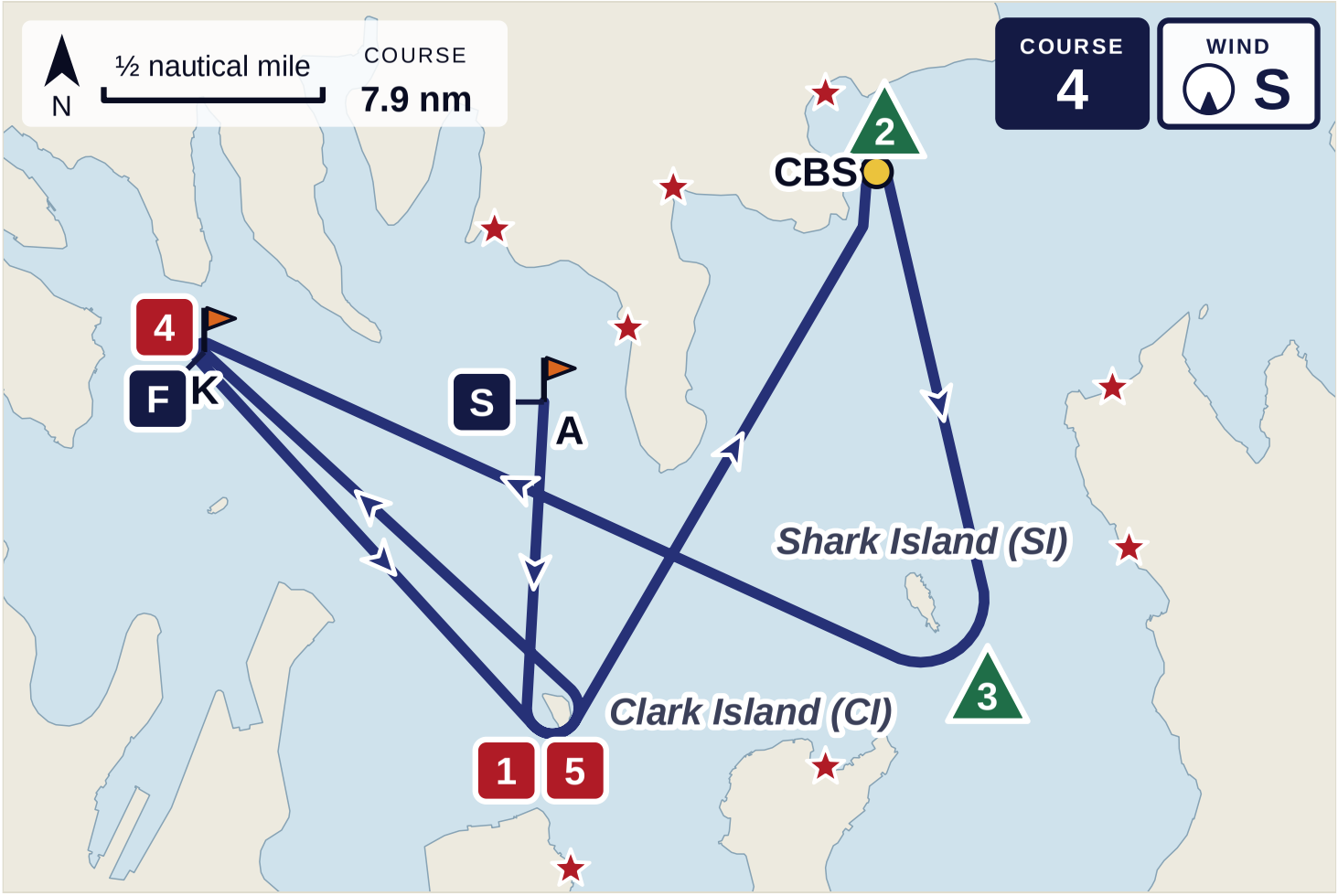
# No. 4 Southerly course

Wind: Southerly · Start: Athol Bay




| | |
|---|---|
| S | Start at Athol Bay Flag Mark (A) |
| 1 | Clark Island (CI), to port |
| 2 | Chowder Bay South Mark (CBS), to starboard |
| 3 | Shark Island (SI), to starboard shortened course mark |
| 4 | Kurraba Point Mark (K), to port |
| 5 | Clark Island (CI), to port |
| F | Finish at Kurraba Point Mark (K) |

Sydney Flying Squadron course cards · Version 3 November 2026 · Not for navigation: the race officer lays the laid marks on the day, and the sailing instructions govern.

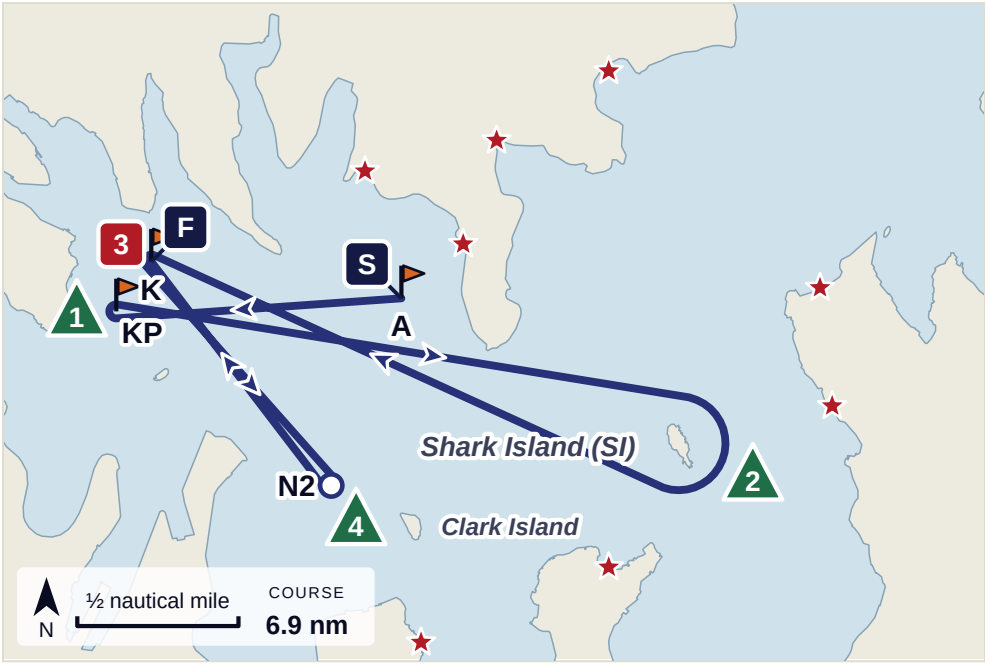

N
½ nautical mile
COURSE
7.9 nm
COURSE
4
WIND
S
2
CBS
4
F
K
S
A
Shark Island (SI)
3
Clark Island (CI)
1
5

COURSE
**5**

WIND
**SW W NW**

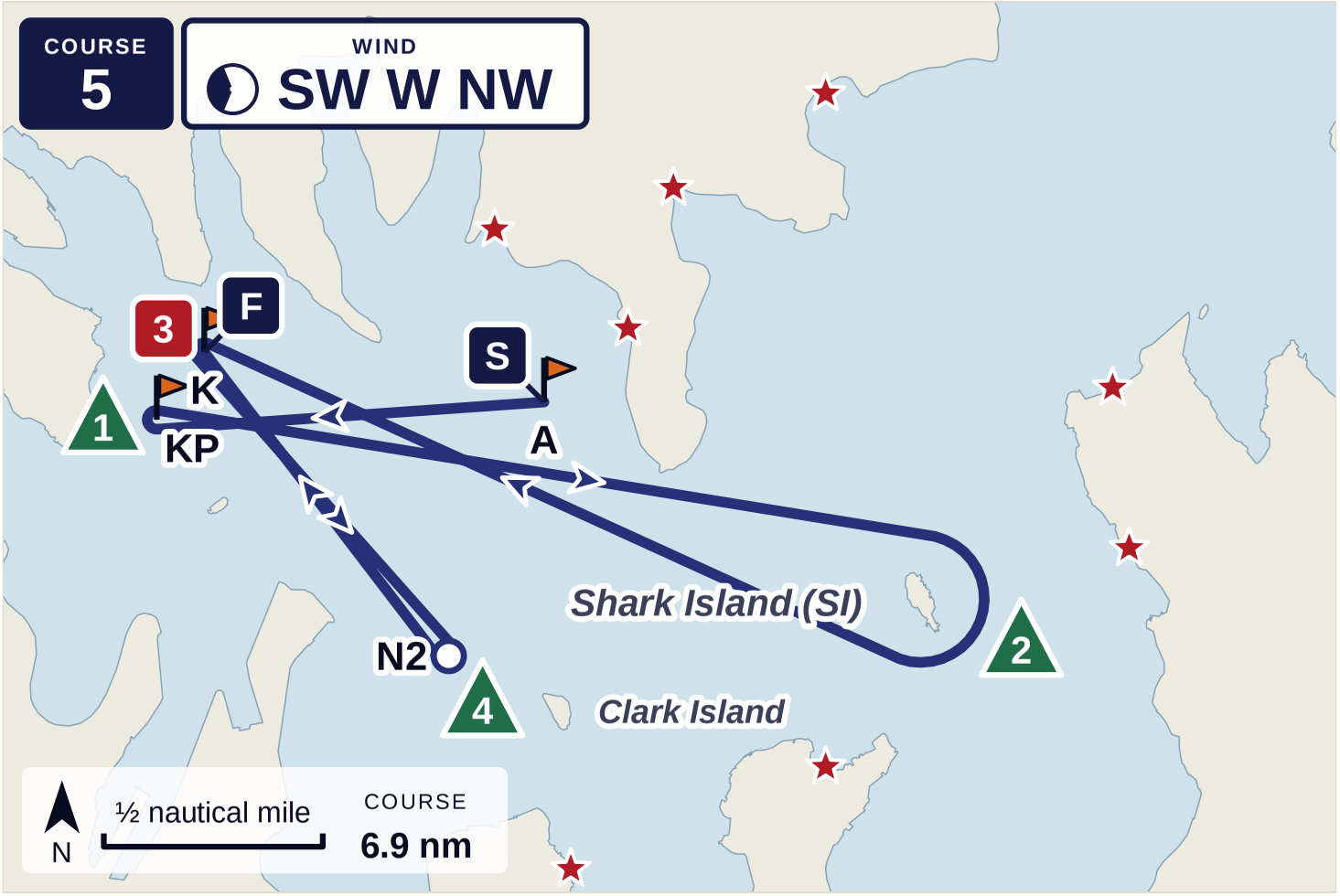
# No. 5 Westerly course

Wind: Westerly · Start: Athol Bay




- **S** Start at Athol Bay Flag Mark (A)
- **1** Kirribilli Point Mark (KP), to starboard
- **2** Shark Island (SI), to starboard
- **3** Kurraba Point Mark (K), to port
- **4** Naval Buoy No. 2 (N2), to starboard
- **F** Finish at Kurraba Point Mark (K)

Sydney Flying Squadron course cards · Version 3 November 2026 · Not for navigation: the race officer lays the laid marks on the day, and the sailing instructions govern.

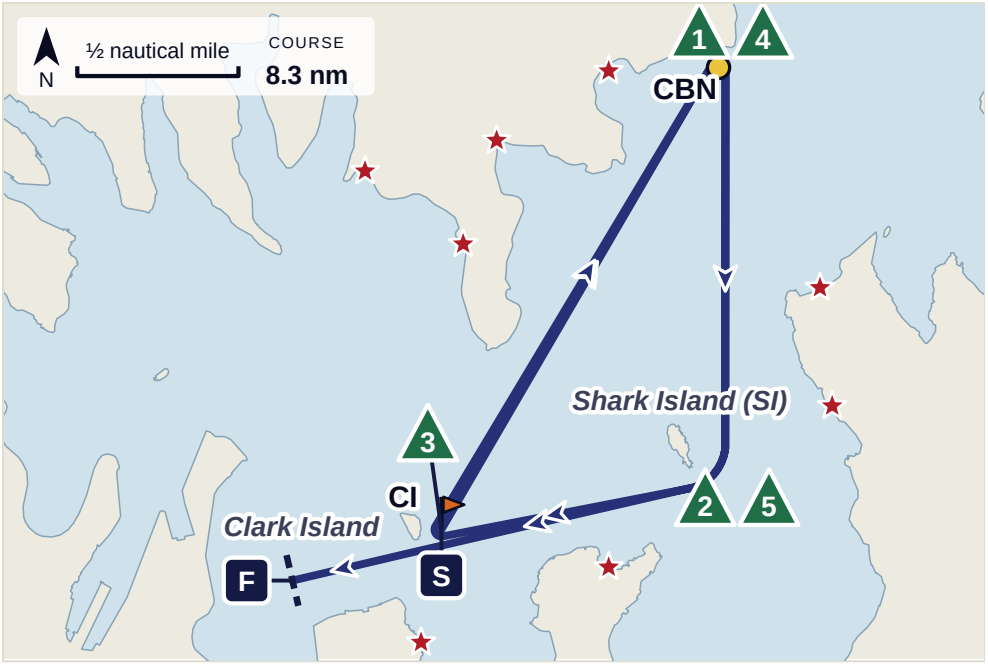

COURSE
5
WIND
SW W NW
3
F
S
K
1
KP
A
Shark Island (SI)
2
N2
4
Clark Island
N
½ nautical mile
COURSE
6.9 nm

COURSE
**6**

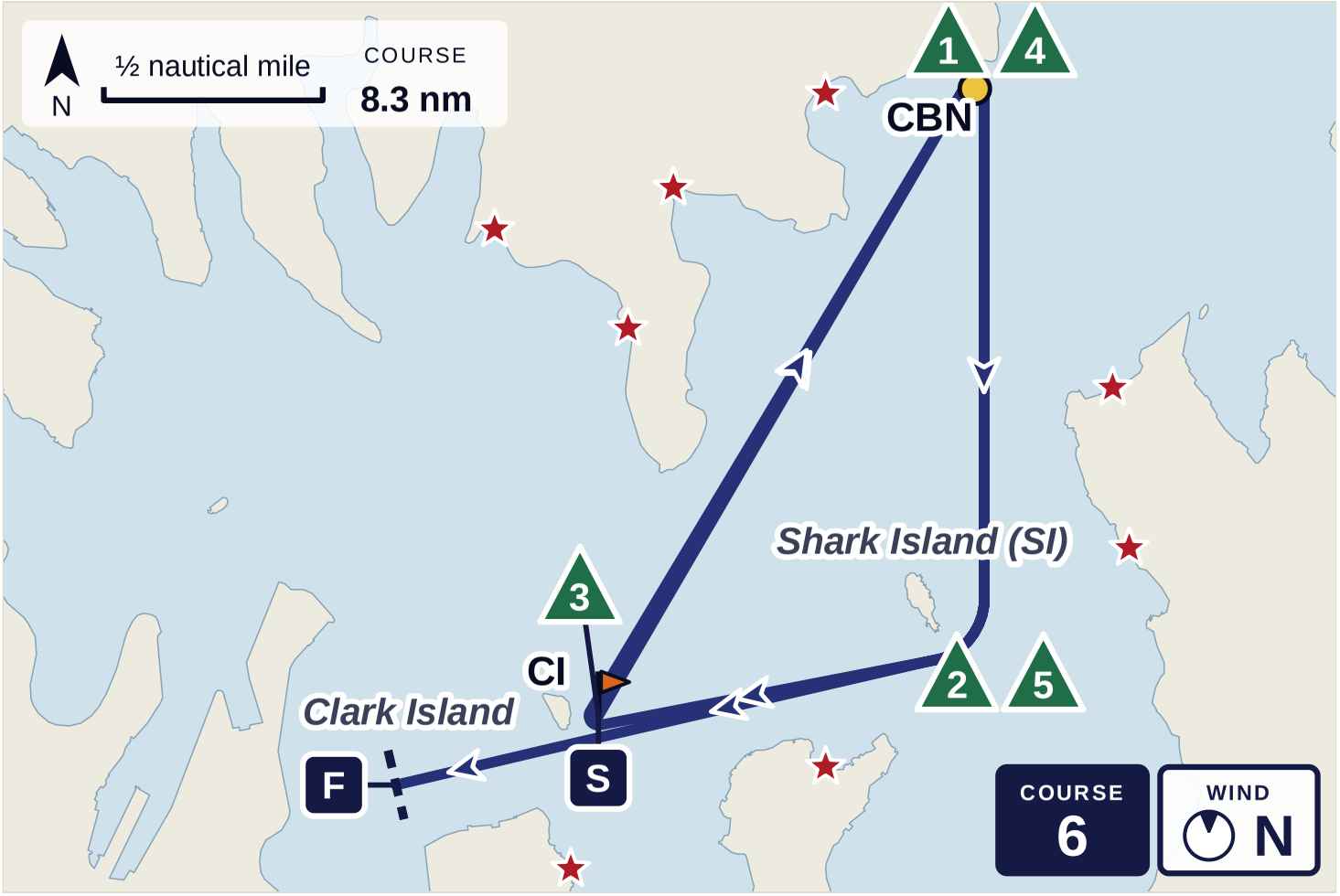
WIND
**N**

# No. 6 Northerly course

Wind: Northerly · Start: Off Clark Island



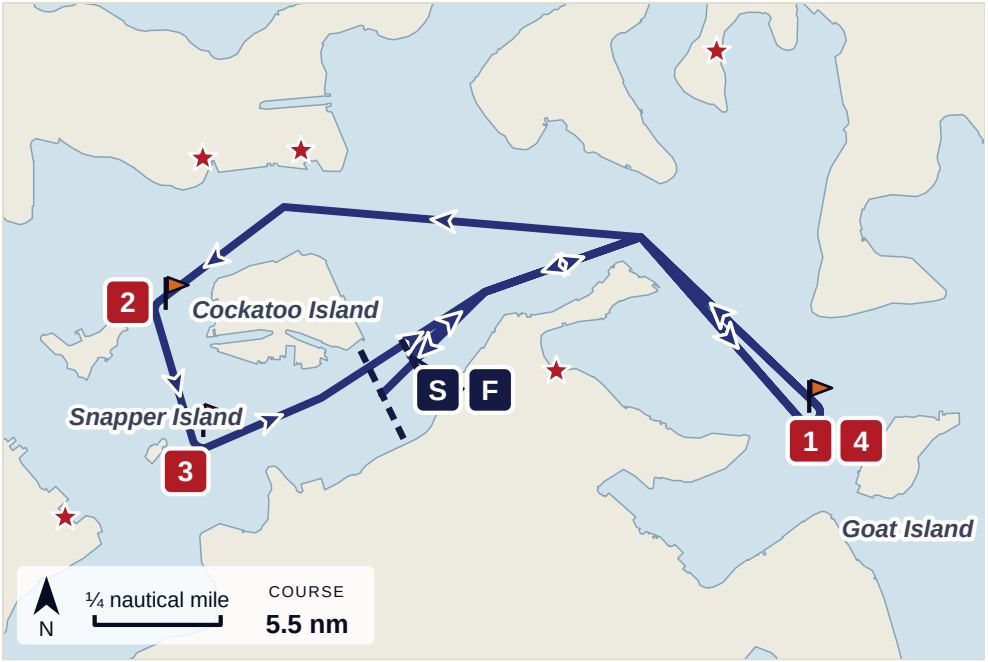

| | |
|---|---|
| S | Start at Clark Island Flag (CI) |
| 1 | Chowder Bay North Mark (CBN), to starboard |
| 2 | Shark Island (SI), to starboard |
| 3 | Clark Island Flag (CI), to starboard |
| 4 | Chowder Bay North Mark (CBN), to starboard |
| 5 | Shark Island (SI), to starboard |
| F | Finish west of Clark Island (CI) |


N
½ nautical mile
COURSE
8.3 nm
1
4
CBN
Shark Island (SI)
3
Cl
Clark Island
2
5
F
S
COURSE
6
WIND
N

COURSE
**N**

# Balmain Regatta North course

Start: Off the Balmain Sailing Club, by Cockatoo Island




- **S** — Start line, between the orange flag on the committee boat and the BSC yellow inflatable buoy, off the clubhouse, heading east
- **1** — Balmain Regatta mark west of Goat Island, to port
- **2** — Balmain Regatta mark west of Cockatoo Island, to port
- **3** — Balmain Regatta mark east of Snapper Island, to port
- **4** — Balmain Regatta mark west of Goat Island, to port
- **F** — Finish line, on the transit of the leading marks on the BSC clubhouse, across to Cockatoo Island, crossed heading west

Sydney Flying Squadron course cards · Version 3 November 2026 · Not for navigation: the race officer lays the laid marks on the day, and the sailing instructions govern.


COURSE
N
2
Cockatoo Island
S
F
Snapper Island
3
1
4
Goat Island
N
¼ nautical mile
COURSE
5.5 nm

COURSE
**S**

# Balmain Regatta South course

Start: Off the Balmain Sailing Club, by Cockatoo Island




**S** Start line, between the orange flag on the committee boat and the BSC yellow inflatable buoy, off the clubhouse, heading west

**1** Balmain Regatta mark east of Snapper Island, to starboard

**2** Balmain Regatta mark west of Cockatoo Island, to starboard

**3** Balmain Regatta mark west of Goat Island, to starboard

**4** Balmain Regatta mark east of Snapper Island, to starboard

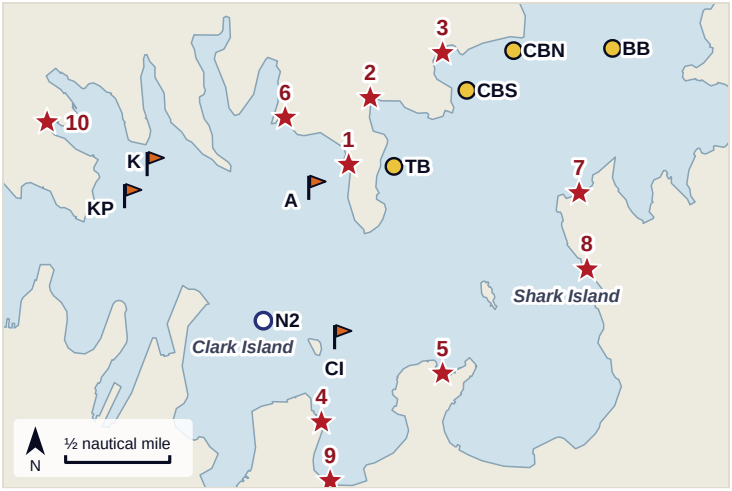
**F** Finish line, on the transit of the leading marks on the BSC clubhouse, across to Cockatoo Island, crossed heading east

Sydney Flying Squadron course cards · Version 3 November 2026 · Not for navigation: the race officer lays the laid marks on the day, and the sailing instructions govern.


COURSE
S
2
Cockatoo Island
S
F
Snapper Island
1
4
3
Goat Island
N
¼ nautical mile
COURSE
4.2 nm

# Landing beaches on the eastern harbour

Where the club races: the beaches on the club's beaching card, and those its race reports name.

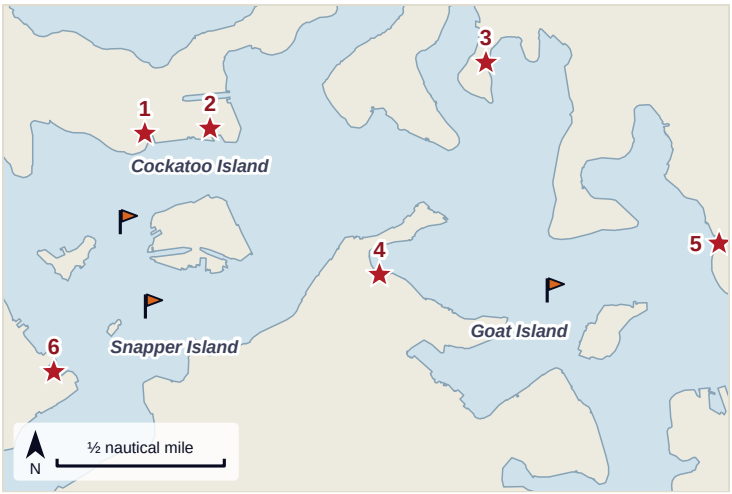



1. Athol Bay, west side of Bradleys Head. Depending on wind and tide.
2. Taylors Bay, east side of Bradleys Head. Depending on wind and tide.
3. Clifton Gardens
4. Bushell's House (Carthona), west side of Double Bay. Tide dependent. Barely available on a high tide, and overhanging fig trees make it awkward on any tide.
5. Felix Bay, Royal Prince Edward Yacht Club
6. Whiting Beach, Athol Bay
7. Shark Beach, Nielsen Park
8. Milk Beach, Vaucluse
9. Double Bay
10. The club's ramp, Careening Cove

Version 3 November 2026 · The beaches on the club's beaching card and in its race reports. Not for navigation: the rescue boat crews choose the beach on the day.

# Landing beaches on the western harbour

Where the Balmain Regatta races: the suitable landing areas on the club's map for the regatta.




1. Kellys Bush, Woolwich (western dot)
2. Kellys Bush, Woolwich (eastern dot)
3. Berry Island Reserve, Wollstonecraft
4. Snails Bay, Birchgrove Oval
5. Berrys Bay, east side (McMahons Point)
6. Birkenhead Point, Drummoyne (by Drummoyne Sailing Club)

Version 3 November 2026 · The landing areas marked on the club's map for the Balmain Regatta. Not for navigation: the rescue boat crews choose the beach on the day.

# Race flags

The flags the start boat flies on race day. Where several fly together, they are shown top to bottom as they hang. The class flag is the 18 flag.

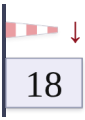
## Racing stopped or put off




**Racing abandoned for the day**
N over A over the class flag




**Race delayed**
AP over the class flag
HORN 2 horns when raised




**Race resumed**
AP lowered, the class flag stays up
HORN 1 horn
The race sequence resumes in 1 minute.

## Changes to the race



**Change to the sailing instructions**
Code flag L



**Course changed**
C



**Shortened course**
S

## Recalls at the start



**Individual recall**
X



**General recall**
First substitute

Version 3 November 2026 · From the club's Race Signal Flags, November 2021. One difference: the document shows S or Y for a course change. This page follows the Racing Rules of Sailing, where C means the course has changed and S means a shortened course.

# Scratch start

In a scratch start the whole fleet starts together. The sequence runs six minutes; the times are for a 2.30pm start.

> **From three minutes, count the red flags.** The number of red flags flying is the number of minutes to the start. When the last one comes down, you are racing.

**6 min** 14:24

### 6 minute warning

P flag raised · HORN 1 horn



**3 min** 14:27

### 3 minute warning

P flag lowered, three red flags raised · HORN 1 horn



**2 min** 14:28

### 2 minute warning

One red flag lowered



**1 min** 14:29

### 1 minute warning

One red flag lowered



**Go** 14:30

### Start

Last red flag lowered · HORN 1 horn

*No flags*

Flags that stop, change or recall a race are on the race flags page. A handicap start uses numbered boards instead, and a start at another club's regatta follows rule 26: each has a page here.

Version 3 November 2026 · From the club's Scratch Start Signal Flags, November 2021.

# Handicap start

In a handicap start the boats go one at a time, the slowest first and the scratch boat last at 2.30pm. A numbered board on the start boat counts down the minutes. **When the board showing your handicap drops, you start.**

> **Read the board as a clock with the seconds hidden.** The number is the minutes left until the scratch boat starts. The seconds are running where you cannot see them, and when they run out the board drops and the next number goes up. Your board goes up a minute before your start, so when your number appears, you have one minute.

### THE BOARDS, MINUTE BY MINUTE

A hooter sounds at 14:08 and the 21 board goes up. Every minute after that, the board that is up drops and the next number down goes up, so a boat on 12 minutes sees the 12 board go up at 14:17 and starts when it drops a minute later. The scratch board, 0, drops at 14:30, and the scratch boat starts.

| | | |
|---|---|---|
| **21** | **14:08** | Hooter: the 21 board goes up. |
| **20** | **14:10** | 20 drops, 19 goes up: boats on 20 minutes start. |
| **12** | **14:18** | 12 drops, 11 goes up: boats on 12 minutes start. |
| **1** | **14:29** | 1 drops, 0 goes up: boats on 1 minute start. |
| **0** | **14:30** | The scratch board drops: the scratch boat starts. |

Version 3 November 2026 · From Rigging Tangles, the club sailing manual, October 2019, which gives the sequence for the old 15 minute limit; the 20 minute sequence follows its pattern, as the start boat runs it, confirmed in November 2026.

# Rule 26 start

At another club's regatta the start follows rule 26 of the Racing Rules of Sailing, not the club's own signals. The whole division starts together on a five minute sequence: **five, four, one, go**.

> **Time from the flags, not the horn.** Start your watch when the class flag goes up: five minutes to go. P up, four. P down, one. Class flag down, go.

**5 min to go** — **Warning signal**
Class flag raised · HORN 1 horn




**4 min to go** — **Preparatory signal**
P flag raised · HORN 1 horn




**1 min to go** — **One minute**
Preparatory flag lowered · HORN 1 long horn




**Go** — **Start**
Class flag lowered · HORN 1 horn

*No flags*

## IF THE START GOES WRONG



**Individual recall** X · HORN 1 horn

A boat was over the line at her start signal. X stays up until every such boat has come back behind the line or an extension of it, for up to four minutes, or until one minute before the next division starts, whichever is first.



**General recall** First substitute · HORN 2 horns

The race committee cannot tell which boats were over, or something went wrong with the start. The new warning signal comes one minute after the First Substitute comes down, with one horn, and the divisions due to start after this one start after the new start.

Version 3 November 2026 · Rule 26 of The Racing Rules of Sailing 2025-2028, with rules 29 and 30 for a recall; the regatta's sailing instructions govern.

# Radio

**CHANNEL 73**

### Race committee

Course announcements, start sequences, retiring, and asking the club for help.

**CHANNEL 16**

### Distress and calling

The international emergency channel, which Marine Rescue and commercial shipping listen to.

| | |
|---|---|
| Someone's life is in danger | **MAYDAY on 16** |
| You need help, no one in immediate danger | **PAN-PAN on 16, or on 73 to the race committee** |
| Anything else: retiring, the course, the start | **Call the race committee on 73** |

## MAYDAY — Grave and imminent danger to life

**FOR** a crew member unconscious or badly hurt, the boat sinking.

**RADIO** Switch to channel 16.

1. **MAYDAY, MAYDAY, MAYDAY**
2. **This is skiff** *boat name*, *boat name*, *boat name*
3. **MAYDAY** *boat name*
4. **Position** *where you are*
   A clear landmark, or a GPS position: 200 metres north of Shark Island.
5. **Nature of distress** *what is wrong*
   Crew member unconscious. Hull breached.
6. **Require immediate rescue**
7. *Number* **persons on board**
8. **OVER**

Version 3 November 2026 · From the club's radio procedure, October 2026. The PAN-PAN call is on the next page.

## PAN-PAN Urgent, but no immediate threat to life

**FOR** dismasted, or drifting into a shipping channel.

**RADIO** Switch to channel 16, or to channel 73 to reach the race committee directly.

1. **PAN-PAN, PAN-PAN, PAN-PAN**
2. **All stations, all stations, all stations**
   Or, on channel 73: **Race committee, race committee, race committee**
3. **This is skiff** *boat name*, *boat name*, *boat name*
4. **Position** *where you are*
   A clear landmark: drifting near Sow and Pigs Reef.
5. **Nature of urgency** *what is wrong, and what you need*
   Dismasted and require a tow.
6. *Number* **persons on board, all safe**
7. **OVER**

### CHANNEL 73 ON RACE DAY

The race committee announces the course and runs the start sequence on channel 73, and a boat retiring from the race says so on it. If you need the club's help and no one is in danger, ask on 73. At another club's regatta the regatta's race committee has its own arrangements, and the race page carries them.

Version 3 November 2026 · From the club's radio procedure, October 2026, word for word, less its high power setting, 25 watts, a fixed set's figure: the fleet's radios are low-power handhelds.