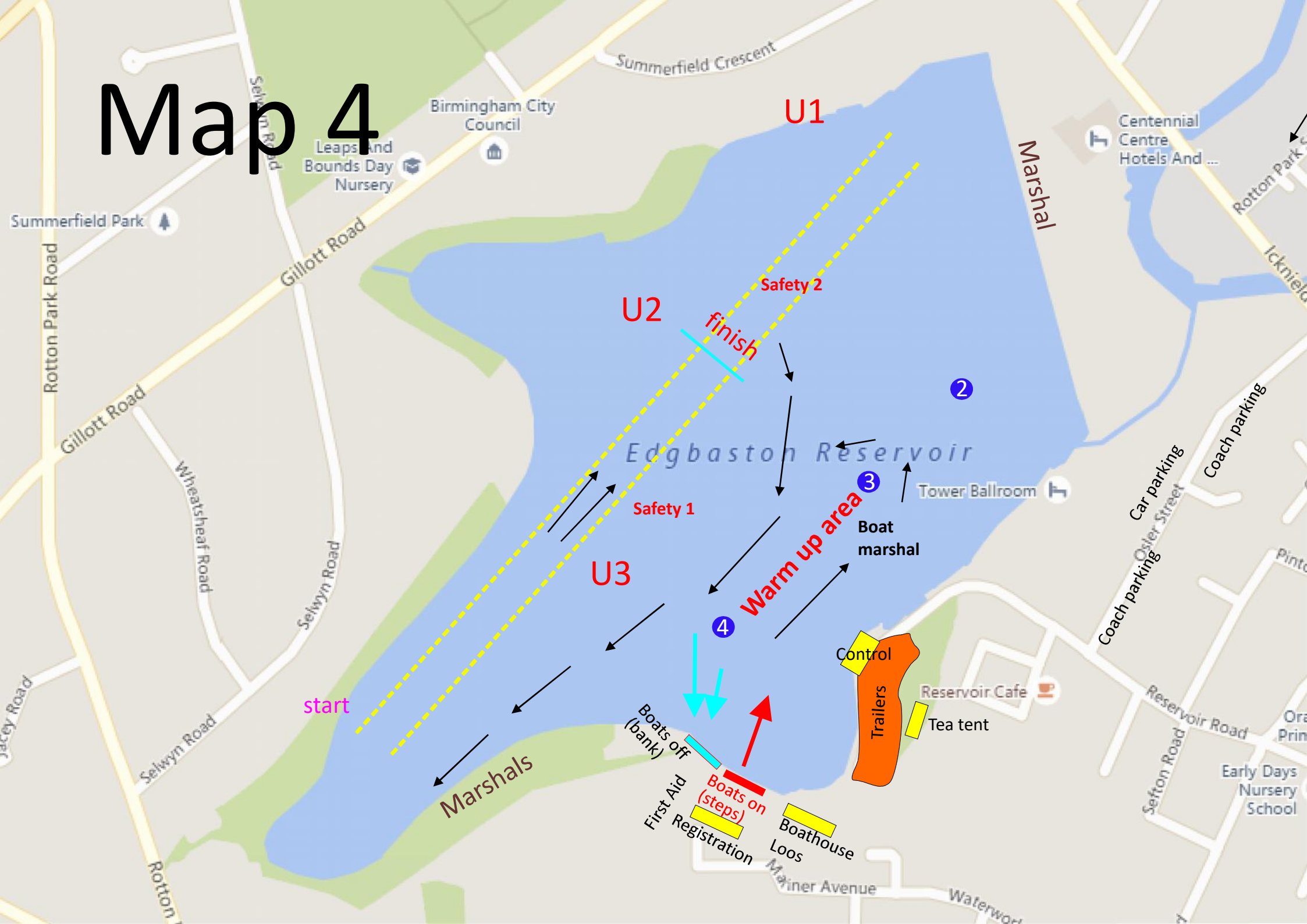


# Map 4



The starter and aligner make their way round to the creek to assist with marshaling

U1 remains in place to act as a turning marshal ensuring all crews turn early

U2 umpires the finish part of the race and acts as finish judge (a compass will be provided for this purpose, bearing = )

U3 remains the same and also keeps an eye on the end of the warm up area

The finish judge becomes the starter and aligner until assistance arrives from the Sailing Club end of the course. After that the three of you alternate the duties of starter and aligner with the spare umpire assisting with the marshaling

Boats on at the steps

Boats off at the bank in front of the Control Caravan

The warm up area is shortened for buoys 4 and 3 only.