



Balmain Sailing Club

SHWKBS Courses Race 5 2026

B1 Schedule of Races

Race Date	Race
Sunday, 1 Feb 2026	1

B2 Communication

BSC RC will be on VHF 72 for the duration of the race.

B3 Start Sequence

There will be no flags, instead a sound signal shall be given with the following sequence.

Description	Signal	Minutes
Warning	Hooter sound 5 minutes before start	5
Preparatory	Hooter sound 4 minutes before start	4
One Minute	Hooter sound 1 minutes before start	1
Start	Hooter sound made at start	0

B4 Start Times for each Division

Time	Division Warning	Division Start
12:55	1	
13:00	2	1
13:05		2

B5 Start Line & Finished Line

The starters desk is located inside the BSC clubhouse, there is no start boat.

The Start line shall be the Transit Line defined by triangular lead marks located on the club deck and building at the Eastern end of the clubhouse. These two triangles, when lined up, indicate the start line.

The line starts outside the moored boats in front of the club with an Orange flag and extends across to Cockatoo Island.

B6 Courses Selection & Shortened Course

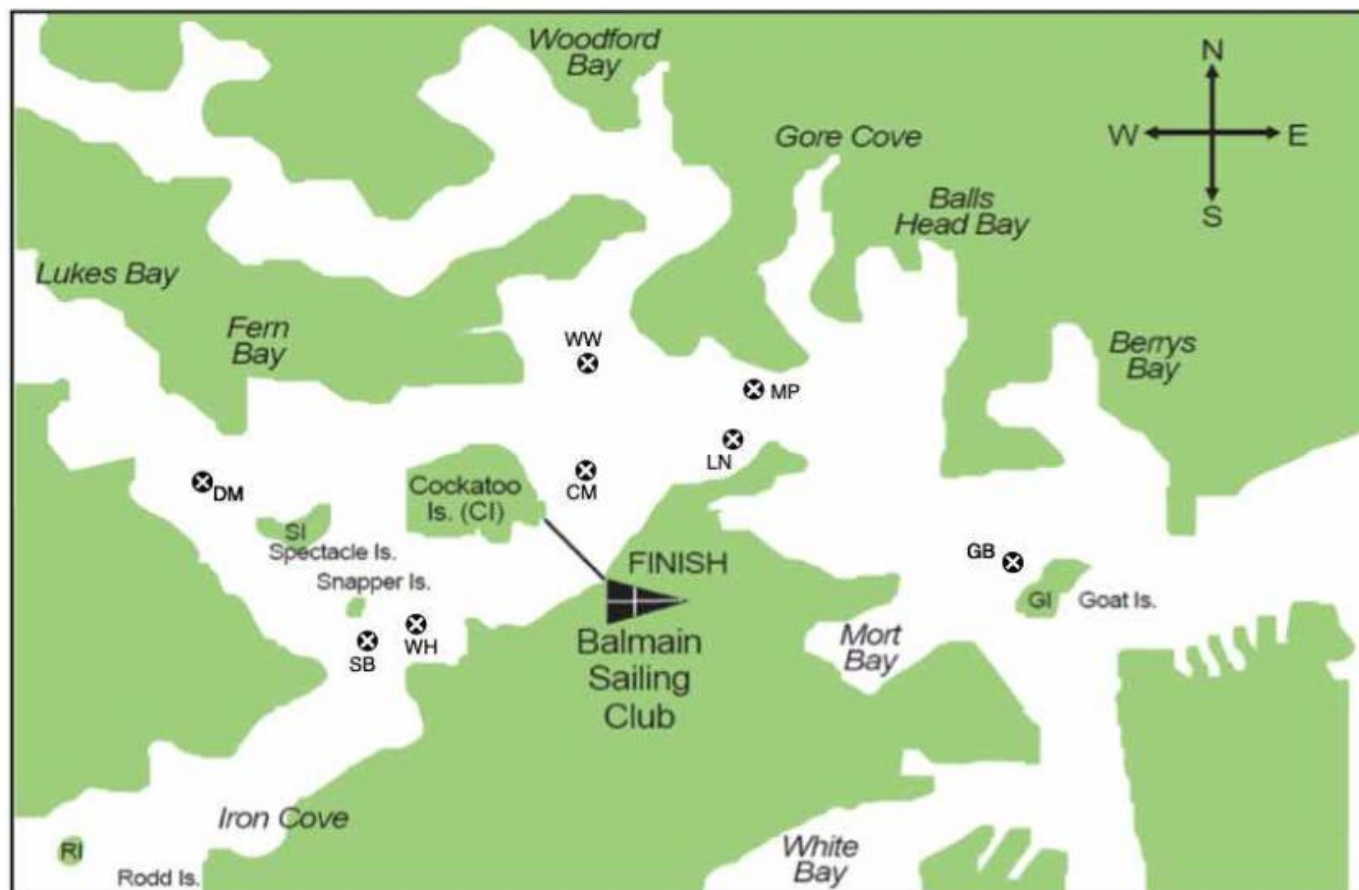
There are 4 courses available. Course selection will be communicated via VHF 72 from BSC RC. The course may shorten once the racing is underway, RC will indicate this with 2 sound signals and repeated notification on VHF 72.

B7 Marks

All laid marks will be a red chequered flag mark.

For a detail description of the rounding marks see 'B8 Chart of Marks'

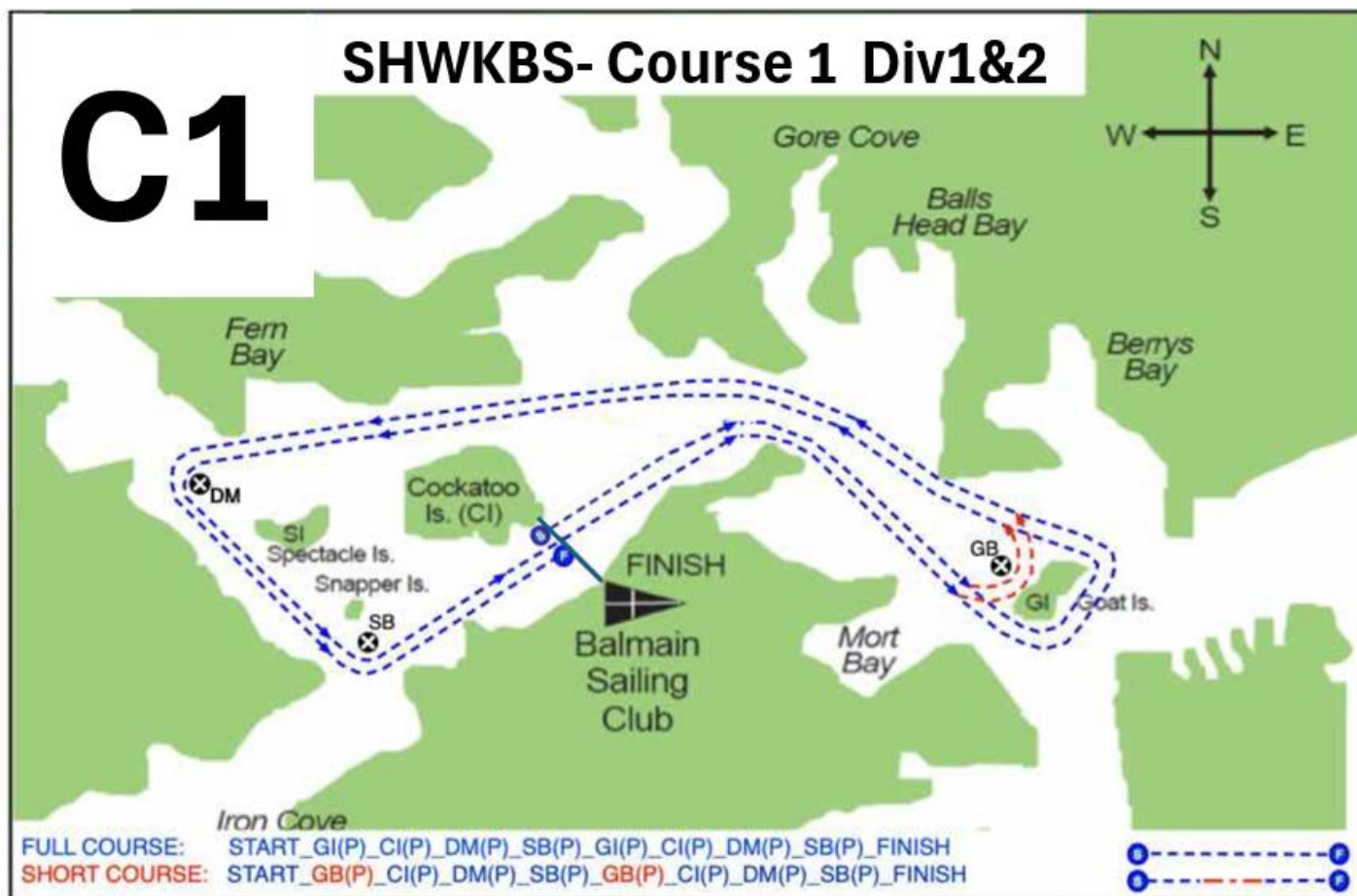
B8 Chart of Marks



Mark	Mark Descriptions
CI	Cockatoo Island
CM	Laid mark E of Cockatoo Island
DM	Laid mark NE of Drummoyne
GB	Laid mark W of Goat Island
GI	Goat Island
LN	Laid mark W of Robinsons Point (Long Nose)
MP	Laid mark S of Manns Point
SB	Laid mark SE of Snapper Island
SI	Spectacle Island
WH	Laid mark NW of White Horse Point Lookout (Dawn Fraser)
WW	Laid mark E of Clarkes Point Reserve (Woolwich)

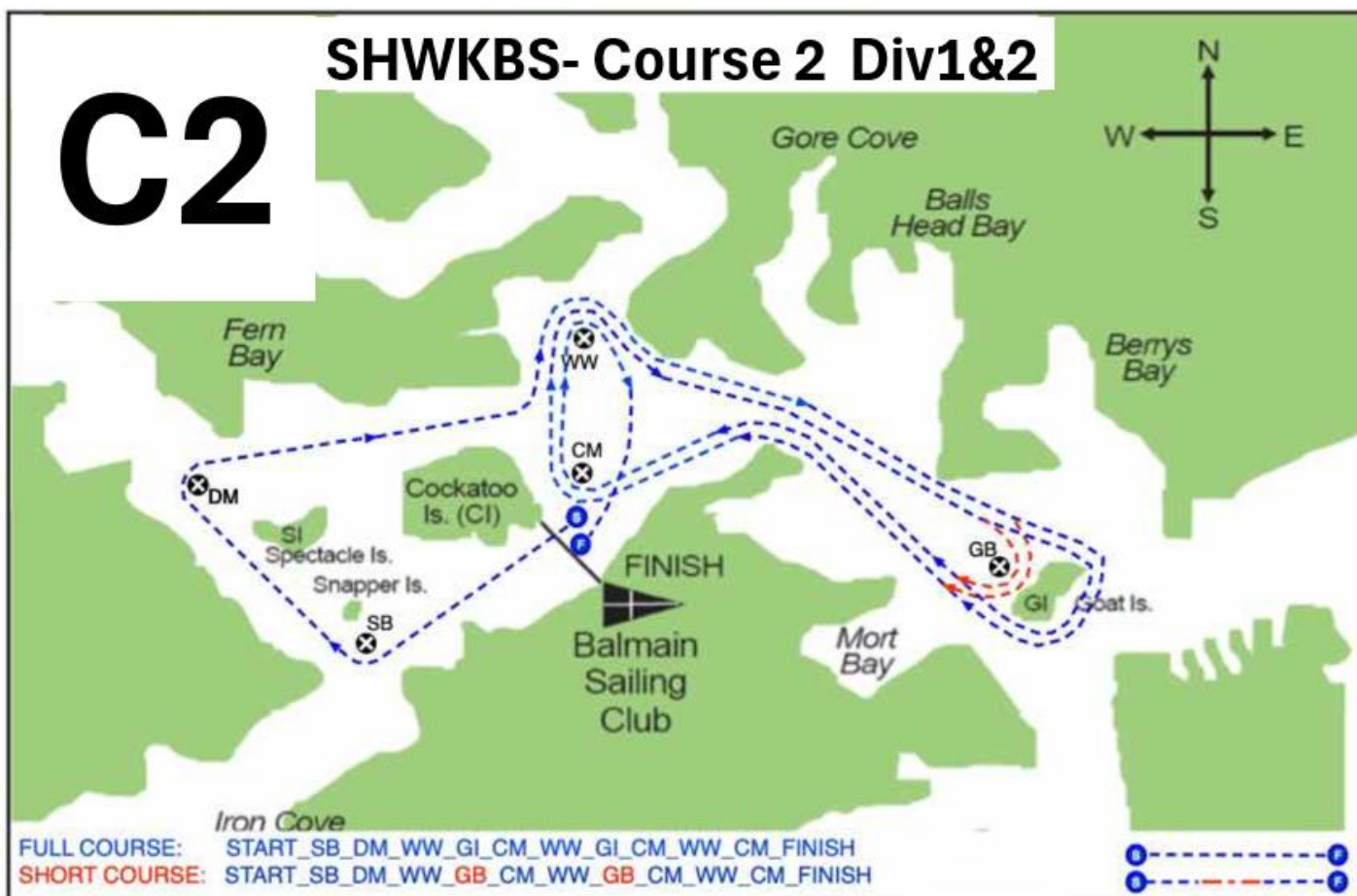
C1

SHWKBS- Course 1 Div1&2



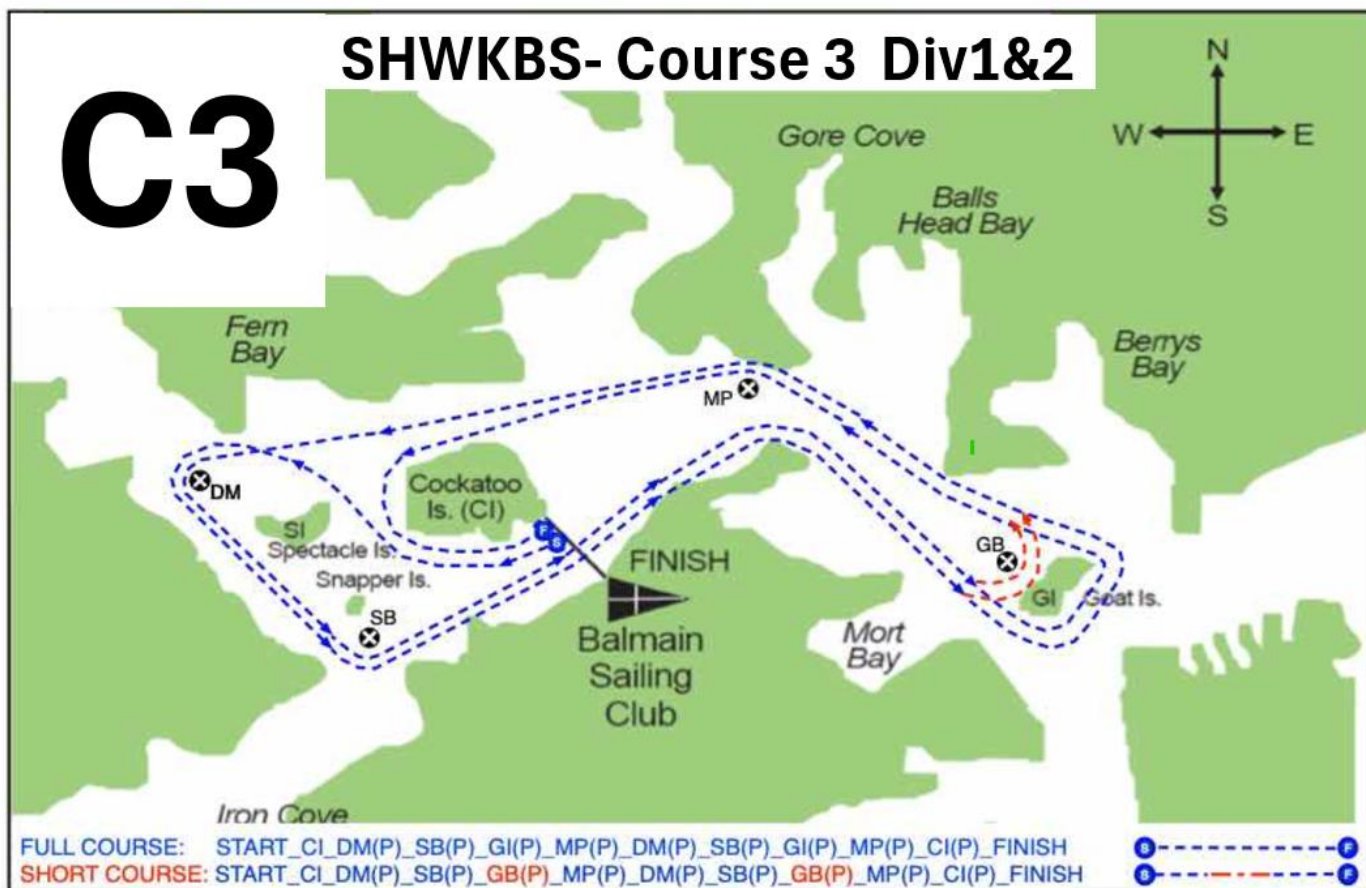
C2

SHWKBS- Course 2 Div1&2



C3

SHWKBS- Course 3 Div1&2



C4

SHWKBS- Course 4 Div1&2

