



**The Shorthanded Sailing Association of Australia Inc  
The 2014 Pittwater to Port Stephens  
Short Handed Yacht Race**

**Radio Instructions**

**1 Rules**

- 1.1 The Handbook for Ship Station Operators should be carried on board every yacht.
- 1.2 All yachts must be licensed to transmit on VHF frequencies.

**2 Radio Check before Starting**

- 2.1 All yachts to check in with “Torquil” during the hour before the start. Each yacht must first check in on the fixed VHF. After this radio check, the radio vessel will then call the yacht to check in on their handheld VHF.
- 2.2 Yachts unable to carry out radio check to the satisfaction of the radio vessel will be considered a non-starter.

**3 Routine Reports**

- 3.1 Routine position reports are mandatory from all yachts.
  - 3.1.1 Report Times will be at 00:10, 04:10, 08:10 and 16:10 on VHF 73.
  - 3.1.2 Yachts will be called in alphabetical order and when called upon by the radio vessel, shall give their position as at 00:00, 04:00, 08:00 and 16:00 hours in Latitude and Longitude.
  - 3.1.3 All competitors are encouraged to keep note of all positions reported by completion of the schedule.
  - 3.1.4 Yachts failing to make scheduled position reports without reasonable excuse will incur a time penalty of 15 minutes per sked.
  - 3.1.5 Radio sked sheets will be supplied online

**4 Additional Communications**

- 4.1 Yachts are required to maintain a listening watch on the VHF distress frequency channel 16.
- 4.2 Yachts with HF fitted should maintain a listening watch on HF 2182.

**5 On Finishing**

- 5.1 Yachts must contact the radio vessel on VHF 16 / 73, immediately after finishing at Port Stephens. If in mobile range send voice or text message with finishing time to 0414 344 914.
- 5.2 Yachts unable to contact the radio vessel directly on finishing are asked to ensure their arrival is relayed through another competitor as soon as practical.

**6 Radio Vessel/s**

- 6.1 The nominated radio vessel is **Torquil**. Peter McCorquodale is the Radio Officer.