



Before Leaving Dock

- * **Cover the jobs:** PRO, Boat Operators, Mark Setter, Wind Reader, Spotter/recorder, Timer, Sounder, Signaler, Line Sighter, Scorer
- * **Equipment:** Marks, Ground Tackle, Flags and staffs or halyards, Horn, Backup sound-maker, Course Board, calculator or computer,
- * **Supplies:** Enough fuel, Sailing Instructions, Registration List, Recording Forms, Scoring Forms, Notepaper, pencils, dry markers, extra canisters for horn.
- * **Read the SIs** for schedule, time limits, clock limits

In Start Area: Be early on the water, 15-30 minutes before scheduled warning signal; 15 minutes before could be rushing a beginner; 30 minutes is not too soon. This also gets the racers out. It may take 5–10 minutes to get anchored and settled down. Tie ups are quicker.

- * **Observe wind:** Wait for the RC boat to settle into the wind and check at least every 5 minutes. Enough for boats to move and maneuver? Too much for safety? Are there white caps?
- * **Start competitors' check-in:** Set up but don't start check-in until you have someone set up for the task. Then fly the Code "L" Write down sail numbers
- * **Work out tentative course:** Pick tentative location of first mark. Lay out course on a lake chart in writing. Looking toward the possible windward mark, point to the second mark. You should be pointing to the **LEFT**, not the right of a line drawn thru you and the mark. Pick tentative location of first mark. Length sailed in 40-60 minutes in this wind?
- * **Start on time?** Ready to Start on time? Course is posted. Line is set. Timers ready? If not, get AP up by scheduled start time with two (2) horns.
- * **Check wind:** Course OK? Line bearing? (Wind \pm 90°)
- * **Set Line:** Square to wind and 125% of total length of most/biggest boats starting
- * **Set/Display course:** Board, Flags, Hail.

Starting Sequence: To avoid calculation errors, start on multiples of 5 minutes and lay out clock times & actions in 7 line table from Attention/AP to Start time.

- * Give **attention signal** before sequence? Always should be one minute interval; if dropping AP, must be one minute.
- * Warning: Class Flag + 1 sound at 5 to go
- * **Prep:** Prep Flag up + 1 sound at 4 to go. Check wind and course
- * **Prep Flag down**, + 1 long sound at 1 minute to go.
- * **Start:** Class Flag down and one sound at 0 to go.
- * **Premature Starters Identified?** Individual Recall (X + 1 sound)
- * **Can't identify most premature starters?** General Recall (1st Sub + two sounds)
- * **Something not right?** Before Start, Postpone (AP + 2 sounds) After start, abandon (N + 3 sounds) **The AP is your friend!** If in doubt about time, fly "AP."

Racers on the Course:

- * **Keep observing wind:** Course still OK?
- * **Change of course needed?** Requires good chase boat & radios; lacking, shorten instead.. Allow time for chase boat to get to mark and signal before lead boat. Signal is C Flag with multiple sounds and indicator for new mark (bearing, +, - etc.)
- * **Monitor Boats:** Time to each mark by lead boat, mid-fleet, last boat. Will they finish within time limit? Anyone in trouble?

- * Do we need to **shorten course**? Allow time to get to mark and set up before lead boat. Signal is S Flag and sounds as boats finish.
- * **See someone violate a rule or SIs**? Want them penalized? Protest; signal and hail. Start writing up protest form.

Finish Line:

- * **Set Line:** Must be set before lead boat arrives. Can and should be shorter than start line. Square to course from last mark desirable, but not essential.
- * **Ready to record finishes** (and times?) by sail number? Forms? Pencils?
- * **Record Finishes:** Every boat that crosses line in direction from last mark is a finisher until protested or proven OCS.
- * A boat is racing from her prep signal until she finishes and clears the finish line.

Scoring:

- * **PHRF:** Corr. Time = Elapsed T x Corr. Factor, Corr. Factor = 515/(715 - PHRF)
- * **Portsmouth:** Corr Time = Elapsed T x DPN/100
- * **Unless SIs change:** OCS = DNS = DNF = RET = DSQ = Entries + 1 (App. A 2.2)

Back at Dock:

- * **Put up Protest Flag** + 1 sound: To show Protest time begun
- * **Clean up & stow RC gear:**
- * **Protest Time Expired:** Take down flag w/ one sound.

Race Committee Flags

