



## DSA Race Committee -Quick Reference

### *Before Leaving Dock*

- Equipment: Marks, Ground Tackle, Flags and staffs , Horn, Backup sound-maker, Course Board, digital watch
- Supplies: Enough fuel, Sailing Instructions, Recording Forms, Scoring Forms, Notepaper, pencils
- Read the SI's for schedule, time limits, clock limits.

### *In Start Area:*

- Try to be early on the water 15 minutes before scheduled warning signal (~6:20); 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 set up. Tie up to the DSA RC mark using the green rope located on the base of the mark. You can also set the RC flag, the 'L' flag and the orange flag in the flag holder.
- **Observe wind:** After tying up, wait for the RC boat to settle into the wind and check the wind direction every couple minutes. Enough wind for boats to move and maneuver? Too much for safety? Are there white caps?
- **Check in Competitors:** Make sure that not only do you put down the sail number but also the type of boat. If a competitor does not have a sail number, list the boat type and put none for the sail number the SI's require a sail with a unique sail number to compete. However, while no number will not be scored you need to account for all boats on the course and enter that competitor as he finishes. This also lets you determine if you have enough boats to start as a fleet, five minimum.
- **Pick a tentative course:** Pick the first mark. It should be the mark you point to when you point into the wind. Looking/pointing toward the first mark, point to the second mark. Your pointer should be moving to your LEFT, not your right. Can you sail this course in 30-40 minutes in this wind? If not pick a shorter course.
- **Select class flags and starting order:** Each class should have its flag in the bundle. A fleet constitutes 5 or more boats. The starting order should be: on Keel boat nights U-20, J-24, J-22, Santana 20, "K"; on Dinghy Nights Santana 20, Lightning's, Lasers, "K". (The "K" signal flag has replaced the OOK flag)
- **Start on time?** Ready to **Start** on time? (6:20) 1) Your Course is posted. 2) Windward mark is set. 3) Line pin is set. Timers ready? If not, get the AP flag up at the scheduled start time (6:20) with two (2) horns.
- **Set Line:** Square to wind and 125% of total length of the boats starting

- **Set/Display course:** Board, Flags, Hailer.

**Starting Sequence:** To avoid calculation errors, start on the minute preferably with a digital watch; synchronize watches with your help. Give an attention signal before the first Class Flag. There should be a one (1) minute signal before the first signal. If dropping the “AP”, it must be one minute.

**Warning:** Class Flag + 1 sound. (5 minutes to go)

**Prep:** Prep Flag up + 1 sound (4 minutes to go)

**Prep Flag down,** + 1 long sound (1 minute to go)

**Start:** Class Flag down and one sound. (go)

**Premature Starters Identified?** Individual Recall (“X” flag + 1 sound)

**Can’t identify most premature starters?** General Recall (“1st Sub” flag + two sounds)

### ***Racers on the Course:***

- Keep observing wind: Course still OK for the next race?
- Change of course needed. At 30 minutes to go, check where the racers are on the course. Shorten the course if the racers have a number of marks to go. Move to the next mark in front of the lead boat; setup and take finishes there.
- Monitor Boats: Keep track of the boats on the course if the wind picks up. Anyone in trouble? Leave your station and offer assistance if necessary.

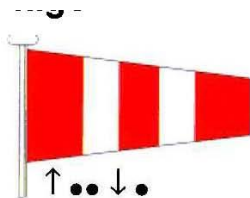
### ***Finish Line:***

- Set Line: Must be set before lead boat arrives. Can and should be shorter than start line. Square to the course from the 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.

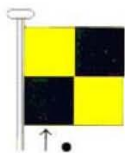
### ***Back at Dock:***

- Note your docking time, hoist B flag w/ one sound on the DSA Flag pole ***only if you have been notified by a competitor while on the water that they intend to formally protest.***
- Be prepared to accept any protests write up by racers.
- Clean up & stow RC gear:
- Thirty (30) minutes after hoisting B flag, Protest Time Expired: Take down B flag w/ one sound.

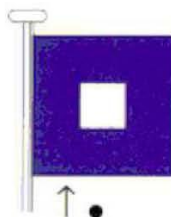
## Flags



Postpone



Come within Hail - L



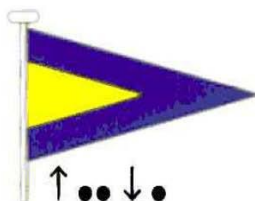
Prep - Code P



Lifejackets - Y



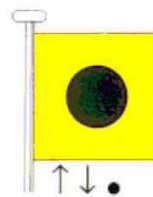
Ind Recall - X



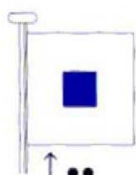
General Recall



Abandon - N



Round the Ends - I



Shorten - S



Change - C



Protest- B