



DSA Race Committee - Quick Reference

Before Leaving Dock

- **Equipment:** Marks, Ground Tackle, Flags and staffs or halyards, 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 (~6:15) ; 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 center mark.

- **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?
- **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.
- **Start on time?** Ready to Start on time? (6:30) **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 (6:30) 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. Pick a "Class" flag. It can be any flag on the boat that is not normally a race signal flag, "OOAK", "Beer", Yellow, White, Green, or large Red flag. **Not Blue.**

- **Give an attention signal** before the first Class Flag. Should be a one (1) minute signal before the first signal. If dropping the "AP", it must be one minute.

Keel Boat Fleet (Wednesday Night)

- **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)

Dinghy Fleet (Thursday Night)

- **Warning:** Class Flag + 1 sound (3 minutes to go)
- **Prep:** Prep Flag up + 1 sound (2 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.

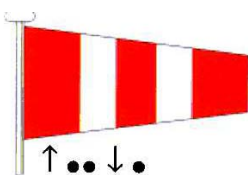
Finish Line:

- **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.

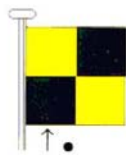
Back at Dock:

- **Note your docking time.** Be prepared to accept any protests write up by a racer.
- **Clean up & stow RC gear:**
- **Protest Time Expired:** Take down B flag w/ one sound.

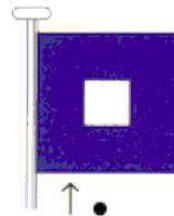
Flags



Postpone



Come within Hail - L



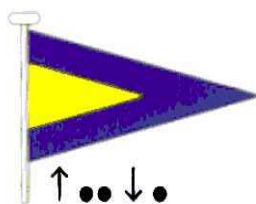
Prep - Code P



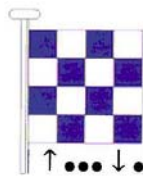
Lifejackets - Y



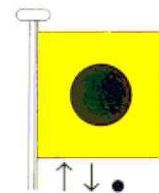
Ind Recall - X



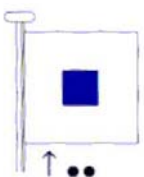
General Recall



Abandon - N



Round the Ends - I



Shorten - S



Change - C