

RACE COMMITTEE 2006 Instructions

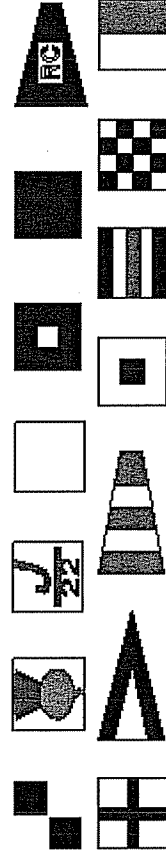
Preparing the Committee Boat

Before leaving the Dock

- Check the fuel level and battery charge. Fill up as required.
- Check anchor and rode. Make sure anchor line and rode are tied at both ends.
- Make sure you have at least two (2) stop watches or timing devices.
- Check the weather radio, Internet or weather channel for weather report.
- RC may postpone races prior to leaving dock if severe weather is threatening. Signals made ashore shall be made docked committee boat.
- Raise the RC flag on the pole at the front of the RC boat.

After leaving the Dock

- Fill the three (3) yellow tetrahedron and one orange tetrahedron marks with air.
- Check that the cannon, shells, horn and whistle are available and in good working order. If using the cannon check that the shells are reliable and back it up with a horn.
- Find, clean and display the course board. Find the marker for the course board.
- Hoist the RC flag at the front of the RC boat.
- Check that the shapes at the back of the boat work freely.
- Collect the following flags and ready them for hoisting when required:



Delegate R.C. Tasks

Principal Race Officer (PRO) – The PRO is appointed by the Club Race Committee Chairman and assumes direction and responsibility for the equipment and assignments. He/she determines the course to be sailed and the location of the marks. The PRO shall respond to changing weather conditions, assure compliance with the Sailing Instructions and Racing Rules, and make or approve all RC decisions. The PRO will delegate the following tasks to the available staff.

Line Sighter – Before the start the Line Sighter checks that the orange start flag is in place, that the line is square to the wind. At the start he/she calls out sail #'s of each OCS (on the course side) boat and hails those competitors. He also

determines when OCS boats have come back and cleared completely behind the line. She then hails “Sail # Cleared”. The PRO will determine if a General recall is required. At the finish the line sighter identifies boats as they approach and calls out mark when any part of the boat crosses the line. He also notes any red flags flown as boats cross the line.

Mark Setter – The mark setter will run the dinghy and set the marks of the course per the instructions of the PRO. It is best to have two people in the dinghy. Make sure you have VHF radios or PCS phones online, to aid communication.

Recorder – Before the start the recorder shall find the RC score sheet and record the sail #'s of the boats that approach the RC boat, the wind speed and the time of the start. At the start list the OCS boats, OCS boats that return and any DNS boats. During the race list any boats that retire. At the finish list the One Design boats in order of finish and record the times of the handicap boats. Make 2 more copies of the score sheet.

Signaler – The signaler should be familiar with the flags and shapes. He/she will display the shapes per the instructions on the following pages.

Sounder – The sounder is responsible for guns (canon, horn, whistle or using the new Regatta Pro-Start, which should make this job EASY!).

Timer – Runs one stop watch to time the starts. Keeps a separate watch to time the finishes of the handicap fleet. Both watches should stay on the committee boat.

Setting the Course

From the committee boat, determine prevalent wind direction and motor (with the mark boat) directly into the wind from start, to weather mark position. Be generous with the first leg length, and put the start line far enough down the lake so as not to set the weather mark under the shoreline.

To set the Jibe mark; Motor directly back to the committee boat and when you are a little over half way between the two stations turn 90 right and motor far enough out to create a proper triangle. Compensate for wave drift to leeward before setting mark by driving slightly to windward. Exactly where you place the jibe mark is determined by how far up the race course the start is positioned.

Set the leeward mark, as needed, to form appropriate triangle.

- Get out to the course early to take wind readings and determine the “range” of direction. Get an idea from the weather report if the wind may have a persistent shift during the afternoon.

- Choose a course from the race course diagrams from the sailing instructions. I, M, G, F, or C should be chosen if you don't want to move the committee boat. The RC dinghy can finish boats at the other end for courses T, W, and O if you want to run these but not move the committee boat. **All courses should be set up to leave the marks to port.**
- Set the short course for a 45 minute race and the long course for 1 1/2 hours. To achieve a 1 1/2 hour race, the orange tetrahedron should be set as a long windward mark, and the race should be run with multiple laps.
- If you think the wind might die during the race you can use courses T, W, I, M or C, with 2 or 3 roundings. These courses can be easily shortened if the wind dies.
- Place the course board on the **starboard** side of the committee boat. Fill in the three boxes from the top down with the start number or fleet name, course diagram letter, and the number of laps.
- Set the first mark(s) directly up wind. This mark should be at the center of the wind direction, range unless the weather report indicates a likely shift.
- Set marks 2 & 3 according to the diagrams. Mark 3 should be directly down wind from the start, for courses with a midline start.
- Set the starting mark (new orange buoy) so that the line between the mark and the orange flag on the committee boat is square to the wind. The length of the line should be 1.25 x # boats x boat length. Example: 8 thistles to start - the line length should be 1.25 x 8 x 17' = 170'.

Adjusting the Course

If the wind is shifty, and you have adequate staff on Race Committee, the dinghy should go to the first mark, prior to the start. All marks can be adjusted up to the blue shape. The mark setter and PRO should coordinate hand signals (or radio or PCS phones) prior to setting marks.

Prior to the first boat finishing, the placement of the orange ball can be adjusted to create or maintain a square finish line.

During the race, the mark setter and PRO should discuss the mark placement, in preparation for the next race. If the wind has shifted, the course can be rotated and if the race is too long or too short, the length can be adjusted. As soon as the last boat rounds a given mark, that mark can be moved. If the dinghy follows the fleet around the course, adjusting the marks in anticipation of the next race, delays will be minimal.

Running the Starts

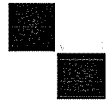
The order of starts should be: 1) Thistles 2) Laser 3) J-22's.

The Starting Line



The **Orange Pole** should already be placed on the port side of the committee boat to designate the starboard end of the starting line.

The Starting Sequence

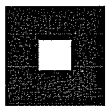


Raise the "Come with in Hail" flag once the RC boat is on station and you are ready for the competitors to gather. Lower this flag one (1) minute prior to dropping the white warning signal.



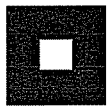
05:00
1 sound

Warning Signal – Raise class flag at the start of sequence with one (1) sound signal.



04:00
1 sound

Preparatory Signal - P flag. Raise this flag with 4 minutes to go with one (1) sound signal.



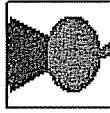
01:00
1 sound

One Minute - Preparatory flag removed at 1 minute to go with one (1) LONG sound signal.



0:00
1 sound

Starting – Remove class flag for this start and raise class flag for the next start with one (1) sound signal. If the next class flag is attached to the lower end of the circular halyard then it will be raised when the first class flag is lowered. Repeat this sequence for the remaining starts. If the RC is not ready to start the next class do not raise its class flag until ready.



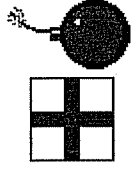
The Finish Line



The **Orange Pole** should already be placed on the port side of the committee boat to designate the starboard end of the finish line. The **Blue Flag** should be displayed to indicate that the line is closed. Choose the time to display the shape when no competitor will be disadvantaged or advantaged by closing the line.



Recalls

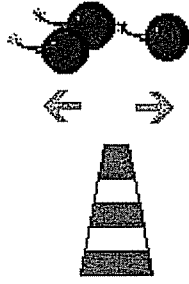


Individual Recall – When only a few boats that the RC can identify are over the line early this flag may be hoisted with one (1) sound signal. The race committee may attempt to hail boat numbers but is not required to. Take the recall flag down after all over early boats have restarted, but not later than one (1) minute prior to the next start.



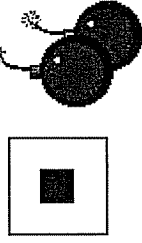
General Recall – When more boats than the RC can identify are over early then this flag should be raised with two (2) sound signals. The next start shall be as scheduled and the recalled fleet shall start after the last start. Take this flag down one (1) minute prior to the next starting signal.

Postponement



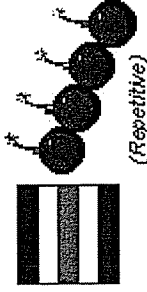
Postponement – The RC may postpone a race any time prior to its starting signal by raising this flag with two (2) sound signals. Good reasons for postponing a race are large wind shifts, no wind or a dragging mark. Lower the flag with one (1) sound signal and start the sequence with the blue shape one (1) minute later.

Shorten Course



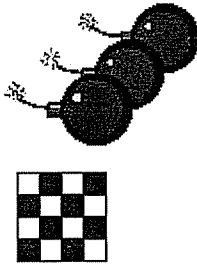
Shortening the Course – The RC may shorten the course by raising this flag with two (2) sound signals before the lead boat has rounded what will become the last mark before the finish. The race committee should send the dingy to station at the last mark and signal boats as they round.

Change of Course

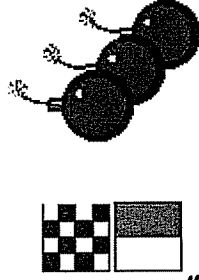


Change of Course – At any rounding mark the RC, prior to the first boat rounding, may display this flag to indicate the next mark is a new mark.

Abandonment



All races are Abandoned. Further signals will be made in the starting area. If after one fleet has started, the wind dies or there is a major shift, the RC can use this signal to stop all the races and wait for new wind or adjust the marks.



All races are Abandoned. Further signals will be made ashore. The RC should use this signal to stop the races and send every one back to shore. This should be used for approaching storms and any threat of lightning.

Other gs