














Setting Courses

1. Take Wind Readings to know wind
2. Anchor committee boat, raise postpone () flag with 2 horns.
3. Send Mark Set Boat about 3/8 mile into wind (compass bearing, from RC) to set windward mark.
4. See Chart for bearings to Jibe Mark (if you set one for A Course)
5. Legs should be about 3/4 mile long
6. Use chart below or reciprocal of wind bearing to set leeward mark about 3/8 mile downwind of RC boat.
7. Post Course on Course Board (Prior to Warning- 5 min - Signal)
 - a. A for Triangle
 - b. B for Windward Leeward
 - c. C for W-L with Gate and Offset
 - d. D for Down the Lake
 - e. P for marks to port (almost always)
8. Set Starting Line Perpendicular to Wind 1.25 times the total length of starting boats. Set starting line as late as possible, but prior to Prep – 4 min - Signal.


Starting Sequence Two Starts, Rolling

Time (Count Down)	Time (on Count Up Timer)	Sound	Flag	Other Actions/Notes
-11 Min		1 Horn	 Down	Post Course, set line
-10 Min 10 Seconds				Turn Ollie On
-10 Min	0 Min	1 Horn	 Up	Start Count Up Timer (used through race for official time)
-9 Min	1 Min	1 Horn	 Up	
-6 Min	4 Min	1 Long Horn	 Down	Line Sighter Prepares
-5 Min (first class starts)	5 Min	1 Horn	 Down  Up	Line Sighter records over early,  Up if Over Early (1 horn)
-4 Min	6 Min	1 Horn	 Up	
-1 Min	9 Min	1 Long Horn	 Down	
0 Min (Second Class Starts)	10 Min	1 Horn	 Down	Line Sighter records over early,  Up if Over Early (1 horn)

The X-Flag  is dropped when either all boats properly start, or four min after it was raised, whichever comes first.

If there are no Challenger boats, stop after the first start.

Notes on Over Early

1. A boat is over early if any part of its hull, equipment or crew is on the course side of the starting line when the starting signal sounds.
2. A boat that is over early must return completely to the starting side of the line and then cross the starting line again.
3. The race committee is not obligated to notify individual boats of their status. Simply fly the X-flag  and sound the horn once (use boat horn). It is the responsibility of the skipper to properly start. You do not need to yell out sail numbers. You should not yell out “all clear.”
4. Record any boat that is over early and does not restart as OCS (“On Course Side”) on the sheet in the start column (along with the start number).

Shorten Course

1. Do not hesitate to Shorten Course. Shorten Course any time the wind conditions make it unlikely that the boats will not finish within the allotted time (45 min for first boat, 75 for full fleet).
2. Pick a mark the boats have not reached (and will not reach before you can get there and anchor).
3. Take S-flag and results forms and a horn or whistle.
4. Anchor Mark Set Boat (or committee boat) 50 – 60 feet to Starboard (as the course is sailed) of the Mark chosen. So that boats rounding the mark must pass between you and the mark. The Finish Line is between the S-Flag and the Mark.
5. Raise S-Flag.
6. When first boat approaches, Sound Horn Twice.
7. Record finishes as usual.

Record Keeping

1. As boats arrive on the course, note their basic information on a score sheet. Don't worry if you can't get it all, do your best to identify each boat. We can sort it out on shore later if you don't know names or something. Sail number is best.
2. Be sure to write down the time that the starts occurred.
3. Note who started the race legally in the Start Column (a 1 indicates they were in the first start, a 2 in the second and so forth). This is where you note any boats that were over early and did not properly restart (DNS). Or any boats on the sheet that chose not to start the race.
4. Record Finish Times for all boats. Any boats finishing after 75 min (1 hour, 15 min) will be recorded as DNF.
5. When you arrive at Shore, Send someone to Kaye's Trailer and post the time that the RC boat arrived (this sets the deadline for protests).
6. Turn all Race Sheets into the Rear Commodore.

Cave Run Sailing Association Race Committee Notes

