

# Race Management

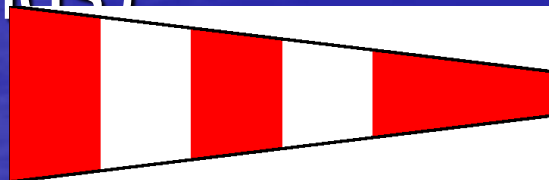
(or, How to Do Race Committee  
and not get yelled at...well,  
mostly)

# Key Principles

- Fair
- Fun
- Communication
  - Flags and Visuals
  - Don't yell at boats
  - Spoken Words can be Misunderstood

# Before the Start

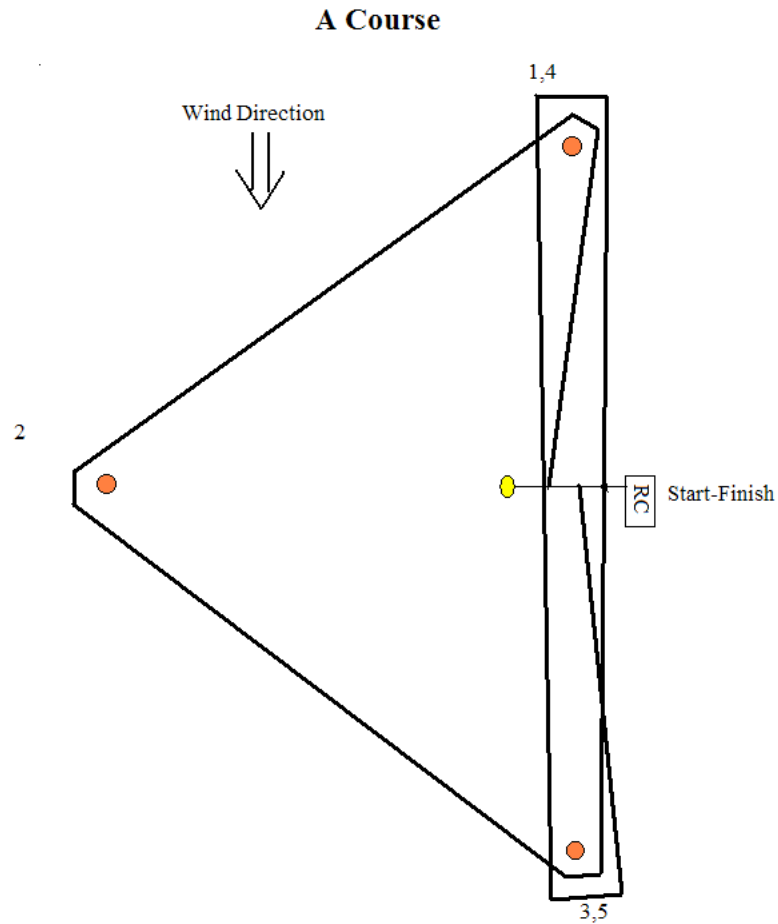
- Get out to Course Area Early
- Anchor/Drift and take Wind Readings
  - 1 a min (OK, that's what they recommend)
  - Think "average" or predominant
- Eat Lunch, Take some more wind readings
- Anchor and raise postponement Flag (2 short sounds)



# Courses

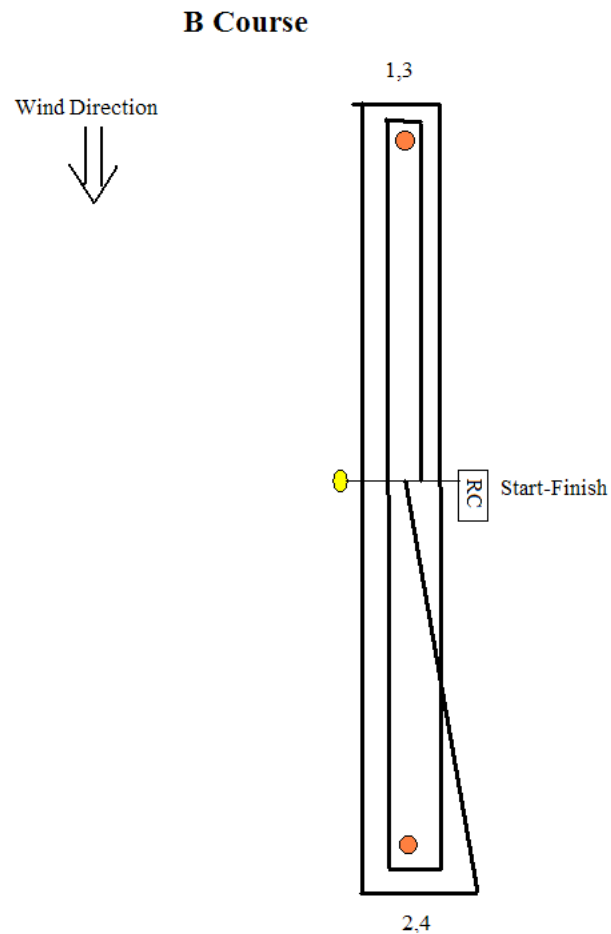
- Three Courses
- A-Course
  - Triangle with Windward Leeward
  - All Points of Sail (Beat, Reach, Run)
  - Longer
- B-Course (easiest to set)
  - Windward Leeward
  - Two Points of Sail (Beat, Run)
  - Shorter
- C-Course
  - Windward Leeward with Offset and Gate
  - All Points of sail (Beat, very short Reach, Run)
  - Good for large fleets, often used in big regattas

# A-Course



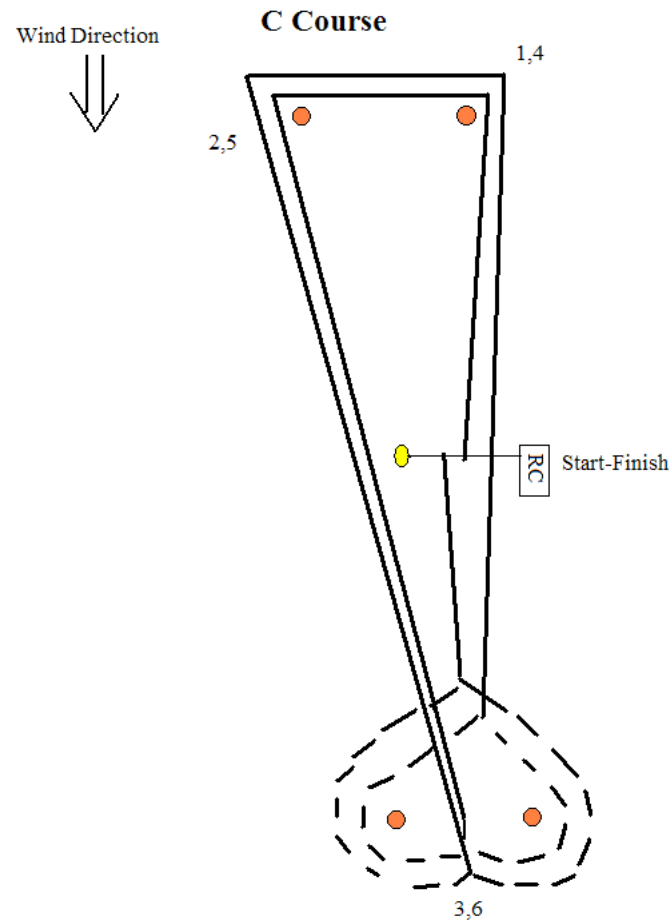
All Boats Start between RC boat and starting Mark. Proceed to 1, then to 2, then to 3, then to 4, then to 5 and finish between mark and RC.

# B-Course



All Boats start between Starting Mark and RC. Proceed to 1, then 2, then 3 then 4 and finish between Mark and RC.

# C-Course














Boats start between starting mark and RC. then Proceed to 1, then 2, then through gate 3, rounding either mark. Then to 4, then to 5, then through gate 6, rounding either mark, then finish between mark and RC.

# Tips on Setting Course

- Use a Compass (on RC) or GPS
  - First Leg is directly upwind (use wind readings)
  - See cheat sheets for compass bearings
- Legs should be about  $\frac{3}{4}$  mile long
  - At 20mph, that's 2.25 min (power boat speeds)
  - At 10mph, that's 4.5 min (power boat speeds)
  - At 5mph that's 9 min (5 legs = 45 min)
  - At 3mph that's 15 min (5 legs = 75 min)
- First Boats Should finish in 45 min
- Most or all of fleet should finish in 75 min
- Start line perpendicular to wind (90degrees from wind readings)

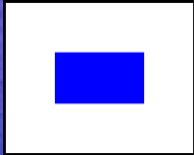
# Starting

- Three Jobs
  - Ollie Operator/Timer
  - Flags
  - Line Sighter
- Keep at least one if not two timers going.
- Count up timers from first Warning Signal

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	 Up to signal for 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	 Up to signal for Over Early (1 horn)

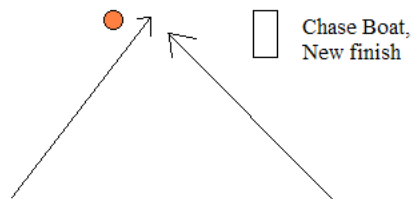
# Shortening Course

- Don't Hesitate to Shorten Course
- Time Limits
  - First boat has to finish in 45 min
  - Boats finishing 30 min after first boat are DNF
  - Shortened Course keeps the times from spreading out.
- Ideal: A way to shorten without needing the racers to change anything.

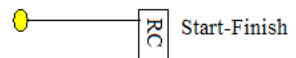
- Take S-Flag, horn, record Sheet, pen
- Hop in Chase Boat (or pull Anchor).
- Go to a mark no one has rounded.
- Anchor to the Starboard (as boats sail Course).
- Fly S-Flag. 
- As first boat approaches, Sound 2 horns.
- Record Finishes

## Shorten Course: Windward Mark

Wind Direction



Boats on both tacks will finish, regardless of whether they get it or not!



## Shorten Course Example: Leeward Mark

Wind Direction



Start-Finish

All Boats Following Course will  
finish - if they don't get it!



chase  
boat



Leeward mark, new finish