# Race Committee Delegate REFERENCE GUIDE

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## 1. Equipment Checklist

**GYC** Sailing Instructions. (In green note pad box)

**Flags (In the boat)** 

Gun & Ammo (In gun locker in sailing shed on the river)

Inflatable Marks (at least five) w/Anchors & Rode, Inflator

**Course Signal Board and Lap Display** 

**Rule Book** 

Clock/Clip Board, R.C. Worksheets, and Pencils

**Binoculars & Hand Bearing Compass (yours)** 

**Spare Radio (Your Handheld)** 

### IF YOU ARE WORKING WITH A MARK SET BOAT,

Load the Robert Read and the William Statt @ 5:00 and leave the dock @ 5:20

IF YOU ARE WORKING WITHOUT A MARK SET BOAT, Load the Robert Read @ 4:30 and leave the dock @ 4:50

## 2. Using the Robert Read

A. <u>Get Keys</u> in utility room of clubhouse.

B. <u>Check fuel level</u> and allow time to stop at Shumway for gas if necessary.

C. Switch on the battery under the rear floor boards, TO ALL.

D. <u>Vent the Bilge</u>. Run bilge blower for 5 minutes and sniff the exhaust vent (just outside the starboard quarter) for any hint of gasoline fumes. If you detect fumes, DO NOT START THE ENGINE. Leave the boat at once and notify the rear commodore or other club officer. Do not use the radio on the Robert Read.

E. <u>Disengage the Drive</u> and advance the throttle. Turn the ignition key to the right. The engine should start right up.

F. Turn on VHF Radio and set to channel 71.

G. <u>Cast off lines</u> and back out of the slip slowly. Get well clear of the slip before shifting into forward and turning away from the slip.

H. <u>Power up the GPS</u> once you leave the launch slip and start down the river toward the lake.

I. <u>Returning to the dock.</u> Line up the boat and dock, so you are driving straight into the slip. Approach slowly with transmission in Neutral. At low speed you will have no steerageway, but you can make directional changes by shifting momentarily into forward. Then when boat is aimed correctly shift back to neutral. You can use reverse as a brake, but always approach at a speed that is slow enough that you can safely land the boat even if the engine dies.

J. Switch off the battery.

### 3. Tuesday Night Checklist

### IF YOU ARE WORKING WITH A MARK SET BOAT...

**5:00 p.m.** Load boat. Check the Equipment Checklist and the Mark Set Crew. Pre-set flags.

5:20 p.m. <u>Latest time to leave the dock</u>. Inflate two marks on route to the starting area

- 5:40 p.m. Anchor the Robert Read between a mile and 1-1/2 miles due north of the end of the west pier.
  - Check the wind direction.
  - Signal boat crew sets up flags and gun.
  - The mark set boat Picks up the marks

5:45 p.m. Using the Race Committee Work Sheet.

- Decide on course type, length, direction to first mark, and number of laps. (1 or 2)
- Set up Course Signal Board with direction and distance to the first mark.
- Set up Lap Display with course designator and number of laps.

6:00 p.m. Mark Set Boat sets the windward mark(s).

- Hoist R.C. Flag.
- One member of Signal Boat crew, checks racers in, by ticking the boxes on the score sheet.
- 6:15 p.m. Conduct VHF Skippers' Meeting
- 6:19 p.m. Start the sequence with an alert horn signal.

6:20 p.m. Signal Boat signals first Warning and the start sequence.

Fill out heading of R.C. Worksheet and enter finish times as the boats finish the race. Pick up marks after all boats pass them. Give R.C. Worksheet to Bill Thompson or designated scorer.

# **3. Tuesday Night Checklist (continued)**

IF YOU ARE WORKING <u>WITHOUT</u> A MARK SET BOAT...

4:30 p.m. Load boat. Check the Equipment Checklist.

4:50 p.m. <u>Latest time to leave the dock</u>. Inflate two marks and Pre-set flags on route to the starting area.

5:10 p.m. Go to starting area one to 1-1/2 miles due north of the west pier. Using the Race Committee Work Sheet, check the wind direction and decide on course type and direction & distance to first mark. Set mark for pin end of starting line. Mark starting area location in GPS by using the MOB button.

5:25 p.m. Set the windward mark(s).

5:40 p.m. Set the gybe mark if used.

5:55 p.m. Set the leeward mark, if used.

6:10 p.m. Return to starting area and set up start line.

- Hoist R.C. Flag.
- One member of Signal Boat crew checks racers in, by ticking the boxes on the score sheet.
- Set up Course Signal Board with direction and distance to the first mark.
- Set up Lap Display with course designator and number of laps. (1 or 2)

- 6:15 p.m. Conduct VHF Skippers' Meeting
- 6:19 p.m. Start the sequence with an alert horn signal.

6:20 p.m. Signal Boat signals first Warning.

Fill out heading of R.C. Worksheet and enter finish times as the boats finish the race. Pick up marks after all boats pass them. Give R.C. Worksheet to Bill Thompson or designated scorer.

### 4. Using the Garmin GPS

- To power up the Garmin GPS, press the "lightbulb" key.
- To record your present position at the starting line, press the MOB key, accept with the Enter key.
- Press the PAGE key until the COMPASS page shows.
- Watch the GPS display as you move away from the starting mark.
- The display will show the distance and the arrow will be at the bottom of the page .
- Keep the arrow there until the required distance is reached set the mark in place.

### 5. Tuesday Start Sequence

Fill in the actual time of day as determined by the time you give the Attention Signal. It is recommended that you give the Attention Signal when the minutes end in 9 or 4, such as 6:19 or 6:24. Starting Sequences will be:

- -6 minutes Attention (dip of RC flag and sound signals)
- -5 minutes Warning Signal (Code flags "1" and sound)
- -4 minutes Preparatory Signal for B-GO(code flag "P" and sound)
- 1 minute Lower preparatory flag (1 long sound)
- 0 minute 1st Start (replace code flags "1" with "2" and loud sound)
- + 1 minute Preparatory Signal for A-GO (code flag "P" and sound)
- + 4 minutes Lower preparatory flag (1 long sound)
- + 5 minutes 2nd Start (replace code flag "2" with "3" and loud sound)
- + 6 minutes Preparatory Signal for D-Spin, (code flag "P" and sound)
- + 9 minutes Lower preparatory flag (1 long sound)
- +10 minutes 3rd Start (replace code flag "3" with "4" and loud sound)
- +11 minutes Preparatory Signal for C-Spin (code flag "P" and sound)
- +14 minutes Lower preparatory flag (1 long sound)
- +15 minutes 4th Start (replace code flag "4" with "5" and loud sound)
- +16 minutes Preparatory Signal for B-Spin (code flag "P" and sound)
- +19 minutes Lower preparatory flag (1 long sound)
- +20 minutes 5th Start (replace code flag "5" with "6" and loud sound)
- +21 minutes Preparatory Signal for A-Spin (code flag "P" and sound)
- +24 minutes Lower preparatory flag (1 long sound)
- +25 minutes 6th Start (remove code flag "6" and loud sound)

If there is a recalled division, then this will also be the Warning for first recalled division. (1st recalled division flag replaces code flag "6")

+26 minutes - Preparatory Signal for recalled division (code flag "P" and sound)

+29 minutes - Lower preparatory flag (1 long sound) +30 minutes - 1st restart (remove division flag and loud sound)

### 6. Weekend Race Checklist

### IF YOU ARE WORKING WITH A MARK SET BOAT...

- 8:40 a.m. Load boat. Check the Equipment Checklist. Pre-set flags. Mark Set Crew
- 9:00 a.m. Conduct Skippers' Meeting at Clubhouse.
- 9:10 a.m. Latest time to leave the dock
- 9:30 a.m. Anchor the Robert Read between a mile and 1-1/2 miles due north of the end of the west pier and check the wind direction. Signal boat crew sets up flags and gun.
  - 9:35 p.m. Using the Race Committee Work Sheet
  - Decide on course type, length, direction to first mark, and number of laps.
  - Set up Course Signal Board with direction and distance to the first mark.
  - Set up Lap Display with course designator and number of laps.
- 9:40 a.m. Mark Set boat, sets the windward mark(s).
- 9:50 a.m. Mark Set boat sets the gybe mark if used.
- 9:55 a.m. Adjust the start line if necessary. Hoist R.C. Flag. One member of Signal Boat crew checks racers in, by ticking the boxes on the score sheet.
- 10:00 a.m. Announce course and start time.
- 10:00 a.m. Mark Set boat sets the leeward mark, if used.
- 10:04 a.m. Start the sequence with an alert horn signal.

10:05 a.m. Signal Boat signals first Warning.

Fill out heading of R.C. Worksheet and enter finish times as the boats finish the race. Pick up marks.

### Give R.C. Worksheet to Bill Thompson or designated scorer. Weekend Race Checklist (Continued)

- IF YOU ARE WORKING <u>WITHOUT</u> A MARK SET BOAT...
- 8:40 a.m. Load boat. Check the Equipment Checklist. Pre-set flags.
- 9:00 a.m. Conduct Skippers' Meeting at Clubhouse.
- 9:10 a.m. Latest time to leave the dock
- 9:30 a.m. Go to starting area between a mile and 1-1/2 miles due north of the end of the west pier and set the mark for the pin end of the starting line. Check wind direction.
  - . 9:35 p.m. Using the Race Committee Work Sheet,
  - Decide on course type, length, direction to first mark, and number of laps for each division.
  - Set up Course Signal Board with direction and distance to the first mark.
  - . Set up Lap Display with course designator and 1 or 2 laps
- 9:40 a.m. Set the windward mark(s).
- 9:50 a.m. Set the gybe mark if used.
- 10:00 a.m. Set the leeward mark, if used.
- 10:10 a.m. Return to starting area and set up start line. Hoist R.C. Flag. One member of Signal Boat crew checks racers in, by ticking the boxes on the score sheet.
- 10:19 a.m. Start the sequence with an alert horn signal.
- 10:20 a.m. Signal Boat signals first Warning.

Fill out heading of R.C. Worksheet and enter finish times as the boats finish the race. Pick up marks after all boats pass them. Give R.C. Worksheet to Bill Thompson or designated scorer.

### 7. Courses and setup

- Our primary courses are the Windward-Leeward-Windward and Windward-Leeward, with 1 or 2 laps around.
- We usually set a windward offset mark 30 to 50 yards off the furthest windward mark.
- Courses E & F have two windward marks: the first is for the Genoa Only divisions (use a yellow mark), and the second is 0.5 mile further out for spin boats.
- Use orange marks for the long windward mark and the offset mark.
- Our goal is a 60-minute race for the fastest boats in the fleet.
- In light to moderate air (4-14 knots) this would be 3 5 miles.
- In moderate to good air (15+), it would be 5 7 miles.
- To achieve these course lengths, we suggest you use the following tables to set up the course:

Course	Overall	Distance to 1 <sup>st</sup> mark	
Designator	Length*	Once around	Twice around
Α	2.0 - 4.0	1.0 - 2.0	0.5 – 1.0
В	2.0 - 4.0	1.0 - 2.0	0.5 – 1.0
С	2.0 – 4.0	0.5 – 1.0	0.25 – 0.5
D	1.8 – 3.6	0.3 – 0.6	0.2 – 0.4
E	2.0 – 4.0	0.5 – 1.0	0.25 – 0.5
F	2.0 – 4.0	1.0 – 2.0	0.5 – 1.0

#### Light to moderate air (4-14 Knots Average Wind Speed)

### Moderate to good air 15+ Knots Average Wind Speed)

Course	Overall	Distance to 1 <sup>st</sup> mark	
<b>Designator</b>	Length*	Once around	Twice around
Α	4 - 6	2.0 - 4.0	1.0 – 2.0
В	4 - 6	2.0 - 4.0	1.0 – 2.0
С	4 - 6	1.0 – 2.0	0.5 – 1.0
D	3.6 - 6	0.6 – 1.0	0.3 – 0.5
Е	4 - 6	1.0 - 1.5	0.5 – 0.75
F	4 - 6	2.0 – 3.0	1.0 – 1.5

- \* These distances are for the GO boats. For spinnaker boats, the overall course length of E & F will be 1 mile longer
- The distance to the spin weather mark will be set 0.5 mile further upwind.
- Course E's leeward mark distance from the signal boat, will be the same as the distance to the 1st mark.
- For course D, the distance from the gybe mark to the signal boat is 1.72 \* the distance to the first mark.

### 8a. Changing the Course

Change the course before the start when a wind shift causes the existing course to be, 20 degrees or more right or left of square.

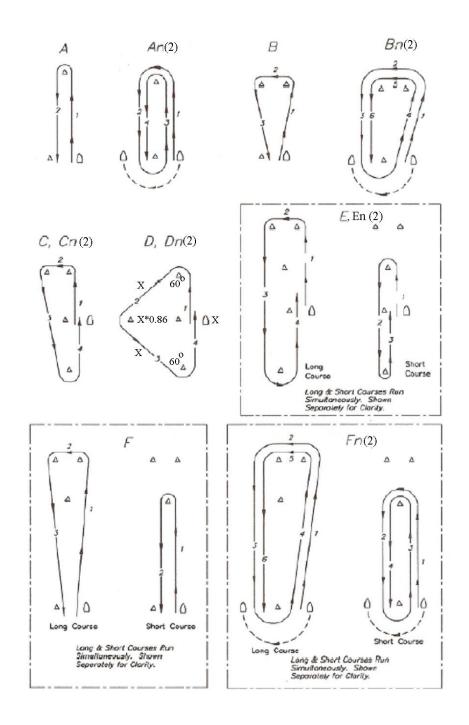
• This change should be undertaken prior to starting the race, provided you have the resources to make changes in a timely manner. Use the "AP" Postponement flag and two sounds. One sound when it is taken down.

### **8b. Shortening the Course**

- If you have started the race:
- The wind becomes so light that many boats will likely fail to finish within the time limit. You should shorten the course to enable most if not all of the fleet to finish within the time limit.

• Or severe weather appears to be moving into our area. Then

- Shorten the race to the leeward mark by positioning the Signal Boat opposite the leeward mark
- The boats finish between the Signal Boat and the mark when it is left to the required side.
- The Signal Boat must display code flag "S" and make repetitive sounds as boats approach.
- This must be announced to the fleet by VHF Ch. 71.



### **Sample Announcement**

GYC Racing Fleet, GYC Racing Fleet, this is the GYC Race Committee aboard the ROBERT REED.

Stand By on Channel 71 for Tonight's Race Instructions.

<<10-SECOND BREAK>>

GYC Racing Fleet, GYC Racing Fleet, this is the GYC Race Committee.

Good Evening Racers and welcome to the Genesee Yacht Club XXX Series, Race Number \_\_\_\_.

Tonight's race course will be Windward –Leeward, Course A Windward-Leeward with Offset, Course B Windward-Leeward-Windward with Offset, Course C A Triangle, Course D Windward-Offset-Leeward-Windward, Course E Windward-Offset-Leeward-Windward, Course F

All Divisions will do \_\_\_\_ Laps (1 or 2)

The course to the first mark will be \_\_\_\_\_ Degrees

Distance to the first mark will be \_\_\_\_\_ Mile

Leave all marks to Port, and finish between the Read and the finish pin

The attention horn will sound in approximately \_\_\_\_\_ Minutes, followed by the First Warning Gun/Signal one minute Later.

Are there any questions?

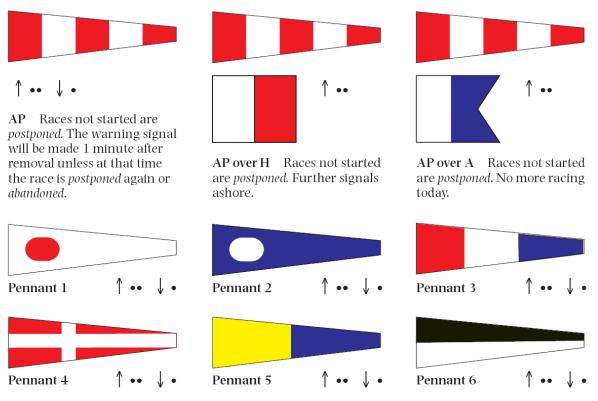
## 9. Flags

#### Starting Line is the Orange flag on a pole.

### RACE SIGNALS

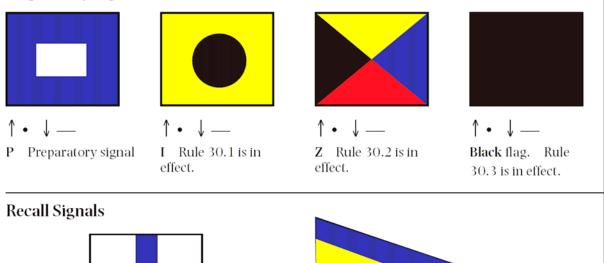
The meanings of visual and sound signals are stated below. An arrow pointing up or down ( $\uparrow \downarrow$ ) means that a visual signal is displayed or removed. A dot (•) means a sound; five short dashes (- - - -) mean repetitive sounds; a long dash (—) means a long sound. When a visual signal is displayed over a class flag, the signal applies only to that class.

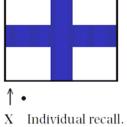
#### **Postponement Signals**



AP over a numeral pennant 1–6 *Postponement* of 1–6 hours from the scheduled starting time.

#### **Preparatory Signals**



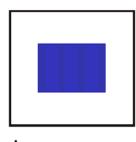






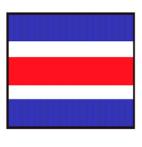
**First Substitute** General recall. The warning signal will be made 1 minute after removal.

#### **Course Change Signals**



1•

**S** The course has been shortened. Rule 32.2 is in effect.



**C** The position of the next *mark* has been changed.

### 10. Flag Setup

- Try to set up the flags before leaving the dock.
- Facing aft, the extreme left (starboard) halyard is number 1, others are numbered sequentially from left to right with the extreme right halyard (port) being number 8.
- Halyards No. 1, 2, and 3 are for division number flags.
- Start with Code Flag 1 on Halyard No. 1, Code Flag 2 on Halyard No. 2. At the 1st Division Warning, raise Flag 1
- At the 1st Division Start, Code Flag 1 comes down and raise Code Flag 2 to signal the 2nd Division Warning.
- Replace Code Flag 1 with Code Flag 3 on Halyard No. 1.
- Division 2 Start, Code Flag 2 comes down and raise 3 to signal the 4th Division Warning.
- Continue through all divisions until the last division starts. When that flag is lowered, there is no other flag raised.
- Halyard No. 4 is for the Preparatory Signal flag (Code Flag P).
- Halyard No. 5 is for the Race Committee Flag.
- Halyard No. 6 is available for Postponement, Abandonment, Shorten Course, or Mandatory Life Jacket signals if required.
- Halyard No. 7 is for the General Recall Signal (First Substitute).
- Halyard No. 8 is for the Individual Recall Signal (Code Flag X).

# **Race Committee Worksheet**

Wind Direction at Start Line Estimated Wind Speed at start of race Course Configuration \_\_\_\_\_ Course Length \_\_\_\_\_ Course to 1st Mark DEG. **Distance to First Mark MILE** Leeward Mark set at DEGREES and Mile from Start Line Boat End of Start Line set at \_\_\_\_\_ DEGREES from pin. Drop Anchor; Hoist R.C. and Course Description Flags. Make Pre-Race Announcements to Fleet. Log Boats into the fleet roster as they check in. Start the Sequence on time. ( use clock on scoring board ) Attention-Horn. Warning-Gun. Prep-Horn. One minute-Horn. Start-Gun! Check for OCS: If any, signal with gun & flag. **Re-check sail numbers of entire fleet as they start.** Monitor Channel 71 throughout the race. Give gun to first finisher; horn to all others. Record all finish times with sail numbers.

Give this sheet with attached Finish Times to Bill Thompson on Flicker or other designated scorer.