

# What to do on Race Day:

## Before leaving the dock:

- Check for all flags – at minimum:
  - o R/C Flag (mount on halyard)
  - o Orange Line flag (mount on port amidships)
  - o A/P (Postponement)
  - o Individual / General Recall (handheld)
  - o Class Flag(s)
  - o “P” Preparatory Flag
  - o “S” Shorten Course Flag
- Which way to display defines which variation of flag to take
- Review Race Instructions
- Good watch – Count Down capability handy or Stop Watch
- Check Horn operation – Tricky button
- Results recording sheets (website) and pens / pencils
- Pin-end inflatable marker and tackle
- If Spinnaker race, Inflate turning marker(s) and get ground tackle
- If Fleet Race, need minimum of 2 people – preferably 3

## Setting up the Course – PHRF Fleet Race:

- Course is defined 6.7 NM – 3 Gov’t Mks - Garb/Adams/O-1
- Where is wind? ... Set up between 2 Gov’t marks and directly downwind.
- Drop Pin-end marker
- Set CB so that line is perpendicular to wind OR pin favored slightly. How to tell?? Move Pin and CB if necessary. A fair start is MANDATORY.
- Display course on Course board – left to right.
- If NOT ready at prescribed time for warning, set the A/P flag.

## Setting up the Course – Spinnaker Fleet Race:

- Course is Windward - Leeward
- Where is wind? ... Plan where you want CB so that you can allow for wind shifts. Avoid shipping channels.
- Drop Pin-end marker
- Go directly into wind  $\frac{3}{4}$  to 1 mile depending on conditions.
- Drop Windward mark (Large Tetrahedron) – Return to Pin
- Set CB so that line is perpendicular to wind OR pin favored slightly. How to tell?? Move Pin and CB if necessary. A fair start is MANDATORY.
- Display course on board – 2 = 2 LEGS; 4 = 4 LEGS etc. Goal is to have races be 45 min to an hour long. Hopefully 3-4 races / day.
- If NOT ready at prescribed time for warning, set the A/P flag.

**Before The Start:**

- Double check wind / line – adjust anchor rhode if necessary.
- Be sure you can identify all boats racing – record – Sail numbers are most important – if no sail number, get all available info – skipper, boat name, mfg, etc.
- Have someone man the flags – someone else the horn
- Remember – Flags control, not sound signals
- If A/P flag set, drop with one sound and be prepared to raise class flag exactly 1 minute later.

**The Start:**

- Class flag up with 1 sound – 5 min count-down begins.
- 1 min later (4 min. to go) raise the “P” flag with 1 sound
- At 1 minute to go, drop the “P” flag with 1 sound
- At 0 to go, drop Class flag with 1 sound – This is the Start!
- Someone over? – Raise the Indiv Recall – Call out and use radio. Hold flag up until they return & start or for 4 minutes. If they don’t restart, record as DNS – Did Not Start –or- OCS – On Course Side.
- If many over, raise the General Recall ... Restart sequence at your convenience.
- Record the class’s official start time on the scoring sheet.

**Finishing:**

- If PHRF, try to have boat upwind from last mark.
- Use the scoring sheet provided on the website.
- Record finishers in the order that they finish!
- Record time (if phrf) in military time to second eg: 14:04:32
- If one-design, just record finish order – time is irrelevant – if a mix of boats or unsure, record time for all.
- Write clearly & identify all – remember the scorer probably isn’t out there with you.
- If you have the luxury, have two people write the results on two different sheets. Picks up transpositions, handwriting etc.

**After the Race:**

- Pick up all marks, deflate, store the tackle properly
- Return the results to the scorer. Can be hand delivered or e-mailed – scan, retype or whatever necessary.
- Go to the after race get together – enjoy – get your kudos!