



HYC

Race Committee Tips & Guidelines

Guidelines

- Each skipper who races regularly should act as Race Officer (RO) and run the Race Committee (RC) once during the season
- To ensure there are sufficient people to run a good race for the participants, it is strongly encouraged that he is helped by his crew.
- Duties crew members can perform include Timer, Recorder, Flag Officer, Sound Officer, Line Judge
- Larger crews provide the option of having a Mark Boat. This allows the course to be set more quickly and provides flexibility in case of changing wind conditions
- Consequently, the skipper's boat should not race on the night he is running the RC. The boat will receive average points for the series as outlined in the SI's.
- Keep it SAFE, FAIR & FUN

RC Tips & Checklist

Note: this is intended to be a brief reminder only

In advance

- All members of the RC should read the Sailing Instructions (available on the HYC website) carefully and be familiar with the Racing Rules of Sailing
- RO to call RC members during week to confirm

On Race Day

- Check the weather forecast
- Check if any changes to the SI's have been posted
- Be at the dock, ready to leave 1.5 hours before the first start

Prior to leaving the dock

- Meet up with the Bo'sun and ensure equipment is prepared
 - Hyseas is fueled
 - Compressed air for horn is full
 - Marks are inflated and have anchors and lines
 - Course board and numbers are present
 - Flags are all present and accounted for
 - Clock or watch working
 - Sufficient record sheets available
- Decide if the conditions are appropriate to race. Consult with the Bo'sun and others on the dock but the final decision is yours
- Designate persons to watch line and call over-early, keep time, backup the timekeeper, blow horn, raise flags, handle over-early and general recall flags and maintain record of events and results
- Synchronize watches
- Blow the horn as you leave the harbor as a courtesy warning to the racers.
- Conduct a radio check with CVL and or mark boats channel 68

Setting the Course

- Go to course area
- If there is no Mark Boat, motor to approximately where the start line will be. Stop and check wind direction for windward mark. Motor up to position (approx ½ a mile) and drop windward mark.
- Return to start area and drop pin. Then drop anchor.
- Set starting line square to the wind and long enough for each boat to be able to get a fair position on the line.
- Rule of thumb is to set a line about 1½ times as long as the length of the boats times the number of boats in the largest fleet (eg, if there are 10 J24's then $1.5 \times 24 \times 10 = 360$ feet or 120 yards/meters).
- If a Mark Boat is present (will be CVL on a Wednesday), set up the start line. Instruct Mark Boat to place windward mark.
- Setup course board, typically WLX3L or WLX3W.
- Target approximately 15-20mins per circuit for a race time of about 1 hour. Err on the side of being long - remember you can always shorten a race, but you can't make it longer.
- Ready the flags: class flags, warning pennant, and postpone, over-early and general recall flags.
- Record sail numbers as boats check-in.

Running the race

- Start the first race on time. Starting late is unfair to competitors who are on time. Be very accurate on flag times - especially the 1 minute.

Starting Sequence

1. At 5 minutes prior to start raise warning signal (class flag) with horn
2. At 4 minutes prior to start raise preparatory signal (P-flag) with horn
3. At 1 minute prior to start take down preparatory signal (P-flag) with long horn
4. One minute later take down the class flag to signal the start with horn
5. Wait approximately 1 minute and repeat sequence for each successive start

If a problem arises during the sequence, use the postponement flag to interrupt or stop the sequence.

- Record starting time on the score sheets.
- If boats are over early - raise individual recall flag (X) promptly with one sound and hail numbers of boats that are over early. Keep X-flag up until all boats clear or for 4 minutes, which ever comes first.
- In case of a general recall, the warning signal for the new start shall be one minute after the First Substitute flag is lowered (one sound). The starts for succeeding classes will follow the new start (the order stays the same).
- Count and record roundings during the race so that you know when to finish each fleet. You may wish to time them too.
- Watch for and record red protest flags and 720s. Record any infractions you observe.
- To shorten the course, raise the S-flag (two sounds) and move RC boat to new position, if required. This will typically be in line with a mark on the course.

At the finish

- If you decide to move the RC boat, get to the finish line well ahead of finishers and set the line.
- Set a fairly short finish line - 5 to 10 boat lengths, square to course
- Raise the orange finish line flag when anchored and ready to take finishes.
- Blow horn for winner and hail numbers of other boats as they cross the line.
- Record numbers and times on the score sheets in order they finish. This may get busy, so work as a team. Have a timer calling the time, sail number and “mark” as boats cross and the recorder writing it down. (eg “921, 7:56 and 12 seconds, Mark!”)
- Record any protests reported or protest flags observed.

Returning to dock

- Blow the horn as you enter the harbor and note time. This signals the start of the 30-minute time-frame to receive protests.
- If committee receives protests, form a committee to hear the protests (check with Dave Cobbett who will have a standing Protest Committee)
- Bosun to post scores in clubhouse

Equipment Checklist

Personal Equipment

- Lifejacket
- Whistle
- Pencil / clipboard
- Compass
- Rule Book
- Sailing Instructions

Equipment on RC boat

- Rule Book and Sailing Instructions
- Automatic timer and back-up watch
- Life jacket for each crew
- Compass
- Wind Indicator
- Course board - numerals and class indicators
- Score sheets, clipboard and pens
- Whistle
- Anchor
- Flags
 - Starting / Finish line - orange
 - P flag - for starting sequence
 - Numeral pennants - one for each start
 - S flag - shorten course
 - Individual recall
 - General recall
 - Flag container w/other flags

Mark boats (if present)

- C flag - change of course
- Marks with line and anchors
- Compass
- Wind Indicator
- Tow line
- Life jacket for each crew
- Boat hook
- Anchor
- VHF Radio