Running Races at SLSC 2018

Safety – This is always priority one

- It is each sailor's responsibility to decide whether or not to race.
- At least two race committee boats (usually the flat-top and a mark-set boat) are needed to conduct a race.
- Each boat should be staffed by at least two people and except for the flattop, not more than three.
- Watch for trouble (capsize, etc.), especially for boats at the back end of the fleet.
- In any emergency situation, make sure everyone including race committee) is wearing a life jacket.
- Make sure the engine is off if anyone in the water is near the boat you are operating.
- When in doubt, take the conservative approach.

Preparation

- Preparation takes time.
- Get started early: Sundays-12:00 noon; Wednesday nights -5:00 for Manning, 4:30 for Rice.
- Make sure the clipboard with sign-up sheets is on the table on the clubhouse porch.
- Place any announcements next to the sign-up sheet.
- Get a handheld radio for each RC boat from the charging station in the kitchen. (The first cabinet to the left as you enter the kitchen.) Make sure you put these back in the chargers at the end of the day.
- Make sure the flattop has adequate fuel. Have the rescue boat operators confirm that they, also, have adequate fuel.
- Instructions describing starting procedures are on the Flattop.
- Check that each race committee boat is equipped with life jackets, anchor, towline, compass, radio, and flags.
- Check that the flattop has signal flags, starting signal box, course and compass placards, a wind-speed indicator, a bull horn, stop watches, a calculator, finish forms with pencils, and a course description card.
- A copy of these instructions is also on the flattop in a binder.
- Inflate the tetrahedron marks, stored in the race shed with the Shop-Vac (preferred) located in the small pump house, or the orange battery-powered blower. There is a portable inflator on the flattop.
- **Properly inflated marks are soft and a little droopy.**

- Overinflating will result in a damaged or destroyed mark as the air in it will heat up and expand as it sits on the water.
- Attach the marks to small anchors using the D-rings **BEFORE** placing on the committee boats.
- Turn on radio, select channel 19-lo, check for proper 2-way operation **BEFORE** leaving the dock. Every boat should have a hand-held radio as a backup.

Setting the Course

- Determine the course to be run for the first race. Consider the wind speed. Longer races for more wind and in very windy conditions, consider a B or B (mod).
- All courses are port-rounding (except the B courses).
- Try to set some (or all) of the course marks before the half-hour signal. Determine the compass heading of the wind. Use the compass course calculator to help set the other marks and the starting line.
- Leave ample extra anchor line for each mark to prevent dragging.
- Use an offset at the windward mark for windward-leeward courses as specified in the sailing instructions.
- If weeds are abundant, locate the course in deep water to minimize inconvenience.
- Avoid placing marks too close to shore or near shallow water buoys.
- Place placards indicating the course Code and first 2 of the 3 digits of the compass direction to the first mark in the bracket at the side of the flat top. For example, with an Olympic course with the windward mark at 140 degrees an "O" with the digits "14" should be displayed.

Getting the Fleet to the Course

- Sunday races are scheduled to start at 1:30 PM. **No half-hour gun will be sounded after 2:30. However, if boats and RC are already on the lake and the wind is either staying or coming up, then no race sequence will begin after 3:30 pm.**
- Wednesday Manning Series races are scheduled to start at 6:30 PM.
- Wednesday Rice Series races are scheduled to start at 6:00 PM.
- Wednesday Manning Series races must be started no later than 7:15 PM except the Rice Series where the RC will use their judgement. Consider the weather forecast and what you observe.

- Make one long sound one half-hour before these scheduled start times. If you are unsure as to whether to send the fleet out because of light wind, send them out. It is better to have them wait a little on the lake. Waiting too long on shore will make it impossible to run races and people will leave.

Postponement

On Shore

- If the weather prevents the fleet from going out, the Postponement is made from shore. Sound two horns and raise the Answering Pennant (Postponement - red and white striped pennant).

- When conditions indicate a race may be possible, sound one horn blast and lower the AP Flag. This signals 30 minutes to the warning signal of the race.

On the Water

- When a postponement has been made on the water, and conditions allow a start, lower the AP flag and make one sound to indicate the sequence for the next race will start shortly.
- Start the sequence not less than one minute but not more than 5 minutes after lowering the AP flag.

Start and Finish Lines

- Try to set both the Start and the Finish lines (if different) as square to the wind as possible. For Starting lines, longer is generally better. Once your starting line is set, check that the flattop and/or the pin end have not drifted.
- An anti-barging buoy should be attached to the stern of the race committee boat. Boats racing may not touch this mark.
- Use the Starting box as it will do all the timing of the starts for you.
- **START THE TIMING WATCHES AT THE START OF THE STARTING SEQUENCE (FIRST LONG HORN)!!!!**
- Starts will be run in accordance with RRS 26 (sequence below) on Sunday and Wednesday Club races, as well as many regatta races. The timing box makes high-pitched beeps to alert the RC of the next horn. A copy of the box operation and sequence instructions is on the RC boat.

Signal	Flag	Sound	Minutes before Start
Warning	Division flag	1 Horn	5
Preparatory	"P" flag (white square on blue background)	1 Horn	4
One-Minute	Lower "P" flag	1 Horn	1
Start	Lower Division flag	1 Long Horn	0

The starting signal for Division 1 is the warning signal for Division 2, etc. So between division starts, lower the first and quickly raise the next division flag.

After the Start
Individual Recalls

- Recall individual premature starters by sounding one horn blast and displaying flag "X" (white with blue cross).
- Try to notify boats that were over the line early by hail and radio.
- Try to notify a returning boat when it sailed completely behind the line. Lower the "X" flag after all boats have started properly (or 4 minutes after start).
- Any boat that doesn't return to make a clean start will be marked as "DNS" on the score sheet and is not given a horn or an "Over" hail as they cross the finish line.

General Recalls

- If you are unable to identify boats that are on the course side of the starting line or to which RRS 30.1(see **NOTE** below) applies, or there has been an error in the starting procedure, signal a General Recall and display the First Substitute (blue triangle pennant with yellow inside) with two sounds.
- The warning signal for a new start for the recalled Division should be made at least one minute or as soon as possible after the First Substitute is removed (one sound), and the starts for any succeeding Division shall follow the new start.
- The starting signal for a recalled Division is the Warning signal for the next Division, and so on. In the event of a General Recall, make every effort to correctly record the starting time of the affected division relative to the starting time of any division already racing in order to accurately calculate Overall Handicap results.

- **NOTE:** If more than one recall has occurred you may use the I Flag (Rule 30.1). Adjust the starting line and fly flag "I" (yellow with black circle) substituted for flag "P".
  With the "I" flag, boats which are on the course side of the starting line or one of its extension in the last minute before their start must sail across an extenstion to the prestart side before starting (Rule 30.1).
- Do not alter the position of the starting line or any marks of the course after the starting sequence has started.
- If marks or the flattop have drifted or there has been a significant wind shift:
  - Before the race has started, postpone the race and adjust to the proper position as soon as possible.
  - If after the race has started and a fair race cannot happen, sound the Abandon signal, fly flags "N"and "L", reset the course and start another sequence.

Shortening Course (RRS 32.2)

- Shorten the course if it appears unlikely that the racers will finish within the two-hour time limit.
- Position the finish line:
  a) At a rounding mark, between the mark and a staff displaying Flag "S" on a Race Committee boat.
  b) At a gate, between the gate marks.
   For a and b, the finish line is between an anchored mark-set boat displaying flag "S" and the mark (or next to a gate mark).
  c) At the original Start – Finish line. The shortened course, in this case, will be signaled at a leeward mark (or Gate), by an unanchored mark set boat, flying a shorten course flag and sounding two horns. The Race Committee boat (usually the Flattop) will also fly a shorten course flag.

  d) Finish line ends are a yellow post on the Race Committee (flattop) boat and the finishing mark or the Shorten Course flag on a mark set boat and the mark where the course is being shortened. An RC boat will become the starboard end of the new finish line.
- This boat should display Flag "S" (Blue Square on a white field) and make two audible sounds as the first boat nears the new finish line.
- Work out a method to record finishing times accurately.
- Communicating finishing times by radio to the flattop is probably the

easiest way to do this unless the flattop is at the new finish line.

Time Limits
- It is preferable to shorten a course rather than abandon a race.
- For Sunday Races, abandon the race if no boat finishes within 2 hours from the second (II) start. For Wednesday Manning Races, abandon races if no boat finishes within 1.5 hours of the second start.
- Score all boats that finish within the time limit of 2.5 hours (2 hours for Manning series).
- Boats finishing will be scored for Overall Handicap also.
- Boats that do not finish within the 2.5 hour limit (2 hours for Manning series) will be scored with the next succeeding place within their fleet and for Overall Handicap scoring.
- If no boat from a specific fleet finishes within the 2.5 hour time limit, all boats that started in that fleet and did not retire before the expiration of the time limit, will be scored with a 1st place.
- If the total time for a race has expired, no horns should be sounded. Advise boats still racing that they will be scored and should sail in.

Abandonment
- Abandon a race if the time limit is exceeded and no boats have finished.
- Abandon in adverse weather or for any emergency.
- Abandonment is signaled by flag N (blue and white checks) and three sounds, if you intend for the boats to sail to shore.
- If you intend to start another race, Abandon and Re-sail is signaled by Flag "N" and three sounds, followed by Flag "L" (black and yellow quadrants) and one sound. Fly both flags until one minute before the new sequence by lowering the flags and sounding one horn.

Finish
- **Finishing- PLEASE WRITE LEGIBLY- FLAG LT. RACE MUST BE ABLE TO READ THE BOAT #'S & ELAPSED TIMES!!!**
- **Record all appropriate information required at the top of the finish sheet-Name & # of the race(s), average wind speed, & names of ALL RC people.**
- Record the class, sail number and total elapsed time of each finishing boat.
- Use two stop watches for reliability.
- **AGAIN- PLEASE WRITE LEGIBLY OR THERE MAY NOT BE ANY FINISHES FOR THAT RACE.**

The "finish forms" will help you to record the correct times. Record the average wind speed on the finish forms.

- If time permits, compute the handicap positions for boats in the open fleet.
- In very light winds (or other unusual circumstances), you may assign positions to stragglers and tell them they have finished. These boats will score the same finishing time for overall handicap considerations.
- Display flag "L" (black and yellow quadrants) at the end of a race if another race will follow. Lower this flag (with one sound) one minute before the warning signal for the next race.

When returning to the dock at the end of racing for the day, sound one long horn to signify the start of the protest filing period.

Protests

- Protest flags are not required for any boat sailing a series race at SLSC.
- Protests and requests for redress will be decided following an informal open hearing which will take place immediately following racing if possible.
- Protests must be filed 1.5 hours after the Race Committee boat docks.
- The Race Captain will appoint a three person protest committee to hear and decide the protest. There will be no appeal from the committee's decision. This changes RRS 60-62.
- Protest forms are in the binder on the table on the porch.

Cleanup

- Return equipment as appropriate.
- Marks deflated and hung up in the shed.
- Flags rolled and in the tubes.
- Clip boards, watches, binoculars etc. in the storage bin on the flat top.
- Lock the flat top storage box.
- Return hand-held radios to the charging station in the kitchen. Verify they are turned off.
- **IT IS VERY IMPORTANT TO ADVISE THE FLAG LT. RACE OF ANY EQUIPMENT THAT NEEDS TO BE REPAIRED OR REPLACED IMMEDIATELY OR WITHIN 24 HOURS AT THE LATEST.**

Ollie Box (Orange Starting Box) Operation

RED BUTTON
HIGH 1, 2, 3, 4, 5, 6, 7, 8, 9, 10
LOUD 1, 2, 3, 4, 5
HIGH 1, 2, 3, 4, 5
LOUD - START WATCHES-DIVISION I FLAG UP- 5 MIN. TO START
HIGH 1, 2, 3 - 30 SEC.   (30)
HIGH 1, 2 - 20 SEC.   (40)
HIGH 1 - 10 SEC.   (50)
HIGH 1, 2, 3, 4, 5   (55, 56, 57, 58, 59)
LOUD – PREPARATORY FLAG UP - 4 MIN. TO START (1 MIN.)
HIGH 1, 2, 3 - 30 SEC.   (3.30)
HIGH 1, 2 - 20 SEC.   (3.40)
HIGH 1 - 10 SEC.   (3.50)
HIGH 1, 2, 3, 4, 5   (3.55, 56, 57, 58, 59)
LOUD – PREPARATORY FLAG DOWN- 1 MIN. TO START (4 MIN.)
HIGH 1, 2, 3 - 30 SEC.   (4.30)
HIGH 1, 2 - 20 SEC.   (4.40)
HIGH 1 - 10 SEC.   (4.50)
HIGH 1, 2, 3, 4, 5   (4.55, 56, 57, 58, 59)
LOUD – START-DIVISION I DOWN, DIVISION 11 FLAG UP (5 MIN.)
HIGH 1, 2, 3 - 30 SEC.   (5.30)
HIGH 1, 2 - 20 SEC.   (5.40)
HIGH 1 - 10 SEC.   (5.50)
HIGH 1, 2, 3, 4, 5   (5.55, 56, 57, 58, 59)
LOUD – PREPARATORY FLAG UP - 4 MIN. TO START (6 MIN.)
HIGH 1, 2, 3 - 30 SEC.   (8.30)
HIGH 1, 2 - 20 SEC.   (8.40)
HIGH 1 - 10 SEC.   (8.50)
HIGH 1, 2, 3, 4, 5   (8.55, 56, 57, 58, 59)
LOUD – PREPARATORY FLAG DOWN- 1 MIN. TO START (9 MIN.)
HIGH 1, 2, 3 - 30 SEC.   (9.30)
HIGH 1, 2 - 20 SEC.   (9.40)
HIGH 1 - 10 SEC.   (9.50)
HIGH 1, 2, 3, 4, 5   (9.55, 56, 57, 58, 59)
LOUD – START

TURN OFF BOX!!!
The white button is used to sound the horn manually.

SLSC COURSE DIAGRAMS

W 1

W 2

I 1

I 2

G

F

M 1

M 2

T 1

T 2

O

B

L 1

L 2

B mod.