Race Management At DSC



Essential Learning Outcomes

- Understand WHAT Race Committee Does
- Learn HOW to run Race Committee at DSC
 - HOW to set marks
 - HOW to anchor the Signal (Committee) boat
 - HOW to set and adjust a starting line
- Learn WHAT to DO in an EMERGENCY
- Learn HOW to complete the Score Sheets and WHAT to do with them

Who are Race Committee (RC) Members?

Typically they are volunteers

 Racers or non-Racers who want to be part of the fun

They do it because of their own interest in the sport, and the pleasure it brings to them and to the competitors.

Race committees perform a valuable service to their constituents—the racers—which few racers can or are willing to buy.

The members of the committee take pride in providing the best service possible.

Elements of Success:

- Preparation and planning
- Teamwork
- Know the wind, weather
- Select a good location
- Take corrective action when things go wrong

What is Expected of the RC by Sailors?

Having witnessed good race management at many regattas, competitors have come to expect certain standards for race committee work.

- Perfection!
- Competence
- Knowledge of the sport, the class, the locale and the event

- Fair Competition
- Adaptability & Flexibility
 - Conditions
 - Procedures
- Safety and Good Sense
- Decisiveness
- Fun

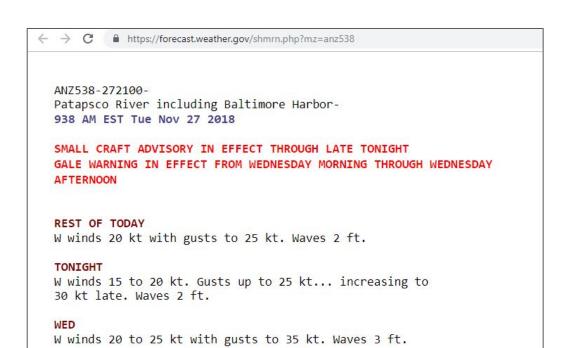
The **B** steps of DSC RC Duty

1

Do you have RC Duty? Check the Roster

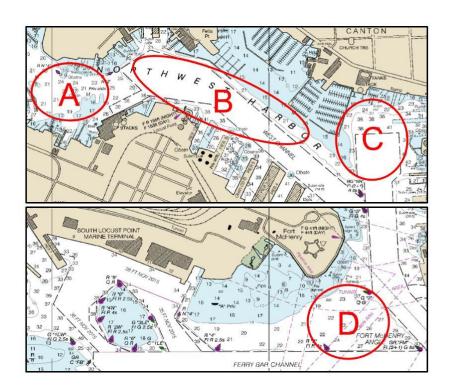
	В	С	D	E	E	G	Н	- 31	J	К
	-	Series 1	Series 1	Series 1	Series 1	Series 1	Series 2	Series 2	Series 2	Series 2
7000	Skipper Names	4/25/2019	5/2/2019	5/92019	5/16/2019	5/23/2019	5/30/2019	6/6/2016	6/16/2019	6/20/2019
	Jenn Millar & Rachael Boicourt	03 Jammin	04 Jalapeno	05 OJ	06 Algonquin	07 Jolly Roger	08 Jolie	09 CoCoJ	10 Jazz	11 Jackrabbit
	Ehren Gaag, Steve Smith, Mark Collins	04 Jalapeno	05 OJ	06 Algonquin	07 Jolly Roger	08 Jolie	09 CoCoJ	10 Jazz	11 Jackrabbit	Race Committee Duty
у	Tom Dolby, John DiMino, Jack BeVier	05 OJ	06 Algonquin	07 Jolly Roger	08 Jolie	09 CoCoJ	10 Jazz	11 Jackrabbit	Race Committee Duty	01 Joker
s	Robert Daniel, Jared Ackers	06 Algonquin	07 Jolly Roger	08 Jolie	09 CoCoJ	10 Jazz	11 Jackrabbit	Race Committee Duty	01 Joker	02 Jester
2	Tim King, Chris Rossi	07 Jolly Roger	08 Jolie	09 CoCoJ	10 Jazz	11 Jackrabbit	Race Committee Duty	01 Joker	02 Jester	03 Jammin
	Dave Beckett, Steve Young	08 Jolie	09 CoCoJ	10 Jazz	11 Jackrabbit	Race Committee Duty	01 Joker	02 Jester	03 Jammin	04 Jalapeno
1000	Tark Yetiser, Dino Fragnos	09 CoCoJ	10 Jazz	11 Jackrabbit	Race Committee Duty	01 Joker	02 Jester	03 Jammin	04 Jalapeno	05 OJ
,	Nathan Wilson, Keegan Dauber	10 Jazz	11 Jackrabbit	Race Committee Duty	01 Joker	02 Joker	03 Jammin	04 Jalapeno	05 OJ	06 Algonquin
	Chris Endres, Matt Alisch, Doug Silber	11 Jackrabbit	Race Committee Duty	01 Joker	02 Jester	03 Jammin	04 Jalapeno	05 OJ	06 Algonquin	07 Jolly Roger

Check the WX, email your co-team, and create a plan



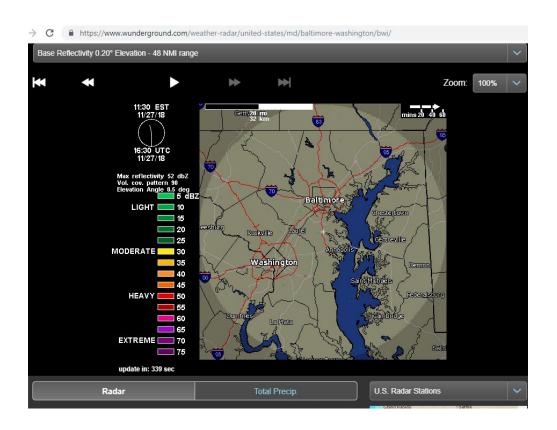
... If your plan doesn't involve Course 'C', contact the office

(410.727.0722)

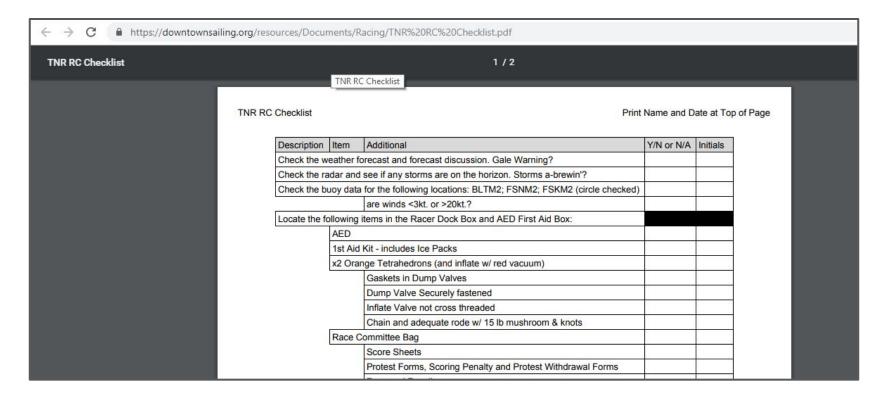




Before setting up for RC,
Check the
Radar



If the forecast is good, follow RC Checklist



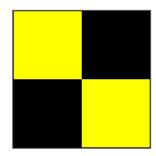
AED in Markset powerboat

- Markset boat carries Pin and Windward Mark
 - Check marks for sufficient rode
 - Are knots tied appropriately?
 - Is chain sufficient and are shackles tight?
- (for DSC), RC Signal boat carries Leeward Mark
- For 2019+, RC works to use flags for course changes (see SIs)
 - Flags: C (change), S (shorten), 1st substitute pennant (general recall) required
 - Orange Flag on Signal Boat for start/finish tie or set vertically
 - Optional flags: L (come within hail), pennant no. 1 & 2 (class flags), P (prep), X (individual recall), AP pennant (postponement)
- RC Signal Boat needs to check anchor and rode for sufficient length

5

Communicate Course Location to Competitors

- 1. Tell each skipper before leaving dock
- 2. Broadcast via VHF Channel 71 at 5:30 PM (per SIs)
- 3. Maneuver powerboats toward course location <6mph
- 4. Optional: hoist **flag L** (with one horn blast) as you are heading toward course location
 - a. Flag L means "come within hail" / "follow me," showing Race Committee's intention to race / movement of the RC boat
 - b. Once you are on station, take the L flag down unless you want boats to "come within hail."
 - No signal for taking it down and can rehoist (1 blast) when needed



Flag L

How do you know which Course to go to?

Use A **ONLY** if weather is sketchy NW winds Typically April, September, October SOUTH LOCUST POINT Use B ONLY with approval of DSC staff NW & SE winds only

Use C

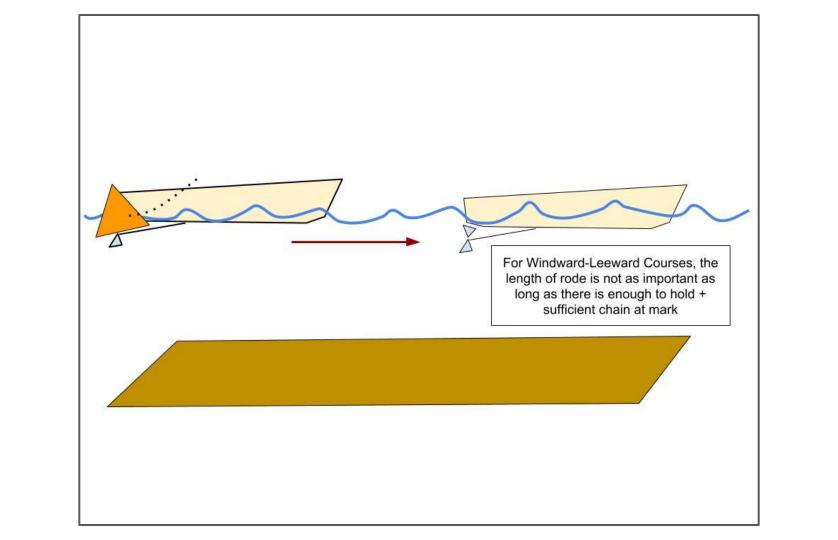
May, June, July, and August

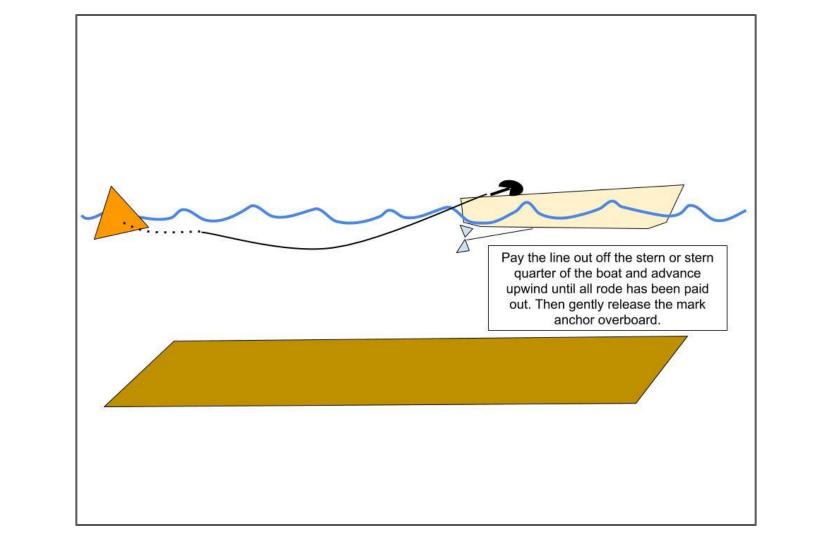
Use D

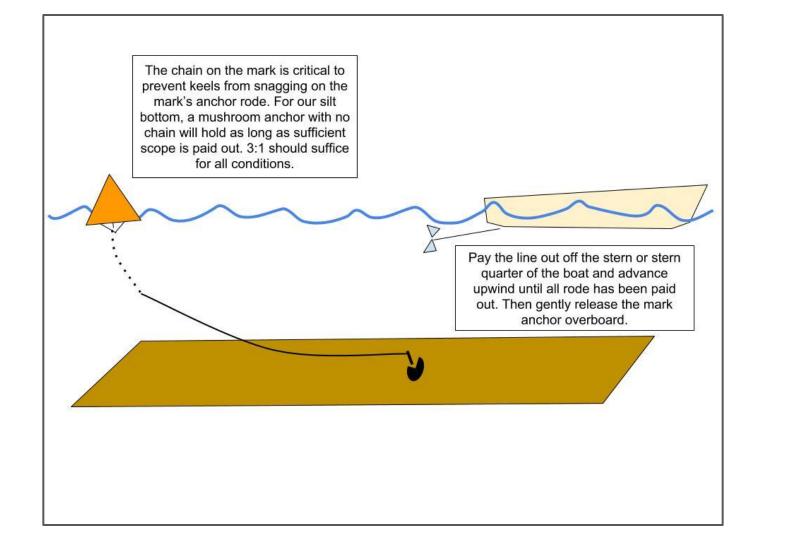
ONLY when daylight is longer .. late May, June, early July AND when wind is S, SE, NE

Set the Marks for the Course

- 1. Signal boat drops leeward mark
- 2. Markset boat proceeds upwind with windward mark
 - a. Markset and Signal boats communicate with each other to drop Windward (aka weather) mark
 - b. Markset then adjusts the windward mark as needed
- 3. Signal boat sets the "committee boat end" of the line by anchoring
 - Signal boat should anchor far enough away from leeward mark to prevent being run into if a racing boat screws up the douse
- 4. Markset boat drops the "pin end" buoy
 - a. Markset begins downwind of desired mark location and proceeds upwind, trailing mark astern
 - b. Markset listens for command from Signal boat to "Drop!"
- 5. Markset and Signal boats work together to insure line is square
 - a. Markset can drag pin downwind if need be, or Signal boat can lengthen/shorten rode
 - b. Marks can be adjusted until preparatory signal (2 minutes on Sound Starting System)





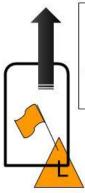


SETTING THE WINDWARD & LEEWARD MARKS #1

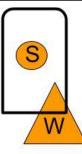


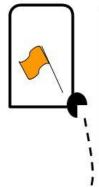
WAVES 90 deg. to WIND





Signal Boat preps leeward Mark; advances upind and lets mark drift out astern

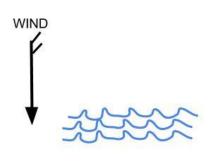




2. Signal Boat drops leeward mark when mark is in spot; Markset advances directly upwind of Signal Boat/Leeward mark

SETTING THE WINDWARD & LEEWARD MARKS #2











3. Markset Boat preps windward mark; advances upwind and lets mark drift out astern; drops mark on command by Signal Boat





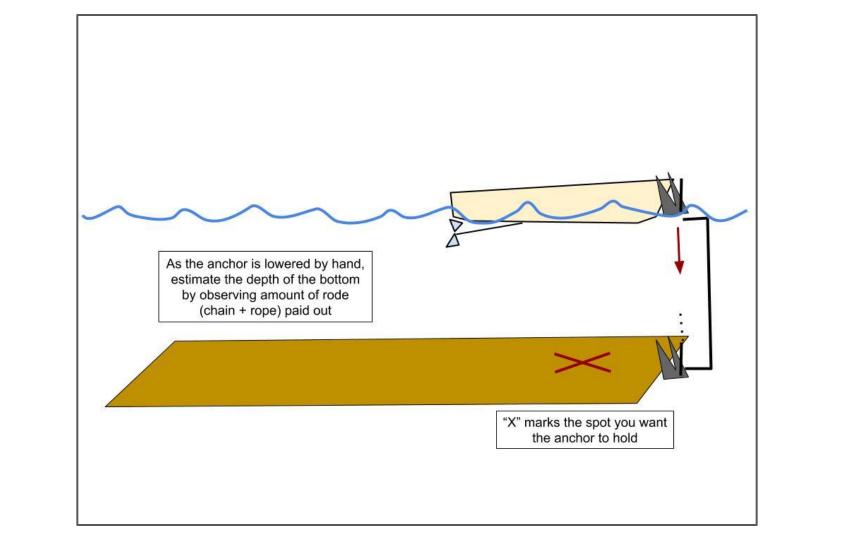


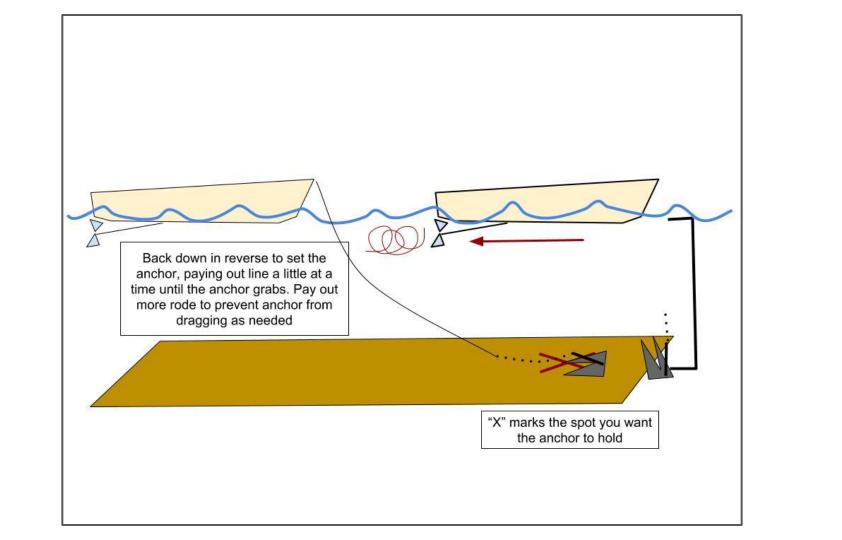


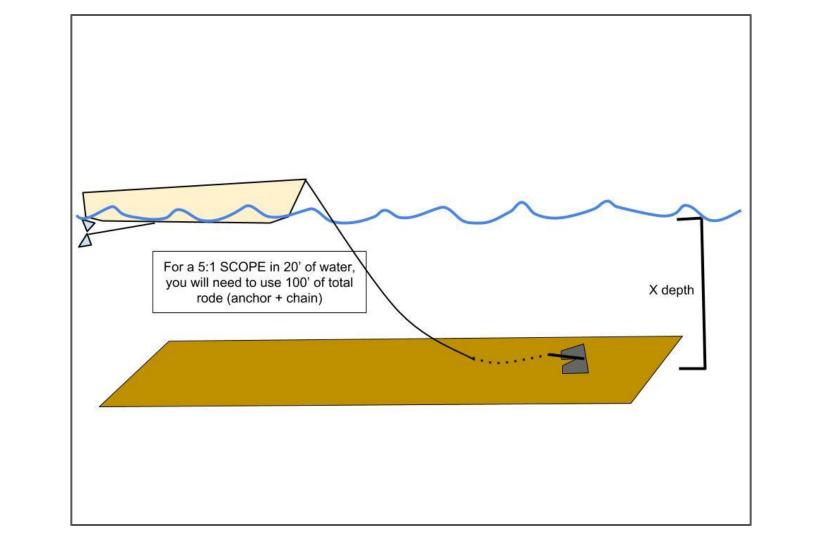


necessary



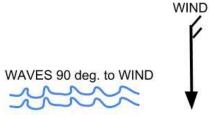








SETTING THE START/FINISH LINE #2a





Signal Boat advances upwind of desired location. Lowers anchor, then backs down to desired location. Sets anchor by snubbing anchor line and backing down.

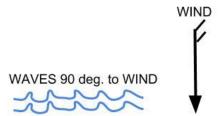




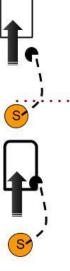


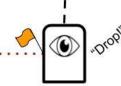
SETTING THE START/FINISH LINE #2b

 Markset Boat begins downwind of desired markset location and proceeds upwind, trailing starting pin astern. When pin is in desired location, Signal Boat calls "Drop!"









ADJUSTING THE START/FINISH LINE

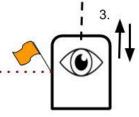
- 1. Signal and Marset Boats sight the line for squareness and drift.
- 2. If pin is too far upwind, markset boat drags it downwind.
- Further adjustments are made by changing length of Signal Boat anchor rode



WAVES 90 deg. to WIND



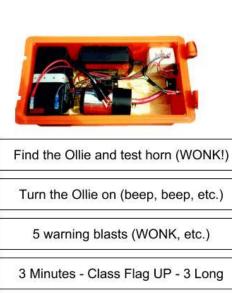




WIND

Run the Races!

- 1. Flag L up (with 1 horn blast) when prepping to race
- 2. Notify competitors on VHF 71 intention to race
- 3. Lower L flag (traditionally 1 minute prior to class warning flag) no sound
- 4. Turn on Ollie
- 5. Ollie gives beeps for 10 seconds before 5 short warning blasts
 - a. Try to capture all horn sounds on VHF 71
 - b. 5 second pause and then...
- 6. 3 minute (class flag, warning signal) 3 long blasts
- 7. 2 minute (flag P, preparatory signal) 2 long blasts
- 8. 1 minute, 30 seconds 1 long, 1 short
- 9. 1 minute (flag P down) 1 long
- 10. Sounds for 30, 20, 10, 5-1, and start. Class flag down at Start



Orange Flag and Staff up & on station

"L" Flag Up "Come within hail" (1 short)

"L" Flag Down (no sound)



2 Minutes - P Flag UP - 2 Long

1 Min 30 sec - 1 Long, 3 short

1 Minute - P Flag DOWN

5, 4, 3, 2, 1, GO! - Class Flag DOWN

30, 20, 10 sec - 3 short, 2 short, etc.























After the countdown finishes ...

- 1. If a boat or a few boats are over early at start (OCS):
 - a. Announce the boat names/team names/boat numbers on VHF 71
 - b. Optional Hoist flag X and give 1 horn blast
- If close-to or more-than half of the boats are OCS:
 - a. Hoist 1st Substitute pennant and give 2 horn blasts
 - b. Courtesy announce the general recall on VHF 71
- 3. If all boats are behind the starting line at the start, announce "ALL CLEAR"
 - a. Starting line is between the staff of the orange flag and the "Course Side" of the starting pin
- 4. If it looks like boats cannot lay the pin on starboard tack:
 - a. Abandon the race
 - i. Hoist flag N and blow 3 horn blasts
 - Use one horn blast when lowering the flag







Individual Recall (courtesy under TNR SIs)





Announce Individual Recalls on VHF 71 (TNR)

General Recall (Use if a significant % are OCS)



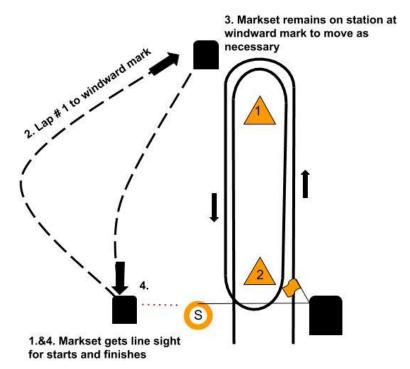


Courtesy to Announce General Recall for TNR

After the boats have started properly ...

- Markset boat follows fleet upwind (preferably on the left side of the course)
- Markset boat holds station upwind of windward mark to watch 1st mark rounding
- 3. Signal boat crew record all starting data (OCS, start time, 1st leg time, etc.)
- Markset and Signal boats work to square course as needed by moving the windward mark after last boat rounds
 - a. Rarely, if ever, move the leeward mark for TNR
- 5. Markset boat drives downwind to record finishes as backup to Signal boat

MARKSET RESPONSIBILITIES DURING RACE

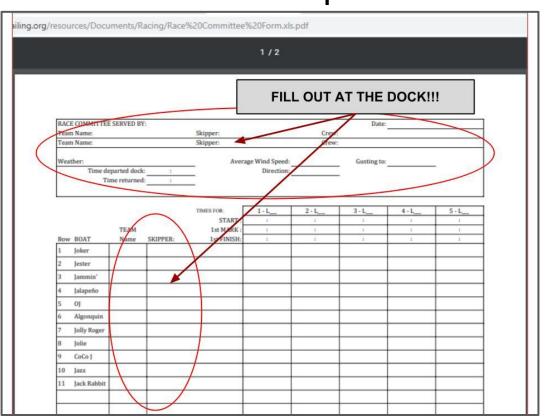


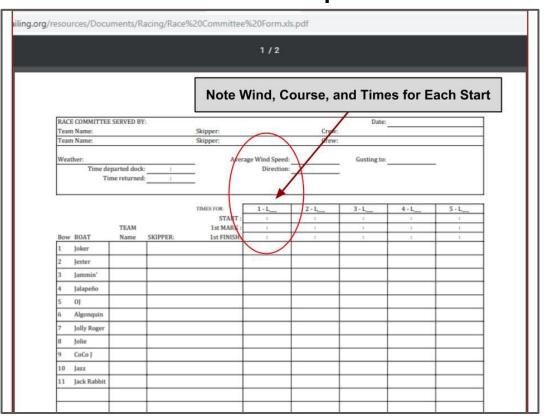
Course "L4"

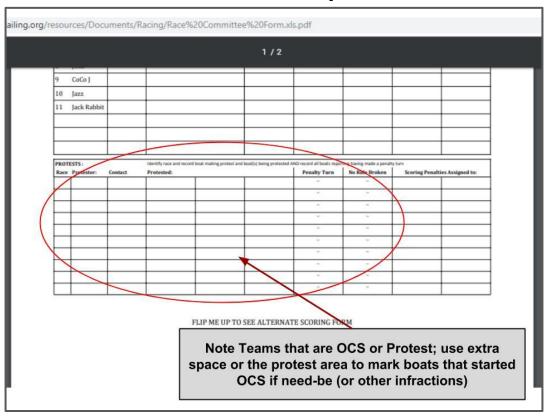
Filling in the Score Sheet

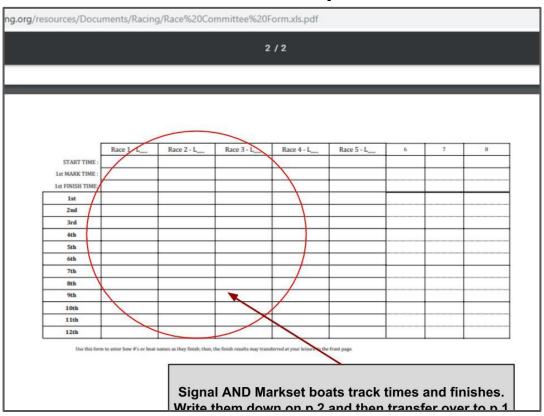
Multiple people on each boat (Signal and Markset) should fill in Score Sheet

- 1. Mark the Time of start
- Mark any wind changes
 - a. Adjust mark right or left as needed as soon as the last boat rounds
- 3. Mark time of first boat (and sometimes last boat) to round first leg
 - a. Lengthen or shorten the course based on the time for boats to round (more later)
- 4. Note anyone who is/was OCS
- 5. Mark any protests you hear on the water or over the VHF
- 6. Write Down the Scores
- 7. Confirm scores through agreement
- 8. Transcribe scores onto front page of score sheet

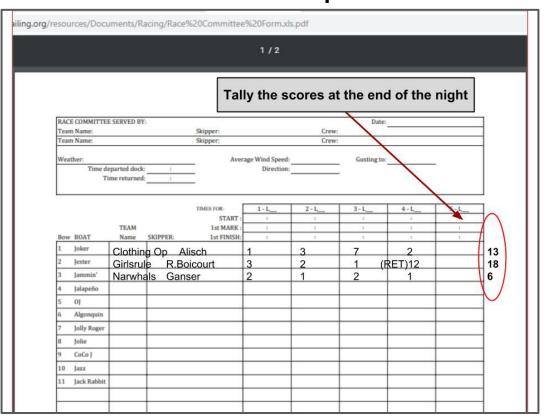




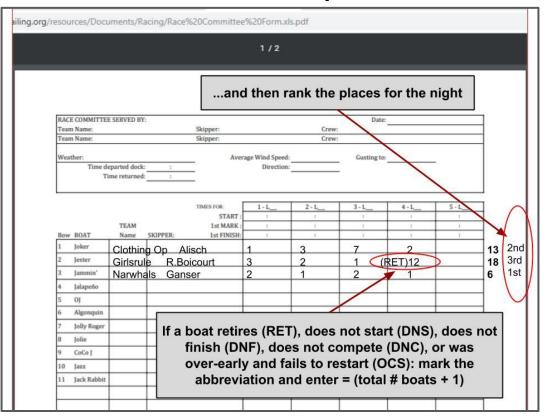




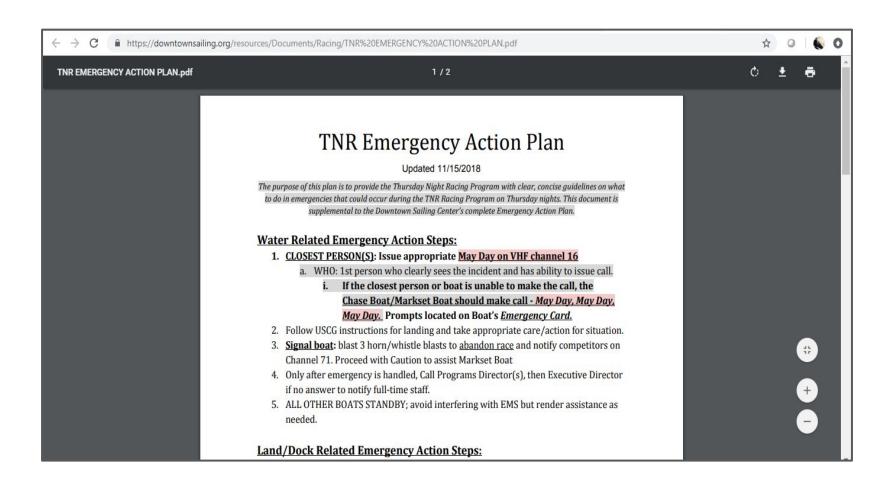
Filling in the Score Sheet: Step 5



Filling in the Score Sheet: Step 6



What to do in an Emergency



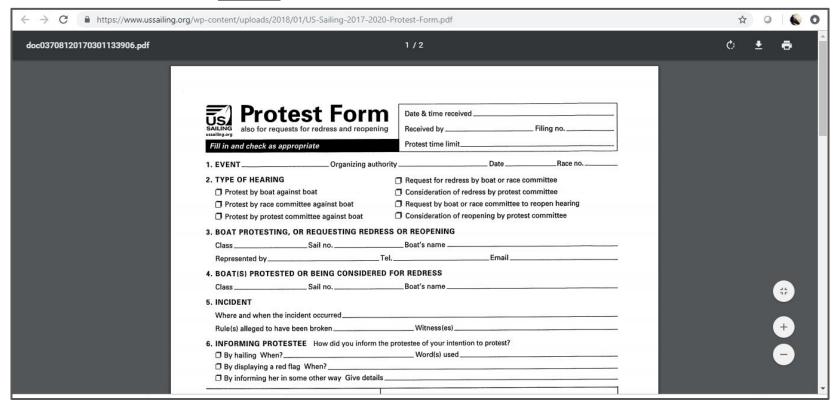
Who Calls 911? What to do?

- 1st person available to Call CALL! Do not delay!
 - It is okay if multiple people call
 - "MAY DAY" transmission on VHF Radio is the preferred method for fastest action on the water
 - But 911 is fine. Call Call Call.
- All competitors stop racing. If you see something, say something.
 - Boats should go into safety position
 - Standby to render assistance as needed...
 - ...but Do Not Impede Emergency Medical Services (EMS)
- Markset boat has AED and is most mobile
- RC Signal boat should pull anchor in and proceed to assist as needed
- Follow EMS directions to preferred landing areas.
- Emergency Landing Areas posted on the cockpit of each boat
 - Includes how to complete a "May Day" transmission on <u>VHF 16</u>



Protests

The Protester and Protestee fill out a Protest Form



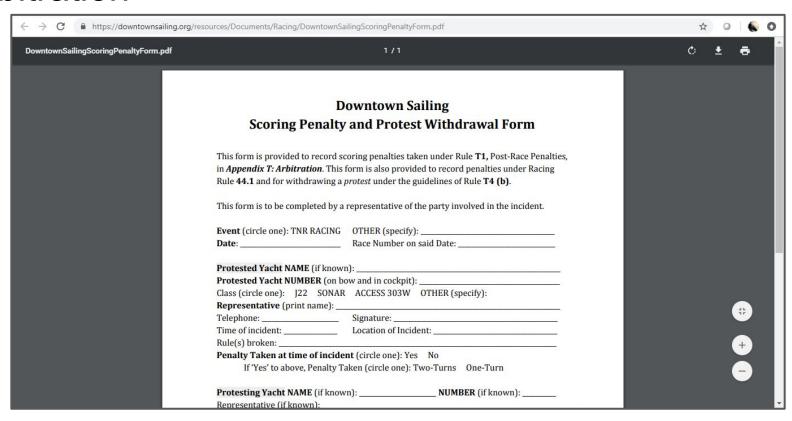
Order of Operations:

- 1. Did the protesting boat hail the race committee on the signal boat and lodge their protest (verbal and/or VHF 71)?
 - a. If 'Yes', continue...
 - b. If 'No', did the incident between boats result in damage or injury? If 'Yes', continue...
- 2. Did the protesting boat yell "Protest" or was there damage or injury?
 - a. If 'Yes', continue...
- 3. Did the protesting boat fly a red flag?
 - a. If 'Yes', continue...
- 4. Did the protesting boat withdraw their protest verbally with the race committee?
 - a. If 'No,' YOU HAVE A VALID PROTEST ON YOUR HANDS!!!

What to do when there is a Protest

- Give both teams Protest Forms offer it to them after the race and remind them after racing
- 2. Look for the Protest Parties (protestees and protesters) on the docks once you dock
- 3. Assign 1 person from RC Duty to be the Arbitrator
- 4. Each team gets to have one person from their boat go to Arbitration
- Arbitration can only occur after the Protest Forms have been filled out (or else the protest is not valid)
- 6. ...process continued on next slide...

Arbitration

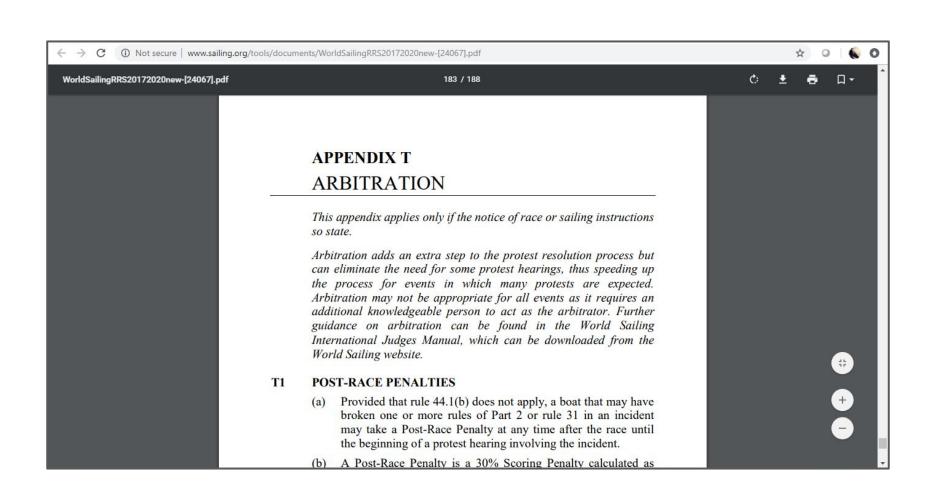


Arbitration (continued)

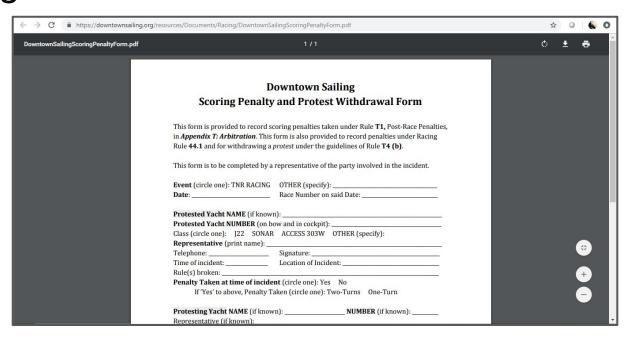
- One person from RC duty (not on the teams protesting/protested)
- One person from each team involved in the protest (as many people as teams involved)
 - NO WITNESSES
 - ONLY ONE person per team as a representative
 - The teammember must have been ON THE BOAT
- Arbitrator receives the completed protest forms
- Arbitrator decides if arbitration is appropriate.
 - o Damage, Injury, Bias, Rudeness may make it inappropriate
- Arbitrator reads the protest forms and listens to the witnesses (closed meeting)
- Arbitrator gives their OPINION on what the protest committee is likely to do.

Arbitration (continued more)

- 1) The arbitrator's opinion will be one of the following:
 - a) The protest committee will likely find the *protest* invalid,
 - b) The protest committee will likely penalize neither boat, OR
 - c) The protest committee will likely find one or more boats for breaking a rule, identifying the boats and the penalties
- 2) After the arbitrator offers an opinion
 - a) A boat may take a Post-Race Penalty, and/or
 - b) A boat may ask to withdraw her *protest*.
 - c) A boat or boats may continue on to a protest hearing in two weeks time
- 3) If a boat takes a Post-Race Penalty or withdraws the protest, the arbitrator may then act on behalf of the protest committee to allow the withdraw



If the Protesting boat withdraws the protest or either/both team(s) take a scoring penalty for breaking a rule:



Downtown Sailing Scoring Penalty and Protest Withdrawal Form

Even if Protest

will not likely be considered

valid. Arbitrator

fills out form

according to

protest forms

and testimony.

A team has the

following options: take a

scoring penalty;

continue to a

protest hearing; or withdraw

their protest.

This form is provided to record scoring penalties taken under Rule T1, Post-Race Penalties, in Appendix T: Arbitration. This form is also provided to record penalties under Racing Rule 44.1 and for withdrawing a protest under the guidelines of Rule T4 (b). This form is to be completed by a representative of the party involved in the incident. Event (circle one): TNR RACING OTHER (specify): Race Number on said Date: Protested Yacht NAME (if known): Protested Yacht NUMBER (on bow and in cockpit): Class (circle one): J22 SONAR ACCESS 303W OTHER (specify): Representative (print name): Telephone: _____ Signature: ____ Time of incident: _____ Location of Incident: ____ Rule(s) broken: Penalty Taken at time of incident (circle one): Yes No If 'Yes' to above, Penalty Taken (circle one): Two-Turns One-Turn Protesting Yacht NAME (if known): NUMBER (if known): Representative (if known): Telephone (if known): Scoring Penalty Taken (circle one): Yes (30% penalty) No (Protest Hearing) Arbitrator Name (print): Date: Arbitrator Signature: By signing this document, the Arbitrator claims the penalty was taken in accordance with rule 44.1(b)

	Class (circle one): J22 SONAR ACCESS 303W OTHER (specify):
	Representative (print name):
	Telephone: Signature:
	Time of incident: Location of Incident:
	Rule(s) broken:
	Penalty Taken at time of incident (circle one): Yes No
	If 'Yes' to above, Penalty Taken (circle one): Two-Turns One-Turn
	Protesting Yacht NAME (if known): NUMBER (if known):
	Representative (if known):
	Telephone (if known):
ı	Scoring Penalty Taken (circle one): Yes (30% penalty) Arbitrator Name (print): Arbitrator Signature: By signing this document, the Arbitrator claims the penalty was taken in accordance with 44.1(b) Mark with an 'X' Here,, if withdrawing a protest (place 'X' within line) Fill out the form completely and then staple it to the protest form. Sign all the appropriate places.
	Representative (print name): Time Return original copy
	Representative Signature:
	Arbitrator Signature, time, and date of Acceptance:
	Race Committee Acknowledgement Date: Time: text/email Stuart per
	Signature: instructions
	Signature.

Committee.