

TNR Need to Knows

Downtown Sailing Center

Updated 11/20/2018

Let's go racing! What do you need to know?

1. What requirements are there for racing on Thursday Nights?

- a. If you want to race on a team with Spinnakers, you will need to join a "TNR" team in advance of April. Each team is comprised of:
 - i. A minimum of two (2) "race skippers" (DSC skippers who have paid a "Racing Skipper" upgrade). The "race skipper" upgrade is \$150 for the season.
 - ii. A minimum of four (4) "race crew" (DSC skippers or crew who have paid a "Race Crew" upgrade). The "race crew upgrade is \$100 for the season.
 1. You should join a team before paying the upgrade. Coordinate with friends, meet people at a DSC racing function, sail at frostbiting, and/or contact John and Stu at the office.
 2. The Spinnaker program is relatively intense with the racing, so if you have never raced before you should plan on getting out and practicing in the winter with your team.
- b. If you want to race casually, either with a team or without a team, the TNR program is offering a second, non-spinnaker start beginning in 2018 for Sonars.
 - i. There are no extra requirements to race in the second start other than regular skipper and crew requirements.
 - ii. Teams of two (2) can sail. Only one person needs to be a skipper.
 1. Ideally, the DSC wants for all participants to be DSC members but the only strict requirement is for the skipper to be in good standing as a DSC skipper (and they must reserve the boat through the reservation system).

2. What is Thursday Night Racing like?

- a. Thursday Night Racing (TNR) is short course, windward-leeward racing. The boats are maneuvering close together and the spinnaker racing places a premium on the boathandling maneuvers of tacking, getting the kite (spinnaker) up and down, and rounding the marks.
 - i. The non-spinnaker racing will be much more of a pickup-style racing, with no set number of boats racing each night (but capped at 6 boats). Most races for the non-spinnaker fleet will be windward-leeward once around.

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- ii. The spinnaker racing features 10 or 11 boats all maneuvering in very close proximity to one another. The races are typically designed to last about 30 minutes long for each race and the races are short, with each windward leg lasting about 10 minutes and each downwind leg lasting about 5 minutes. The standard course is a 4-leg windward leeward race, with all marks left to port.
- iii. There is no rig tuning and the main and jib are supplied by the DSC. Teams rotate boats each week, too, so for J/22s the premium is really on boathandling, sail trim, and putting the boat in the correct spot on the course.
- iv. The Spinnaker racing is rather athletic and is definitely geared toward the experienced sailor. Racing skippers don't need to be excellent racers, but there are some basic boathandling skills all racing skippers should have before hitting the line. Many race skippers cut their chops as race crew on the J/22s before taking the helm.
- v. The competition is friendly yet intense. Teams develop a rapport with one another as the season rolls on, but most teams are out there to compete and improve. While sailing is a social sport, the TNR J/22 racing program tends to draw more competitive individuals to the program. Many of the sailors do enjoy a social hour afterwards at Little Havana, though!

3. Any other basic policies to be aware of?

- a. TNR racing, like all DSC programs, is alcohol-free. Boating and the consumption of alcohol don't mix. Those having a traditional sailor's thirst have a good social time at Little Havana after each Thursday and the sea stories get bigger with each retelling!
- b. There are some specific policies, procedures, and red tape surrounding collisions and boat damage. All of that info can be found in the Sailing Instructions -- or you can contact John O' or Stu at the office and get more info.

4. Is TNR right for me?

- a. Are you a sailor and do you live or work in the greater Baltimore Metro area? If the answer is 'Yes,' we believe TNR is a great program for you!

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- i. If you are new to racing or just want a more relaxed racing atmosphere, try your hand with the second Sonar start. The racing will be good-natured and rather chill.
- ii. If you are competitive, want to improve your sailing skills, or want to develop a clear understanding of boat-on-boat tactics, then TNR is a great program for you.
 1. There is a broad spectrum of sailing backgrounds in the TNR program and its a good group of people to race against, but unless you are a pro-level racer you will probably find the competition rather stiff.
 - a. You do not have to be a top-level racer to have a good time with this program, but it is important to know the TNR Spinnaker Class racing is definitely a 'sport'.

5. Is TNR *NOT* right for me?

- a. If you have never been on a racing sailboat before, or if you have never flown a spinnaker, then we recommend either joining in with the second Sonar start or joining *VoloCity's* Sailing League with the DSC.
 - i. <http://www.volocity.org/baltimore/sailing/#upcoming>
 - ii. *Volo* Sailing League is a ton of fun, a phenomenal value, and a great primer for sailing.
- b. Persons are welcome and encouraged to attend informational sessions.
- c. Persons are also welcomed to participate or "hop on" with Race Committee and assist with or view TNR racing.