

Preparation – 1 week ahead

- Find out:
 - Who is Duty Officer (I suggest you call him/her)
 - Who is the other Race Officer
 - What type of race(s) – club series or trophy
 - Whether class or mass start
- On the day, arm yourself with:
 - A digital watch set to correct time using speaking clock or teletext
 - Binoculars if you have them, clip board, pens and paper
 - Race Officer instructions, club Sailing Instructions
- Try to get:
 - Another helper willing come out with you
- Arrive at the shore box no later than 75 minutes before published start time
 - Arriving late is the surest way to get into a mess



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Setting up – on shore

- Get Committee Boat keys from Duty Officer
- Put out Declaration sheet in Boatswain's hut
- Try to co-opt a 3rd & 4th person to join you on the Committee Boat (or bring one with you)
- Make contact with Patrol Boat crews and make sure they have on board:
 - Small orange buoy for start / finish line
 - One other buoy for windward mark
 - Ground tackle for buoys (weight, line and anchor)
- Gather any stuff you need from the brief case in the Race Box:
 - Record sheets, compass, watch, binoculars, pens
- Get afloat!
 - If you are not heading out to the Committee Boat 50 minutes before the start time you will be hard pressed to start on time



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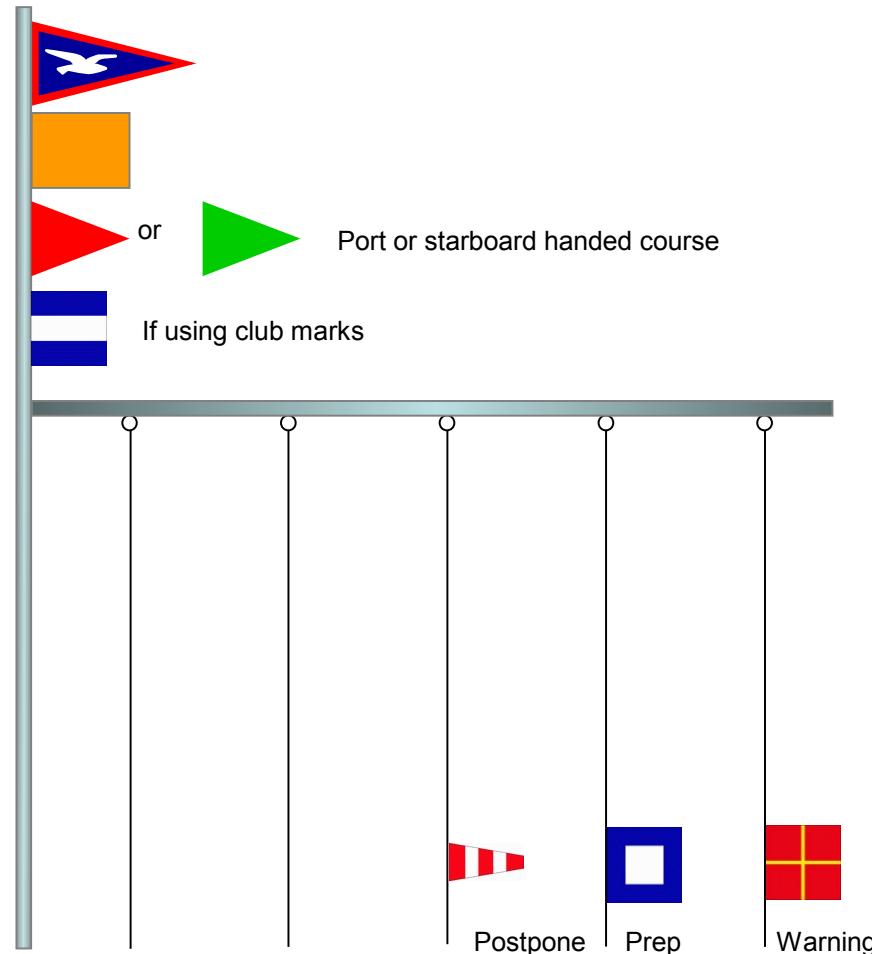
Setting up - aboard

- Get on board Committee Boat ASAP
- Opportunity for multi-tasking: one can set up, the other set the course
- The person setting up should:
 - Get the radio going and do a radio check
 - Connect the horn and test
 - Put the holders for the course number boards on the front and back
 - Get the numbered boards ready for use
 - Attach the club burgee and the orange flag to the main mast halyard and, when they can, the coloured flag and J
 - Attach the starting flags
 - Prepare the Recording Sheet with date, time etc

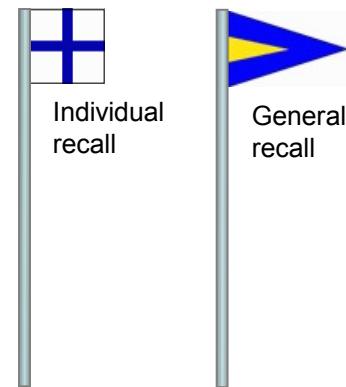


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Flags – mass start

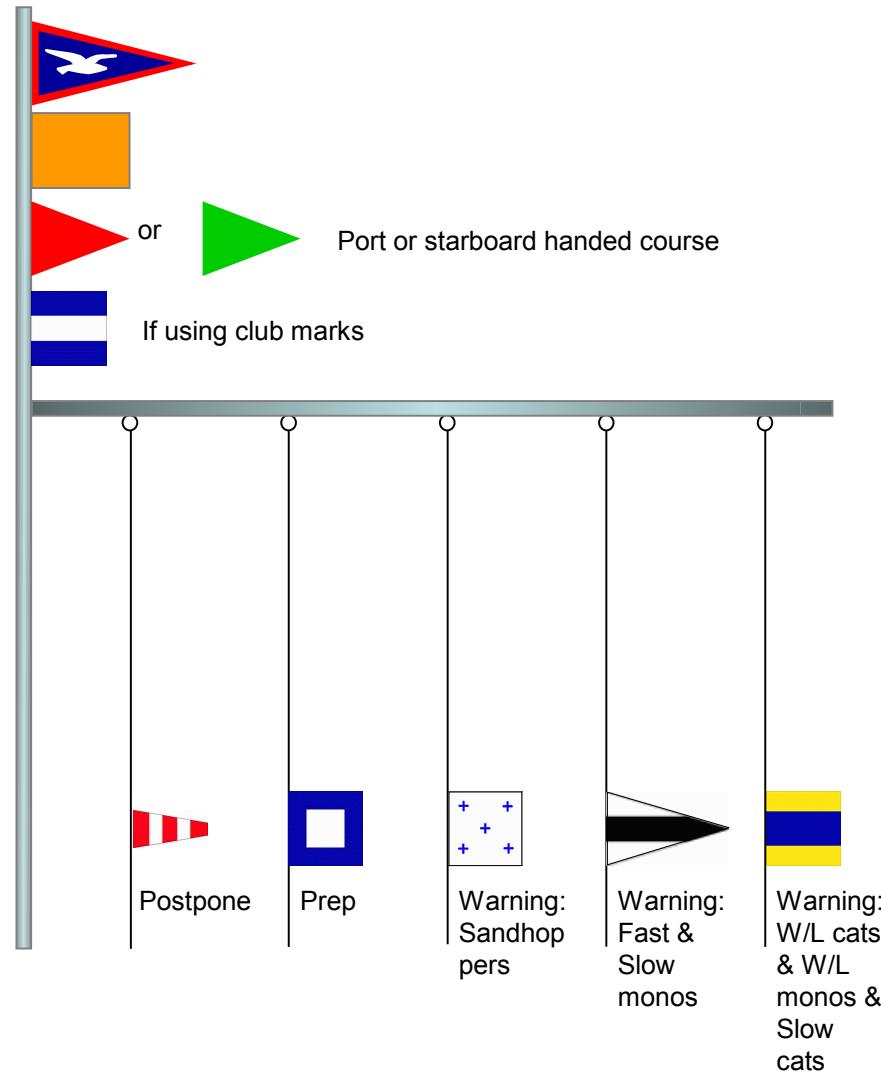


There are 2 handy poles,
one with individual recall
and one with general
recall



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Flags – class start



There are 2 handy poles,
one with individual recall
and one with general
recall



Individual
recall

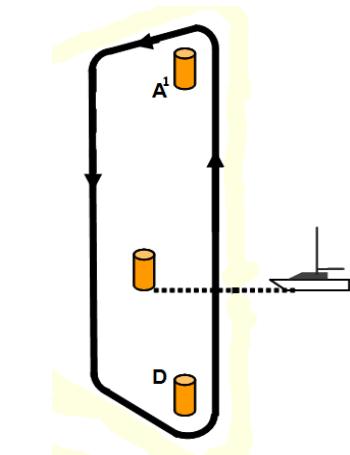


General
recall

Class starts - set 2 courses (3 really)

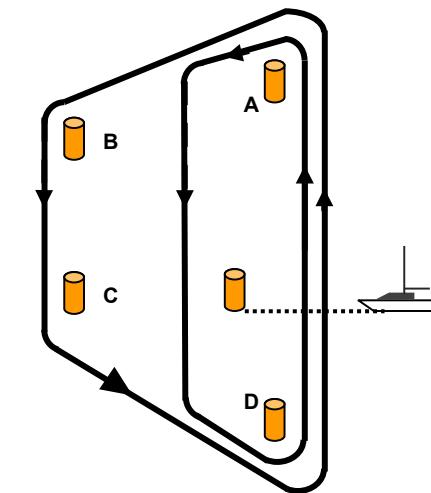
1. Front of Committee Boat:

- Designate 2 marks: A1 and D (A1 should be a longer beat than A)
- W/L Cats & W/L Monos sail A1, D, S/F line



1. Back of Committee Boat:

- Designate 4 marks: ABCD
- Slow Vats, Fast and Slow Monos, sail A, B, C, D, S/F
- Sandhoppers sail A, D, S/F line
- Marks rounded to port or starboard according to the coloured flag you have raised - port handed courses are preferred
- Trophy and Midweek races just one course – as per Fast monos, above



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Setting the course

- Take several wind bearings at 3-5 minute intervals & take average
- Choose the most suitable club mark as the windward mark – mark A
- Choose other club permanent marks to make desired course configurations
- Display course(s) by sliding numbered boards into holders
 - Front: Cats & W/L monos
 - Back: Slow Cats, Sandhoppers and Fast & Slow Monos
 - Use “SP” for any inflatable marks
- Make sure the red or green flag is showing to indicate which way marks are to be rounded



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Setting the course – start line

- Lay the start line:
 - Contact Rescue Boat that has the small orange buoy
 - Direct them over the radio to lay it so the line from the Committee Boat mast is at approx 90° to wind
 - The length should be approx 2 boat lengths for every boat starting – lay it for the number of boats in the largest fleet
 - Check it – line is between the committee boat mast flying the orange flag and the orange buoy – make sure it is 90° to wind
 - This will also be finish line – you can shorten it after the start



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The start – TBYC Class Start

TBYC Class Start 2012 – full sequence for published start time T

Time	Flag	Action	Sound	Meaning
T – 3	 D ↑	Display	One	Warning for Cats & W/L monos
T - 2	 P ↑	Display	One	Prep for Cats & W/L monos
T - 1	P ↓ 	Remove	One	One minute for Cats & W/L monos
T	D ↓  ► 3 rd Sub ↑	Remove Display	One	Start for Cats & W/L monos Warning for Fast & Slow monos
T + 1	 P ↑	Display	One	Prep for Fast & Slow monos
T + 2	P ↓ 	Remove	One	One minute for Fast & Slow monos
T + 3	3 rd Sub ↓ ►  NN0 ↑	Remove Display	One	Start for Fast & Slow monos Warning for Sandhoppers
T + 4	 P ↑	Display	One	Preparatory for Sandhoppers
T + 5	P ↓ 	Remove	One	One minute for Sandhoppers
T + 6	NN0 ↓ 	Remove	One	Start for Sandhoppers

Don't forget to write start times on record sheet!

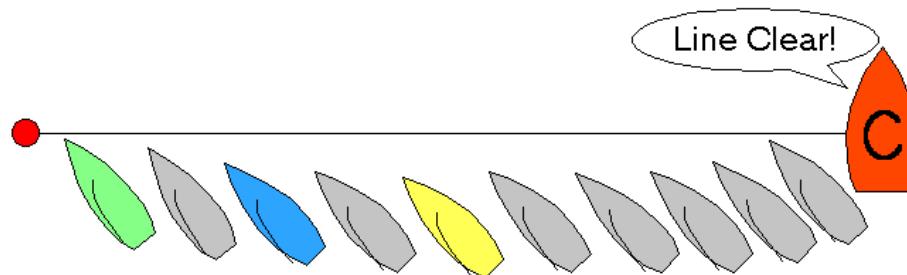
The start – problem solving

- Late starting the sequence?
 1. Before the due time for the first signal, display AP with 2 sounds
 2. When you are ready to start the sequence, remove AP with 1 sound and display first Warning signal exactly 1 minute later
- Mess up during sequence?
 - At any time raise AP with 2 sounds
 - Any classes already started can carry on
 - Gather your wits and proceed as per step 2 above
- Started them at the wrong time, e.g. 10 secs early
 - General recall
 - Gather your wits and proceed as per step 2 above (but you will be removing the General recall flag, not AP)



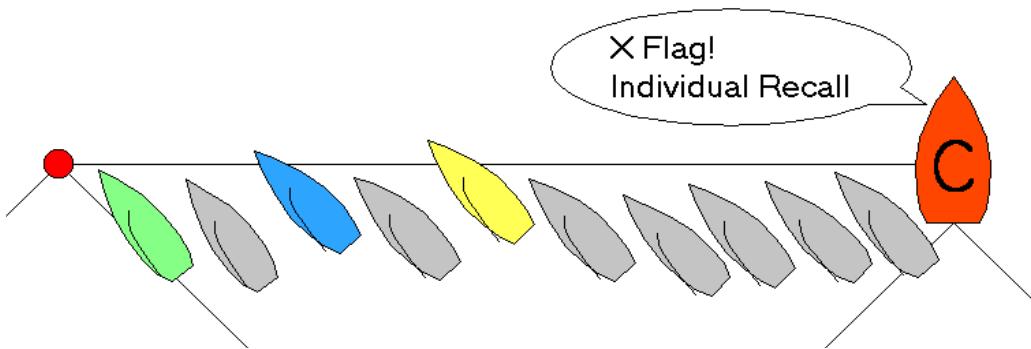
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The start – boats over the line



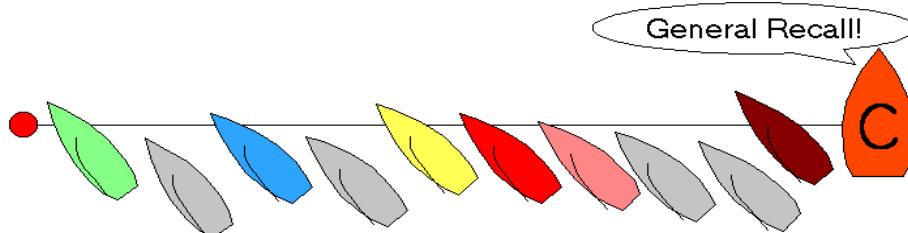
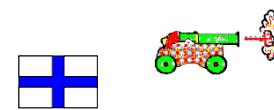
Clear start

This is what you hope for



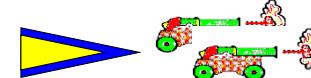
Individual recall

If boats are over and you can identify most of them



General recall

If boats are over and you can't identify most of them



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Finishing

- Target race durations are:
 - One race day: 90 – 120 minutes. Two race day: 60 - 90 minutes
- Watch the Sandhoppers:
 - as leading SH passes through line estimate when it will complete it's next lap
 - If this is within the target duration then you will need to finish race as it approaches next time
- As the leading Sandhopper is on the penultimate leg of its last lap:
 - look for a break in the traffic
 - Do your best to avoid splitting same class boats
 - Signal the finish by raising code flag “S” with 2 sounds
- Finish all boats when they pass through the line, except:
 - Sandhoppers must all do same number of laps

