

AYC RACE COMMITTEE FLEET RACE MANAGEMENT SUMMARY

The objective of Race Management is to run safe, fair and enjoyable Fleet races. The following is a brief, sequential outline of the tasks to be performed. You should be at the club starting your work about 1 to 1.5 hrs before the racing starts.

1. Equipment Assemblage

- Radios, starting sequence timing devices, sound hailing horns, mark inflators, first Aid kits - These are all stored in the closet in the clubhouse hallway. Access code 1950. Communications will be largely via hand held radios. Encourage Members to bring their personal radios if they have them. There are two timing devices. Make sure the one you take is fully charged.
- RC Support boats - The keys for the RC support boats are in the Signal Boat cabinet under the old steering wheel inside the cabin. There are 4 RC Support Boats plus the Rescue Boat; RC 1 is the skiff with the 75 hp Yamaha, RC 2 the skiff with the Evinrude, RC 3 the skiff with the Honda and RC 4 is the McKee Craft. **PLEASE MAKE SURE THESE BOATS ARE RETURNED TO THEIR ASSIGNED SLIPS AS DESIGNATED ON THE FRONT AND REAR OF THE SLIPS.**
- THE Marks, lines and anchors are to be stored on the Signal Boat. An appropriate supply should be disbursed to each mark boat.
- RC Boat equipment boxes – in the cabin of the Signal boat there is a box for each mark boat containing the equipment needed to manage the tasks required during the race; wind sticks, black bands, compass, change of course cards, flags of change course/shorten course, sound devices, a thermal safety blanket, etc. Each RC support boat is to carry a first aid kit

2. Setting up the course

- leave the dock at least 30 min before the Warning signal is scheduled
- as you motor out into the lake observe the wind direction, wind velocity, weather conditions and get an estimate of the number of boat in each fleet which will be participating
- assign the RC Support boats to the various tasks; weather mark boat, pin boat, jibe mark boat (if needed), leeward mark boat. Deploy the weather mark boat to the anticipated windward portion of the course to take and report wind readings; direction and velocity.
- Based on the conditions position the signal boat directly to leeward of the direction of the wind in the lake such that the use of the

entire lake area is maximized with adequate sailing distance on both sides of the course. Make sure the marks are not too close to the shore, in wind shadows or near obstructions. Set the length of the course such that the expected length of the race is about 45 min.

- Anchor the Signal Boat with adequate scope in the anchor line making sure the anchor is fast to the bottom
- Set the starting pin at a 90 degree angle from the average wind readings reported by the weather mark boat.
- Set the windward mark and the leeward marks such that the string from the windward mark boat points directly to the middle of the starting line and directly at the leeward mark.
- Set the starting line at 90 degrees off the wind direction with a length of 1.25 to 1.5 X the combined boats lengths of the largest fleet expected to start.
- Post your course and the fleet starting order, get all the flags you expect to use on deck with the starting sequence flags, postponement and recall flags on their respective poles

Starting Period

- Make sure all your flags are on the poles in the cans; Warning signal 5 min Class flag; Prep Flag P ; General Recall Flag and Individual Recall Flag
- Make sure timer is ready to go
- Have recorder write down on Race sheets the sail numbers by fleet of all boats in the starting area.
- All quiet on the deck during sequence
- Timer announces periodically time to next flag or drop of flag
- At start of 5 min timing sequence Class Flag goes up with sound signal; at 4 min to start P flag goes up with sound signal; at 1 min to start P flag goes down with sound signal; at start Class flag goes down with one sound signal; Individual recall one sound signal with X flag; General recall two sound signals with First Substitute flag. Can have a General recall after an Individual recall. On individual Recall the signal must be prompt. Try to announce individuals over early on bull horn.
- Start next fleet when prior fleet is well clear of the line so no confusion re recalls

During Race

- Mark boats should not anchor unless they become a Mark due to mark missing or becoming a finish boat

- Stay near your assigned mark and be attentive to changing conditions.
- Keep in touch on radio with Signal and other RC boats
- Periodically take wind readings (direction and velocity) and report them to Signal.
- Be prepared for changes in course or shorten course. Have flags, cards, sound signal, inflated replacement mark, black band ready for deployment.
- Change of course;
 - Boat making signals re relocation of next mark after the one you are at;
 - Position yourself unanchored at a position just outside the mark and towards the side on which the boats approach the mark (at a gate just below the marks in center of the two marks)
 - Display C flag, make repetitive sound signals as boats approach mark, display cards + or – for longer leg/shorter leg and/or green triangle card for moving next mark to right as one sails toward tht mark or red triangle card if the next mark is moved to left.
- Shorten Course
 - Used when a leg or more of the course is removed from the race but course direction is maintained.
 - Can only shorten a course to end at a mark of the course. In a mid leg start finish one can NOT shorten the course to finish at the mid leg start/finish line as it is not a mark of the course on the second windward leg
 - Anchor RC boat to right of mark to finish at (as boats are to approach it) establishing a finish line between S flag on RC boat and the mark, which is square to the last mark
 - Display S flag and Blue finish flag and make one loud sound signal when line established with flag. Signal does NOT have to be made before first boat rounds prior mark, just before the first boat is to round the mark where the finish will be.
- Finish
 - Anchor RC boat such that line between finish mark and the finish flag (orange flag on signal or S flag if course shortened)
 - When in position display blue flag
 - When first boat in fleet finishes make a sound signal. Subsequent boats as finish announce sail number
 - Recorder lists sail numbers in order of finish
 - Identify any boats which were OCS or did not finish
 - Have PRO review and sign off on results









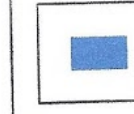

- Post Race
 - Try to keep adequate number of boats on course until all boats have returned to dock.
 - Return all radios to Signal
 - Return all anchors, line resorted in containers, deflated marks to signal for storage.
 - Turn off any stationary radios on RC boats
 - Return RC Boats to their respective stalls
 - Return keys to signal boat
 - Return first aid kits to signal










- Equipment storage
 - Marks, lines anchors, boat keys are stored on Signal boat
 - Club hand held radios, timers, inflators are to be returned to clubhouse closet and placed in chargers
 - First aid kits are returned to storage closet

- Results
 - The race sheets are to be copied for each fleet and a copy placed in each fleet's slot in the cube in the storage closet. The original goes in the AYC slot
 - Report any broken , missing or other problems to the RC Chair person.
 - **THE PRO IS RESPONSIBLE FOR SEEING THAT ALL EQUIPMENT IS PROPERLY RETURNED**

International Code and Racing Flags

Race Committee Flags

Flag/Shape	Name	Sounds	Meaning
	X	1 when raised	Individual Recall
	First Substitute	2 when raised 1 when lowered	General Recall
	AP	2 when raised 1 when lowered	Postponement
	I	None when raised 1 when lowered	Round the Ends Starting Rule
	C	Repetitive	Change of Course
	L	1 when raised	Come Within Hail or Follow Me
	M	Repetitive	Mark Missing
	N	3 when raised 1 when lowered	Abandonment and Resail
	S	2 when raised	Shorten Course
	Y	1 when raised	Life Jacket

	N over H	3 when raised	Abandonment Return to Shore
			
	Z	1 when lowered	20% Scoring Penalty
	Black	1 when lowered	Disqualification
Class Flag Raised	Warning	1	5 minutes to start
   	Preparatory (or I or Z or Black Flag) Raised	1	4 minutes to start
	Preparatory (or I or Z or Black Flag) Lowered	1	1 minutes to start
Class Flag Lowered	Start	1	Start
Racing Rules			