Lake Washington Sailing Club

Midwinters

Race Committee Instructions

Note to RC team: The mid-winter races are to be run like the Thursday evening races, informally and simply. Although the basic rules of racing apply to racers on the race course the administration of the races are designed to be basic and simple.

Your number one objective is to run a safe race. If you determine that the conditions are not safe enough or that you and the chase boat could not safely handle any emergencies postpone or cancel the race. Communicate with the racers who are usually experienced and will tell you if they think the conditions are acceptable. Keep track of the number of boats on the water - even those who are not racing. If you are not notified by a participant that they have dropped out, determine who it is, their location, and make a note on the scoresheet.

Pre-Race meeting

- Meet with RC team members to review the day's activities.
  - Discuss overall strategy for the day
    - Initial course set up
    - Expected weather conditions or changes
    - How you plan to work together

1. Assemble all supplies to manage race (they will be together in one area of clubhouse)
- NOR & SI
- score sheet and clipboard
- pens/pencils
- VHS – handheld from clubhouse for 10hp whaler
- Ollie box
- Whistle
- Watch
- Water and snacks (individual choice)

2. RC boat equipment
- Clipboard with scoresheet
- Fuel

- Check engine oil
- Anchor with chain, line and flotation device
- 1 bouy - red (starting pin)
- Ops check VHS with RC
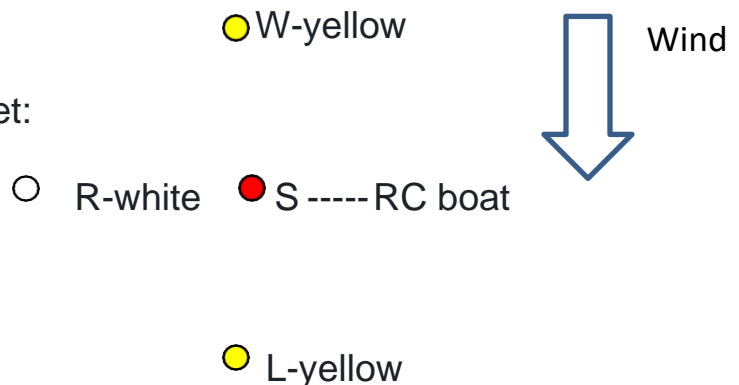- Pole with hook
- PVC pole with Orange flag

Chase boat set up
- 3 bouys (2 yellow and 1 white)
- Oars
- Ladder
- Throw able flotation
- Floatable tow line
- Water and snacks (individual choice)

On the water

1. RC committee boat to make start line square (perpendicular) to wind.

2. Place the PVC pole with Orange flag on the port side of the boat.

3. Course Set Up:

🟡W-yellow   ⬇ Wind

Chase boat sets course per course sheet:
- Leeward Mark (yellow)
- Windward Mark (yellow)   ⚪ R-white   🔴S -----RC boat
- Reaching mark (White)
- Starting pin (red)

🟡 L-yellow

4. Course notification: Except for the orange start/finish flag, no flags are used. Prior to each race, blow the whistle several times to get racers' attention and signal by hand for them to come over near the RC boat. When they have gathered near the RC, hail which course will be sailed. Generally course one is used for the first race to get the races going.

Course #1 – Single Lap (windward/leeward/finish)
Course #2 – Double Lap (windward/leeward/windward/leeward/finish)
Course #3 – Triangle (windward/reaching/leeward/finish)
Course #4 - Triangle - Sausage (Olympic)
   (windward/reach/leeward/windward/leeward/finish)

5. Start countdown: Once you have notified the participants of the course to be sailed, push the start button on the Ollie Box. The Ollie box will start with a few short horns to warn that the starting sequencing is about to begin (in about 10 seconds). Then three long beeps will start the countdown. It will give sounds for 3 minutes, 2 minutes, 11/2 minute, 1 minute, 30 seconds, 20 seconds, 10 seconds, and count down from 5 seconds to the start.

   Alternatively, give the racers a three minute countdown. To do this, hold your hands in the air with your finger on the start button of a three minute count down. Count down loudly so that the racers can hear you – "5, 4, 3, 2, 1, Mark!" When you say, "Mark!" bring your hands down and simultaneously start the three-minute clock on your watch or timer. The racers will start their own timers. They may ask you to verify the time in the prestart area. You may call out marks at two minute, one minute, thirty seconds, etc as you see fit.

6. Starting: No part of a racer's boat may be across the starting line before the start signal. If all racers are behind the line before the starting signal yell, "All clear!" to let them know that they have all started correctly.

   If any boat(s) are OCS (On Course Side) before the starting signal, hail that they are over early, "Mark, you are over early!" or "Sail 747 is over early!" They must dip their boat completely below the line to restart clear. Once those OCS have restarted correctly so that all boats are clear yell, "All Clear!"

   If too many boats are OCS for you to identify all of them, call out, "General Recall, start over!" and blow a horn or whistle two sounds. Then restart the start countdown sequence.

7. Scoring: As the racers finish, signal their finish with a toot of the horn on the Olliebox, whistle, or verbally. Note their finish position on the scoresheet. Since the fleets are one-designs, we just keep track of the finish placement and not the time. At certain times, when several boats may finish close together it is helpful to make a voice recording or take video of the finish as notes to double-check your scoresheet.

To score the daily results, simply add the number placement numbers. A boat that does not finish (DNF) gets the number of starters plus one. If five races are run in a day, the lowest race is "thrown-out", or discarded. In case of a tie, the number of first places are compared. If one racer has more first places they are the higher place. If they are equal, the number of second places is compared, and so on. If they are equal all the way down, the lower result of the last race gets the higher place.

Example

Name	Sail	Race 1 Course:1	Race 2 Course:2	Race 3 Course:3	Race 4 Course:4	Race 5 Course:1	TTL	Place
Mike	007	1	2	1	2	2	6	2
George	0	2	1	2	1	1	5	1
John	899	4	3	5	3	4	14	4
Dale	399	3	4	4	4	3	14	3
Mark	747	DNF -6	DNF-6	3	DNF-6	DNF-6	21	5

8. Post-race: After retrieving the bouys, put the whalers back in the garage and the RC equipment in the spot they were in the clubhouse. Turn off the boats' electrical systems. Forward the scoresheet to the sailing officer by sending a photo of the results to lwsail.sailingofficer@gmail.com or text to 916-201-4885. Leave the scoresheet on the clipboard as a backup.

9. Awards: Each race day award a mug for the Daily Champion in each fleet.