THAMES YACHT CLUB

RACE COMMITTEE PROCE-DURES

TYC RACE COMMITTEE PROCEDURES

Table of Contents

Determining the Course

- Determine Wind Direction & Average Speed (compare to forecast)
- Compare Mark Direction table to Wind direction to select marks
- Typically windward starts
- Typically Port roundings
- "Twice Around" simplifies shortening course in case wind dies
  - If this option is used, RC must verify that all boats cross the starting line to begin their second lap
- Minimize channel crossings to avoid Ferry traffic
- Avoid using marks "D", "X", "Z"
- Do **NOT** use mark "A" as the final mark of the course
- Courses may be different for each class
- Race Committee should **NOT** have race or course related conversations with individual boats

Setting up for the Start

- **Raise the RC flag on the center tallest halyard/mast** ↑
- **Turn on the Queen Merry radio - monitor channel 72**
- **Place the orange starting line flag on wood pole into pole holder on rail of Queen**
- **Hank on Class & Prep flags**

  - Prep Flag should be hanked onto one halyard:
  - Class Flags should be hanked onto other halyards

  - Have the "Over-Early" flag (on wooden pole) readily available

  - For some series (Chili Series) we use the following flags
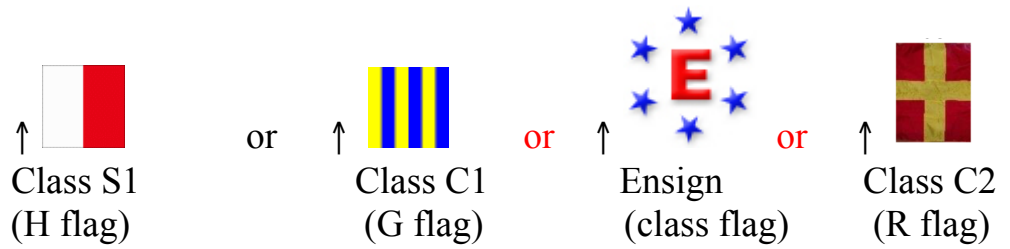
 | Class A
(H flag) ↑ | or | Class B
(G flag) ↑ | or | Ensigns
(class flag) |
    |---|---|---|---|---|

  - For Wednesday night and others with 4 classes, use this flag set

↑   or   ↑   or   ↑   or   ↑
Class S1   Class C1   Ensign   Class C2
(H flag)   (G flag)   (class flag)   (R flag)

- **Post the course**
    - Show course for each class in starting order
    - Class Designation - Then course
    - Add Circles for marks to be left to Starboard
    - We usually start the faster spinnaker boats first with a longer course, followed by the faster non-spinnaker boats then the Ensigns and slower spinnaker boats, but the RC can use whatever order they choose.

- **Set the Start Line**
    - Place Orange flag on wood pole on Queen Merry rail in pole holder
    - Drop orange inflatable pin buoy so that line is square to wind
        - Position the skiff at an appropriate distance from the Queen, pointed into the wind at a position that will be at the end of the start line. The length of the starting line should be at least the sum of the lengths of the boats in a start class.
        - Streaming the mark: The skiff should drive forward into the wind with the mark in the water and the anchor on the boat, slowly playing out the anchor line. From the committee boat, sight the mark until it is perpendicular to the wind direction. Then radio the skiff to drop the anchor.
        - See diagrams on next page:

Motor forward towing mark

Drop anchor now
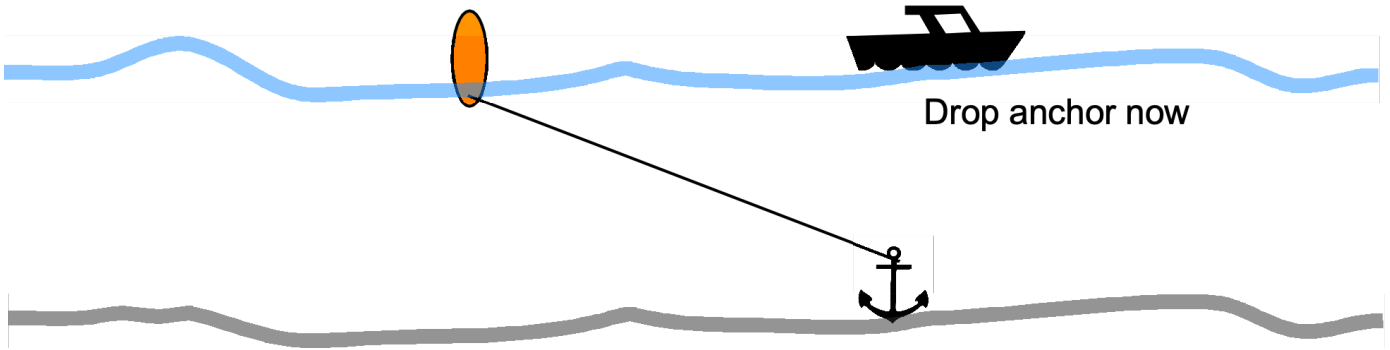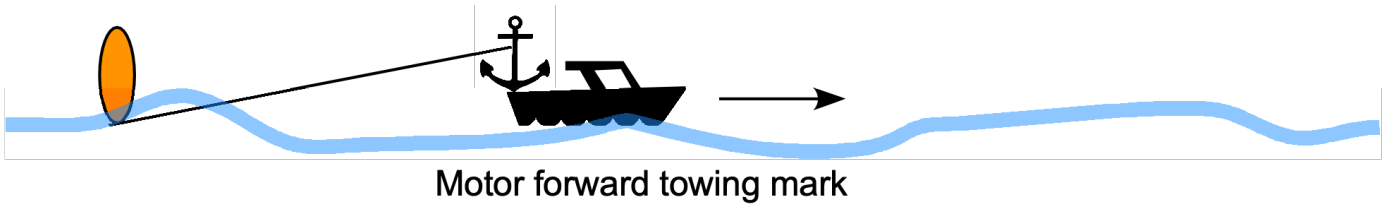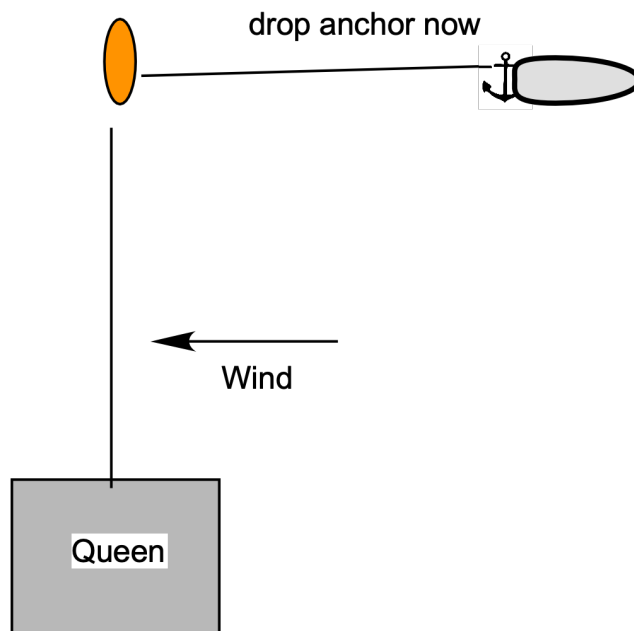
Step 1- Motor skiff forward with mark streaming behind boat at the end of the anchor line and anchor in the skiff

anchor line

length of line = at least the sum of boat lengths of largest class

Wind
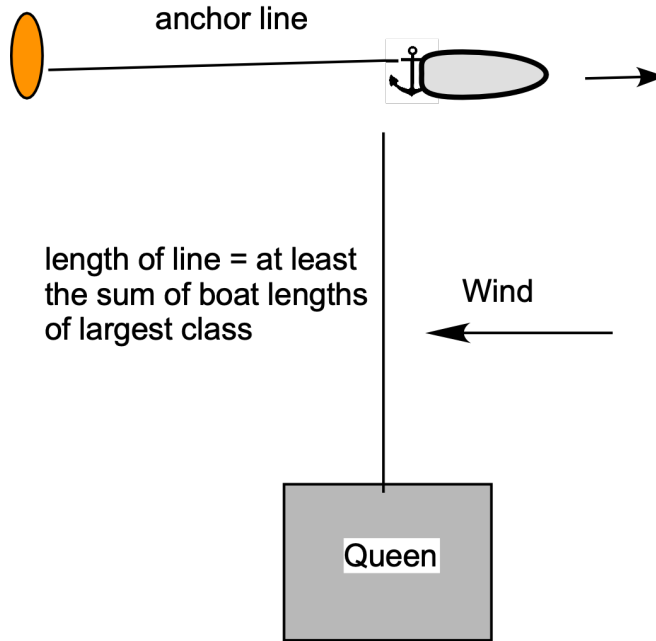
Queen

Step 2- Drop the anchor when the mark is in the correct position

drop anchor now

Wind

Queen

- **Get the timer box ready.** Point the actual horn pointed out away from the Queen Merry toward the starting line so competitors can hear it and the RC is not deafened by the horn
    - Ensure horn timer (inside green box) is set for 5 minute sequence (Rule 29 setting)
    - The red switch turns on the box and starts the timing sequence. When turned on you will hear 10 beeps and then the first warning will sound (5 minutes to start)
    - The white switch will sound the horn

- **Check-in boats at starting area on scoring sheet**

THE START

Example Start Sequence

 about a minute before sequence starts give a series of short horn signals (switch on green timer box) to let people know you are about to start

   6:09:50 switch on green timer box (it will beep for 10 seconds)
   6:10   raise the first class flag when horn sounds
   6:11   raise Prep flag
   6:14   Lower Prep flag
   6:15   Lower first class flag and raise next class flag simultaneously

   6:16   Raise Prep Flag
   6:19   Lower Prep Flag
   6:20   Lower Class flag and Raise next class flag
           repeat for all classes

Detailed Start Sequence

- About a minute before starting the seuquence- sound the horn about 5 times to signal that the sequence will start in the next minute

- **5 minutes before first start-** Be ready on the flag halyard. Press "Starting Horn" Button on green box. It will beep 10 times each second and then a long loud horn will sound marking the **First Warning (5 minutes to start).** Once switched on, it will continue to cycle through the horn sequence below until turned off.
    - **Simultaneous with that horn, raise the first Class Flag**
    - **Start timing the race by pushing START button on Seiko timer or stopwatch**
    - **Note time of starts for each class on recording sheet**

- **4 minutes before start (1 minute after first horn)**
    - Timer gives 30..20..10..5..4..3..2..1 second countdown
    - Horn is sounded once automatically

    - Raise Prep flag (Papa) simultaneous with horn   ◼️ ↑

- **1 minutes before start (4 minutes after first horn)**
    - Timer gives 30..20..10..5..4..3..2..1 second countdown
    - Horn is sounded once automatically

- Drop Prep flag (Papa) ↓

- **Start (5 minutes after first horn)**
    - O**ne person needs to be at the orange starting line flag watching for over early boats.** Any part of the boat over the line is over early.
    - **One person needs to be ready on the halyard to drop the Class Flag**.
    - **One person needs to be ready on the halyard to raise the next Class Flag**
        - If there are only two people, at the 5 min horn, drop the Class Flag for the class that is starting and then raise the next class flag as soon as possible.
    - Timer gives 30 sec (three beeps)..20 seconds (two beeps)..10 seconds (one beep) and then one beep for each of the last 5 seconds .5..4..3..2..1 countdown
    - **Horn is sounded once (long) automatically (START)**
    - **Simultaneous with horn, Drop current Class flag / Raise flag for next Class**

- **After the last class starts,** flip the toggle switch on green box to turn off automatic horn sequence but keep box available to use the horn to signal finishes later.

Postponements
- RC may decide to postpone for any reason
  - Lack of wind
  - Error in starting sequence
- Sound two horn blasts (press "Regular Horn" button)
- Simultaneously raise "AP" flag ↑
- To end postponement
  - Sound one horn (press "Regular Horn" button)
  - Simultaneously drop "AP" flag ↓
- Begin Starting sequence in one minute

Over Early boat(s)
- Sound One horn blast (press "Regular Horn" button)
- Raise "OCS" flag (handheld) ↑
- Announce OCS sail #'s on VHF (channel 72)
  (This is a courtesy only, RC's failure to announce sail #'s does NOT relieve OCS boats from their responsibility to return to start side of line)
- Flag remains UP until <u>all</u> OCS boats have returned to start side of line (or 1 minute before start of next class)

General Recall
- Sound two horn blasts (press "Regular Horn" button twice)
- Simultaneously raise "First Substitute"
- Lower "First Substitute" and sound one horn blast to signal Warning in One Minute

Shortening the Course
- Sound two horn blasts (press "Regular Horn" button twice)
- Simultaneously raise "S" flag

↑

Abandoning a Race
- Fire cannon (or horn) 3 times
- Drop all flags

Recording Finishes

- First boat to finish in each class gets a "gun" (wear ear-muffs!) or horn
    - Load shell into barrel, close and insert locking pin
    - Strike firing pin at rear of cannon with hammer
- All other boats get a horn (Press "Regular Horn" button on green box)
- Press LAP/SPLIT button on stopwatch as each boat crosses line
- Record finish times on score sheet

Clean-up After the race

- Retrieve the starting mark and tie down aboard Queen Merry
- Take down and stow all flags
- Take down and stow all course marks
- Stow cannon, hammer, ear-muffs in QM storage box if used
- Stow skiff's fuel tank in dock-box when you're done
- Return yellow case, timer, green horn box and skiff key to clubhouse
- Assist Rear Commodore in calculating corrected finish times