

RC Boat Functions – Race Preparation

- What marks will be used/needed
- Anchors for marks
- Flags required in PRO and Safety boat
 - IE., “C” and “S” Flag
- White Board and course markers
- Race Bag Supplies
 - Count down watches
 - Wind Indicator and Compass
 - Sound Device
 - Tools
 - Multipurpose
 - Screwdriver
 - wrench
 - Tape
 - Pens
 - Writing Tablet/Scoring Sheets
 - Communication Devices
 - Cell Phone
 - VHS radio – Installed and hand held
 - Are the Sailing Instructions/Notice of Race on board the RC boat
 - Current US Sailing Rule Book

RC Boat Functions – Know who gets the boat to the water

- Who is assigned to deliver the boat and pick up the race committee and safety boat
 - Is the proper put in and take out site known
 - Have the respective drivers been trained in the proper launching and driving techniques on and off the water
 - Does the team know how to put a boat in the water and take it out
 - Never drive a boat onto the trailer – Never Ever
 - Never drive a boat off the trailer – Never Ever
 - Boat loading and unloading from a trailer is always a slow and manual process

- Does everyone know proper safety procedures
 - No riding in the boats while on the road
 - Safety chains attached
 - Is the right size hitch available
 - Are the lights attached from the trailer to the tow vehicle
 - Are the contents properly tied down

RC Boat Functions – know ahead of time who does what on the water

- PRO
- Timer
- Flag
- Line Watcher
- Windfinder
- Signaller
- Marksetter
- Recorder
- Safety
- Swimmer

- Are duplicate devices on board
 - Club and Personal Supplied
 - Watches
 - Radios
 - Phones
 - Whistle

RC Boat Functions – Race Completion

- Who will score the race
- When will the races be scored
 - Immediate
 - Delayed
- Who will post the results
- How, where, and when will the results be posted
 - At the race site
 - On the internet
- Who is responsible for
 - boat put up and clean up
 - Reporting of boat/trailer problems on the water or off the water

RC Boat Functions – Boat Utilization

- Have the RC members on the PRO and Safety boats been thru a recent training course
 - Boat launching
 - Boat Driving
 - What never to do with an engine/transmission
 - Individual characteristics of available RC boats
 - Pre-boat checkout has been completed
 - Post race problems are reported
 - Never just put the boat up without reporting issues
 - Installation, transport and removal of marks on and off the water
 - Boat/Sailor rescue
 - Anchor techniques
 - Are all safety and legal requirements met
 - Little blue card
 - Life jackets
 - Throwable device
 - Sound device
 - Anchor and anchor line
 - Adequate fuel
 - Sailing conditions

Setting up the course on the water

- The start line and course
 - must be square
 - This provides an even playing field for the racers
- Adjust for wind and current
 - Drift in the wind to get a true wind reading in current
- Start line length
 - Desired length is 1.25 times the aggregate length of the largest fleet
 - Short would be 1 times the aggregate length of the largest fleet
 - Adjust size upward as the wind increases
 - Longer the line, more the leverage of wind shifts on +/- end of the line
- Race sequence is begun
 - After the Prep Flag is displayed, the starting line can not be changed
- Leeward Gates should be 5 – 8 boat lengths apart
- Offset Marks
 - Set above the port layline
 - Class rules often dictate layout
- The finish line
 - RC boat can be on either side

Setting up the course on the water

- Setting the course
 - Safety and PRO boats must have Sis on board to set the proper course
 - One design racing – angle is more important than distance
 - Do not drag the marks in the water; it will destroy them
 - Gently feed the anchor and the chain into the water; do not just throw everything into the water at once
 - Make sure the knots are properly tied and the chain and anchor properly secured
- Designate the course to be sailed no later than the warning signal
- Ensure all flags are ready to be used in their likely order; mark sound signals on each flag pole as a reference
- Begin quiet period on PRO and Safety boats; Radios quiet
- Timer takes control of the start sequence; count time out on radio
- Race Committee can protest a competitor if it desires, but is not required to

Setting up the course on the water

- The PRO is responsible for scoring
- Ask safety/mark boat to observe the start; confirm over early competitors
- Ask safety/mark boat to notify RC of rounding order
- Continue to record wind readings
- Record sail numbers of 1st and last boat at each mark rounding
- Mark/safety boat reports changes in conditions on the course
- Mark/safety boat stays in touch with the PRO and the competitors
 - Mark/safety boat is not on 7 day cruise

Competitors Sailing The Course

28 SAILING THE COURSE

28.1 A boat shall *start*, leave each *mark* on the required side in the correct order, and *finish*, so that a string representing her wake after *starting* and until *finishing* would when drawn taut pass each *mark* on the required side and touch each rounding *mark*. She may correct any errors to comply with this rule. After *finishing* she need not cross the finishing line completely.

28.2 A boat may leave on either side a *mark* that does not begin, bound or end the leg she is on. However, she shall leave a starting *mark* on the required side when she is approaching the starting line from its prestart side to *start*.

44.2 Two-Turns Penalty

After getting well clear of other boats as soon after the incident as possible, a boat takes a Two-Turns Penalty by promptly making two turns in the same direction, including two tacks and two gybes. When a boat takes the penalty at or near the finishing line, she shall sail completely to the course side of the line before finishing.

Flags

- Starting Sequence Flags
 - Sound is optional
 - 1st Flag – Class Flag up (1 short sound)
 - 2nd Flag – Prep Flag up (1 short sound)
 - 3rd Flag – Prep Flag down (1 long sound)
 - 4th Flag – Class Flag down to start (1 short sound)
- Prep Flag can be the P(repatory), I (around the ends), Z (20%), or black flag
 - P flag is typical/normal
 - Up with short sound; down with long sound
 - Don't mix P & Z, P & I, P & black flag
 - Z and I are used for normal crowd control; black flag is the ultimate crowd control
 - Race committee can not communicate with competitors after the Prep Flag
- I Flag (around the ends rule)
 - Within 1 minute of the start, if any part of the boat are over the line or its extensions , the boat must sail around either end of the line to recross the line
- Z Flag (20% Penalty)
 - RRS 30.2
 - Use after lesser penalty flags have been used
 - Within 1 minute, if you are within the triangle defined by the starting line and the upwind mark, you get a 20% scoring penalty and you must sail around the ends to start
 - Does not have to be authorized by the Sis
 - Penalty only applies if the race takes place; note “ZFP” on the race form
 - I and Z flags can be combined

Flags

- Black Flag (death flag)
 - RRS 30.3
 - Last resort
 - DSQ'd from the race and any restart of the race; no hearing; dsq is non-excludable
 - Does not have to be in the Sis
 - Normally used after I and Z flags are used
 - Displaying BFd sail number is required after a General Recall or abandonment after the start
 - BFd remains in effect if race is restarted, resailed, or rescheduled
 - Score BFd as DNE. If BFd boat sails in the restart or resail of the race, she can not exclude her disqualification
 - BFd goes away only if race is postponed or abandoned BEFORE the start
- AP Flag
 - Up with 2 sounds and down with 1 sound
 - After the Prep Flag is displayed, the starting line can not be changed
 - If there is a problem with the starting sequence, RC must use the AP Flag
 - The next signal is 1 minute after the AP Flag comes down
 - The AP Flag is RCs best friend; use it to correct a starting sequence error
 - Do not use to favor/disfavor
 - Use for any time and for any reason; use if RC is not ready
 - Can use ashore to postpone a race; Si's can state that when lowered ashore, the 1st start will be no earlier than X time

Flags

- X Flag (individual recall)
 - Rule 29.1
 - 1 sound when used; sound required
 - Fly within 5 seconds of offense
 - Drop flag only when all of the offending boat(s) have recrossed the line
 - Flag does not dip when each offending boat recrosses the line
 - Do not hail “all clear”; it may be misunderstood
 - Leave up
 - Can turn an Individual Recall into a General Recall if you signal the number of boats OCS
 - Keep a list of the OCS boats and which ones restarted properly
- 1st Substitute (general recall)
 - Up with 2 sounds, down with 1 sound
 - Start begins 1 minute after taken down
 - Blue triangle with inside yellow triangle
 - If you want a class to go to the back of the line after a general recall, it must be so stated in the SIs
- L Flag
 - Onshore: a notice to competitors has been posted
 - Offshore: come within hail, follow this boat
 - Flown over a class flag; notice applies just to the class
 - If the SIs are changed, the L Flag must be flown
 - Write top or up on L Flag

Flags

- C Flag
 - Change of Course
 - Make sure the mark/safety boat has the C Flag on board and know its use
 - Leave displayed until competitors have rounded the new mark
 - Make repetitive sounds
 - Display either new course # or red/green pennant; green is course moves right and red is course moves left
 - Can combine +/- to lengthen/shorten the leg length
 - Can signal a “C” without the new mark being in place
 - Avoid usage simply due to oscillations; can use even if omitted from Sis
 - Subsequent legs may be changed without further signaling to maintain the course shape.
- Square runs are important to the quality of the course; be prepared to move leeward marks
 - If leeward gates are not both moved, the sailors will only use 1 of the 2 gates
- Changing Course Marks –
 - When marks are moved to reflect a course change, the new marks change color
 - Typically, the marks swap between orange and yellow
 - If subsequent marks are changed to keep the course shape, only the first mark changes color
- You can adjust a gate without flying a “C” Flag

Flags

- Y Flag
 - Personal buoyancy required
 - RRS 40
 - Sailing Instructions must specify penalty; if not penalty in the Sis, then on protest, penalty is DSQ
 - Display no later than the warning signal
 - No sound signal
- N Flag
 - Abandonment (for any reason at any time)
 - 3 Short sounds when up, 1 short sound down
 - N is all races not started are abandoned. Return to the starting area. The warning or other signal will be made one minute after removal.
 - N over A is all races not started are abandoned. No more racing today.
 - N over H is all races not started are abandoned. Further signals will be made ashore
 - Safety is the primary concern
 - Can abandon for just one class
 - Penalties carry forward if race is restarted:
 - Z Flag
 - Black Flag
 - RRS 69 ALLEGATIONS OF GROSS MISCONDUCT

Flags

RR 32 SHORTENING OR ABANDONING AFTER THE START

32.1 After the starting signal, the race committee may shorten the course (display flag S with two sounds) or *abandon* the race (display flag N, N over H, or N over A, with three sounds), as appropriate,

- (a) because of an error in the starting procedure,
- (b) because of foul weather,
- (c) because of insufficient wind making it unlikely that any boat will *finish* within the time limit,
- (d) because a *mark* is missing or out of position, or
- (e) for any other reason directly affecting the safety or fairness of the competition, or may shorten the course so that other scheduled races can be sailed.

However, after one boat has sailed the course and *finished* within the time limit, if any, the race committee shall not *abandon* the race without considering the consequences for all boats in the race or series.

RRS 80 RESCHEDULED RACES

When a race has been rescheduled, rule 36 applies and all boats entered in the original race shall be notified and, unless disqualified under rule 30.3 (Black Flag), be entitled to sail the rescheduled race. New entries that meet the entry requirements of the original race may be accepted at the discretion of the race committee.

Flags

- S Flag
 - Shorten Course
 - 2 sounds
 - If the race committee signals a shortened course (displays flag S with two sounds), the finishing line shall be,
 - (a) at a rounding *mark*, between the *mark* and a staff displaying flag S;
 - (b) at a line boats are required to cross at the end of each lap, that line;
 - (c) at a gate, between the gate *marks*.
 - If the SIs require finishing at an Orange Line Flag, put a “S” Flag on the same staff as the Orange Line Flag
 - The finishing boat must be prepared to take down the finishing order of the race
 - Each boat of the RC team should have the capability to record finishes
 - Class rules can not change rule 32

Flags

- M Flag
 - Missing Mark
 - If a *mark* is missing or out of position, the race committee shall, if possible,
 - (a) replace it in its correct position or substitute a new one of similar appearance, or
 - (b) substitute an object displaying flag M and make repetitive sound signals.
- Class Flag
 - Carry a class flag for each fleet sailing
 - Can signal changes just for 1 class

Scoring

- Appendix A talks about scoring
 - Low point system assigns 1 point to first place, 2 points to 2nd place, etc.
 - DNS, DSQ, DNF = # of entrants + 1
 - Use of a system other than the low point system must be in the Sis

Errors

- Competitor Errors
 - Competitor strikes the mark: Penalty is 1 tack and 1 jibe
 - Competitor fouls another competitor: Penalty is 2 tacks and 2 jibes
 - Tacks and jibes must be done in the same direction
- Competitors can not protest the Race Committee
 - Can ask for redress
 - RRS 62.1 provides for basis of redress

RRS 62.1

A request for redress or a protest committee's decision to consider redress shall be based on a claim or possibility that a boat's score in a race or series has, through no fault of her own, been made significantly worse by

- (a) an improper action or omission of the race committee, protest committee or organizing authority;
- (b) injury or physical damage because of the action of a boat that was breaking a rule of Part 2 or of a vessel not *racing* that was required to keep clear;
- (c) giving help (except to herself or her crew) in compliance with rule 1.1; or
- (d) a boat against which a penalty has been imposed under rule 2 or disciplinary action has been taken under rule 69.1(b).