

A CHECKLIST FOR RACE COMMITTEE DELEGATES

NOTE: PYC does have a standing Race Committee - comprised of Fleet Captain, Scorer and Measurer. These people do also race and are usually around to help out. Delegates are asked to assume the following 'on the water responsibilities.' Delegates are rewarded by a job well done. Delegates are not penalized in Series scoring.

NOTE: There really isn't all that much to this. It's just spelled out below in excruciating detail.

SIGN UP on sheet on bulletin board in Clubhouse. VERIFY crew schedule.

READ the Sailing Instructions. Reference copy on board Gull.

RETRIEVE equipment from closet behind entry door in old clubhouse.

Blue nylon race bag with scratch/scoring sheets, hand compass, stop watches, dry erase markers, and shot gun shells.

Shotgun

Yellow-1st, red-2nd and blue- 3rd place flags

FIND Gull at dock .

GET key ring (on nail on West wall of shed. Combination 1944).

UNCOVER boat. Store cover and PVC frame neatly under foredeck.

TURN on Battery Switch

RUN electric Bilge Pump if necessary.

START motor and let warm up. Inside lever is shift. Feel for neutral. Red-handled outside lever is throttle. About 1/4 to 1/3 throttle to start. Push and hold key in for choke. Alternatively, can set choke by hand and start by pulling cord.

LOOK for water pump discharge stream on starboard side of motor.

INSPECT on board equipment and supplies.

Gas, VHF and electric air horn (under starboard seat locker), anchor, course/signal flags, whiteboard. Life jackets are under port seat locker.

INSTALL VHF on dashboard mount.

Race communications use channel 9. Alternatively, bring your own hand held VHF.

ATTACH air horn to battery terminals.

LEAVE DOCK and MOTOR out to course.

Try for 6:00 P.M. departure for Spring and Summer Series and 5:30 P.M. departure Fall Series.

SOUND the horn to let racers know you are on the way.

TEST the wind direction.

Check as you leave harbor and again as you approach probable starting mark. Estimate and record direction, strength and sky and sea conditions on SCRATCH SHEET.

SET and ANNOUNCE (and DISPLAY) the course.

Note: This is part art and part science. The ideal triangular course is equal parts (time) for beat, reach and run. We usually establish a start/finish line using the center mark of course as pin (port) end of line.

However, you can start and/or finish at any of the fixed marks. The number of circuits is mostly determined by wind strength. You can shorten - or extend- course by means of radio communication.

For example, if the wind is 10-15K WSW, then one possible course designation, starting from the center, could be 0-2-1-0 X 2, where numbers represent fixed course marks and the "X 2" is twice around.
producing

Note: Course should be announced by radio and displayed on white board prior to PREPATORY signal for a given class. You'll need to make several announcements but are not obliged to answer any radio call after the preparatory signal.

Note: There are some fine points to this. Clearly, you want to try to do this as soon as possible after getting yourself and boat in position. The point is, that you can change your mind, even AFTER you begin the start sequence. And you can always postpone the start. Likewise you can extend the interval BETWEEN races if necessary by not hoisting preparatory flag until you are ready.

CHECK IN racers, using SCRATCH SHEET, by VHF or visual.

ANCHOR Gull at STARBOARD end of start line. Line length is approximately 125% of total length of boats racing.

BEGIN Start sequence. OBSERVE radio silence following PREPATORY (4 min) FLAG .

Note: In the event of a 'bad' start, where 1 or more boats are over the line before the gun, the easiest thing to do is to recall the boat(s) by radio. Individual boats are able to go around the ends of the line and restart. In the case of a general recall, all the boats come back and the starting sequence begins again. There are signal flags aboard for these very rare situations - but, use the radio it's more straightforward.

RECORD actual start time on SCRATCH SHEET.

RECORD split (lap) times.

Note: Do this in case you need to later shorten the race.

RECORD finish times.

Note: Scoring program can work with either elapsed or actual clock time.

GET the Gull back to dock. Clean and covered.

HANG keys to Gull back on wall of shed

RETURN Race Supplies and Equipment to closet in old clubhouse.

PLUG times into ECHO program.

Note: The computer/program is in the old clubhouse. A member of standing Race Committee should be available to complete this task. In the absolute worst case, if no one is available to run the scoring program, posting of results can wait

ANNOUNCE AND POST FINISHES.

EAT, DRINK AND BE MERRY.