Overview

- BSC/CLYC offers two options for Race Committee Duty
  - On Station: the RC Boat stays at the Start/Finish line
  - Racing: the RC Boat performs her duties while racing

- This guide is written for an ON STATION RC Boat.
  - If you need a Guide, you need to be On Station.
  - If you plan on Racing, you shouldn't need a Guide.

- Plan to arrive at the Starting Area at least 20 minutes before the start.

- Aim to have the Start Line set at least 10 minutes before the start.

Roles

Role	Duties	Notes / Suggestions
P.R.O. (Principal Race Officer)	Directs the Race Committee	
Timer	Times the Race ● Starting Sequence Events ● Finish Times	Give a 10-second countdown to each of the events of the Starting Sequence.
Scribe	Logs the Race ● Boats Racing ● Finish Times	
Visual Signaller	Raises/Lowers Flags	There should be no ambiguity on Flags. A Flag should be obviously UP or DOWN.
Audio Signaller	Sounds Horn	
Spotter	Sights down the Line, Calling: ● OCS (Over Early) Boats (if any) ● Finishes	

Note:
  ● A single person might perform one or more Roles.
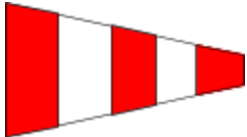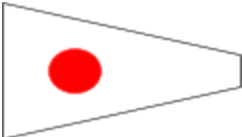 ● A person's Role(s) may change over the course of a Race.
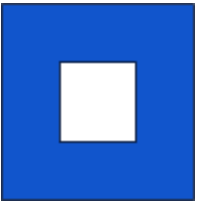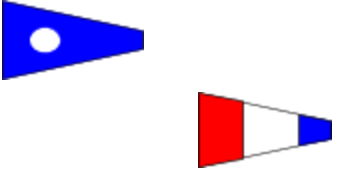
Before Leaving The Dock

❖ Collect the following items:
  - ➢ VHF Radio
  - ➢ A Timekeeping device <u>that shows seconds</u>.
    - ■ Watch
    - ■ GPS
    - ■ Race Timer
    - ■ etc…
  - ➢ FLAGS (see Required Flags page)
  - ➢ RC Kit, containing:
    - ■ Audio Signalling Device
      - ● Air Horn
      - ● Whistle
    - ■ Paper
    - ■ Something to write with:
      - ● Pencils / Pens (that write)
      - ● Markers (that write on the course board)
  - ➢ Course Board

AT THE DOCK

BSC Race Committee Guide

Flags

Name	Orange Flag	AP Flag	#1 Flag	P Flag
Flag				
Flag Use	**Marks the Boat-end of Start / Finish Line** Only fly this Flag when you are anchored on the line.	**Postponement** ● Fly for Any Reason ● Delays or Resets the Starting Sequence ● Down: 1 min to Class Flag Up	**Starts/Ends the 1st Starting Sequence** ● Up: 5 min. to Start ● Down: at Start	**Used in the Starting Sequence** ● Up: 4 min. to Start ● Down: 1 minute to Start

Name	Recall Flags		S Flag	C Flag	#2,#3 Flag
Flag					
Flag Use	**Recalls Individual Boat(s)**	**Recalls Entire Fleet** Only used when Individual Boats can't be identified.	**Shorten Course** Reduces the number of laps.	**Change Course** Changes the course for subsequent laps.	**Starts/Ends the 2nd, 3rd Starting Sequence** Only used with multiple Starts Same Procedure as #1 Flag Multiple Starts are Rolling Starts

AT THE DOCK

Choosing a Course

❖ Observe the Wind Conditions in the Starting Area
  ➢ The First Mark should be aligned with the Wind Direction
    (Upwind preferred)
    ■ For Reference, see chart

❖ Course Shape Preferences
  ➢ A and B Fleets: Windward/Leeward Courses
  ➢ C Fleet: Triangle Courses

❖ Course Notation
  ➢ Windward/Leeward Course:
    ■ {*First Mark*} W {number of laps}
      ● Examples:
      ● "181 W1" = Race to 181 and back, once
      ● "150 W2" = Race to 150 and back, twice

  ➢ Any other Course:
    ■ {*First Mark*}-{*Second Mark*}-{*Third Mark*}, etc…
      ● Examples:
        ◆ "181-12" = First round 181, then 120, then Finish
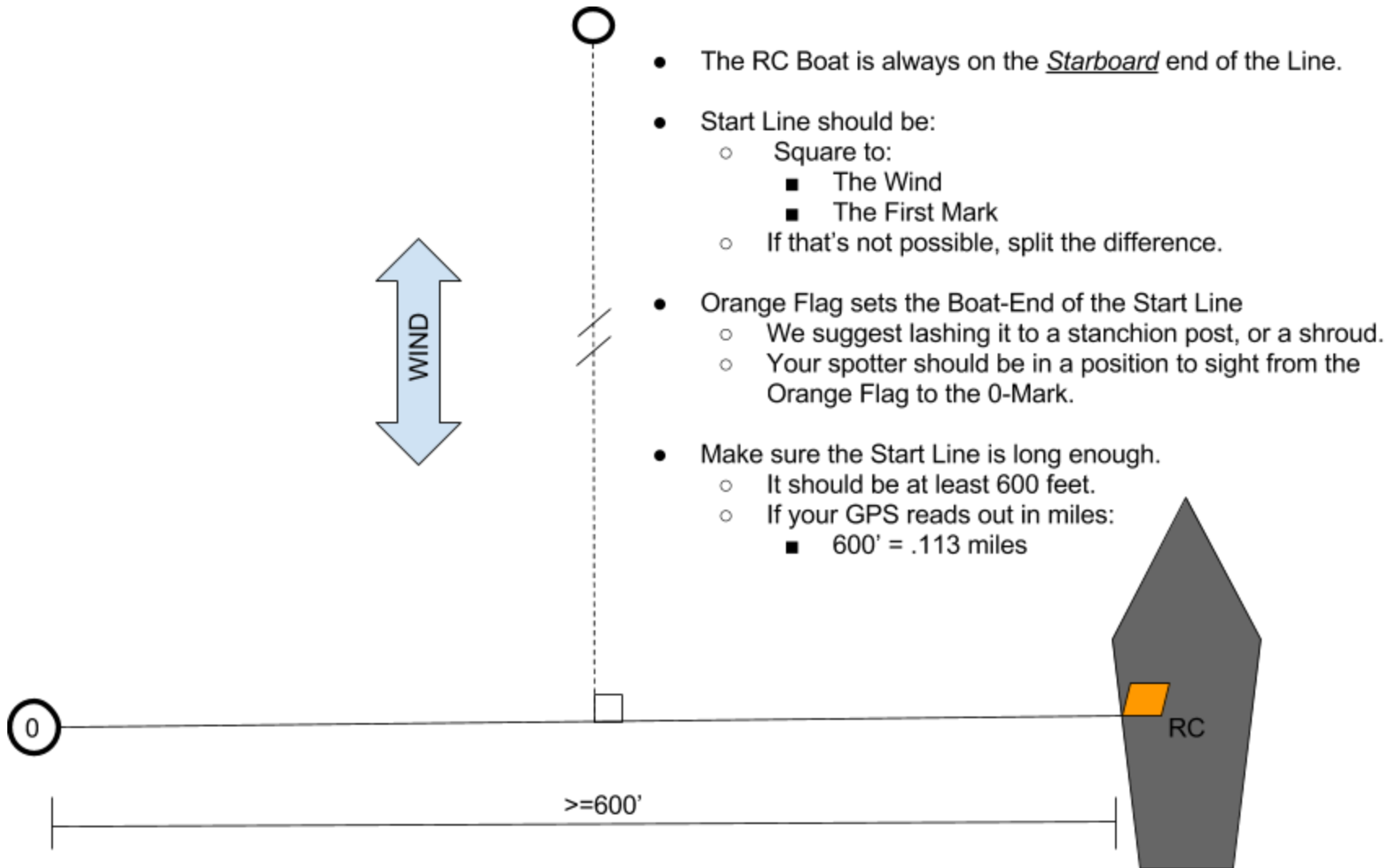   ◆ "181-12-0-181-12" = 181, then 120, then 0, then a 2nd lap.

❖ Post Courses on the Course Board, and Announce them over Radio
❖ Try to avoid having fleets cross the Finish Line in opposite directions

Wind From	First Mark
020 <-> 065	04
065 <-> 105	09 or 27
105 <-> 135	12
135 <-> 165	15
165 <-> 195	181 or 182
195 <-> 245	04
245 <-> 285	09 or 27
285 <-> 315	12
315 <-> 345	15
345 <-> 020	181 or 182

PRE-START

Setting the Start Line

- The RC Boat is always on the _Starboard_ end of the Line.

- Start Line should be:
  - Square to:
    - The Wind
    - The First Mark
  - If that's not possible, split the difference.

- Orange Flag sets the Boat-End of the Start Line
  - We suggest lashing it to a stanchion post, or a shroud.
  - Your spotter should be in a position to sight from the Orange Flag to the 0-Mark.

- Make sure the Start Line is long enough.
  - It should be at least 600 feet.
  - If your GPS reads out in miles:
    - 600' = .113 miles

WIND

0

RC

>=600'

PRE-START

BSC Race Committee Guide

Starting Sequence

Minutes Before Start	Action	Visual Signal	Audio Signal
6 **(if up)**	Postponement - Down If Postpone Flag is up, it must come down 1 minute prior to Class Flag Up		Three Quick Blasts
5	Class Flag - Up		One Blast
4	P Flag - Up		One Blast
1	P Flag - Down		One Blast
0	Class Flag - Down		One Long Blast
* **(if needed)**	Recall Flag - Up	OR	Individual: 1 Blast General: 2 Blasts

Note: If possible, please broadcast a 10-second countdown for each milestone in the Starting Sequence.

START

Over Early

(OCS : On Course Side)

- When the Starting Sequence hits 0:00, if any part of a boat is across the Starting Line, that boat is Over Early, and must be Recalled.
- There are two types of Recalls.

Individual Recall	- Raise the Flag - Over the Radio, call out the OCS Boats by name or sail # - Example: "Over Early!: SCape, Sail 53" - Keep the Flag up until either: - All OCS boats restart 4 minutes have passed
General Recall	***ONLY if there are so many OCS boats you cannot identify them all*** - Raise the Flag - Get Ready to do a new Starting Sequence to repeat this Start. - With 6 minutes to go until the Start, Lower the General Recall Flag - The General Recall Flag replaces the Postponement Flag from the Original Sequence.

START

Setting the Finish Line

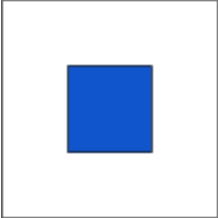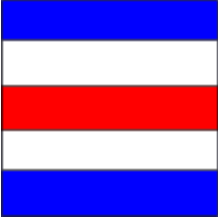Once the Fleets are away, it's time to start thinking of the Finish.
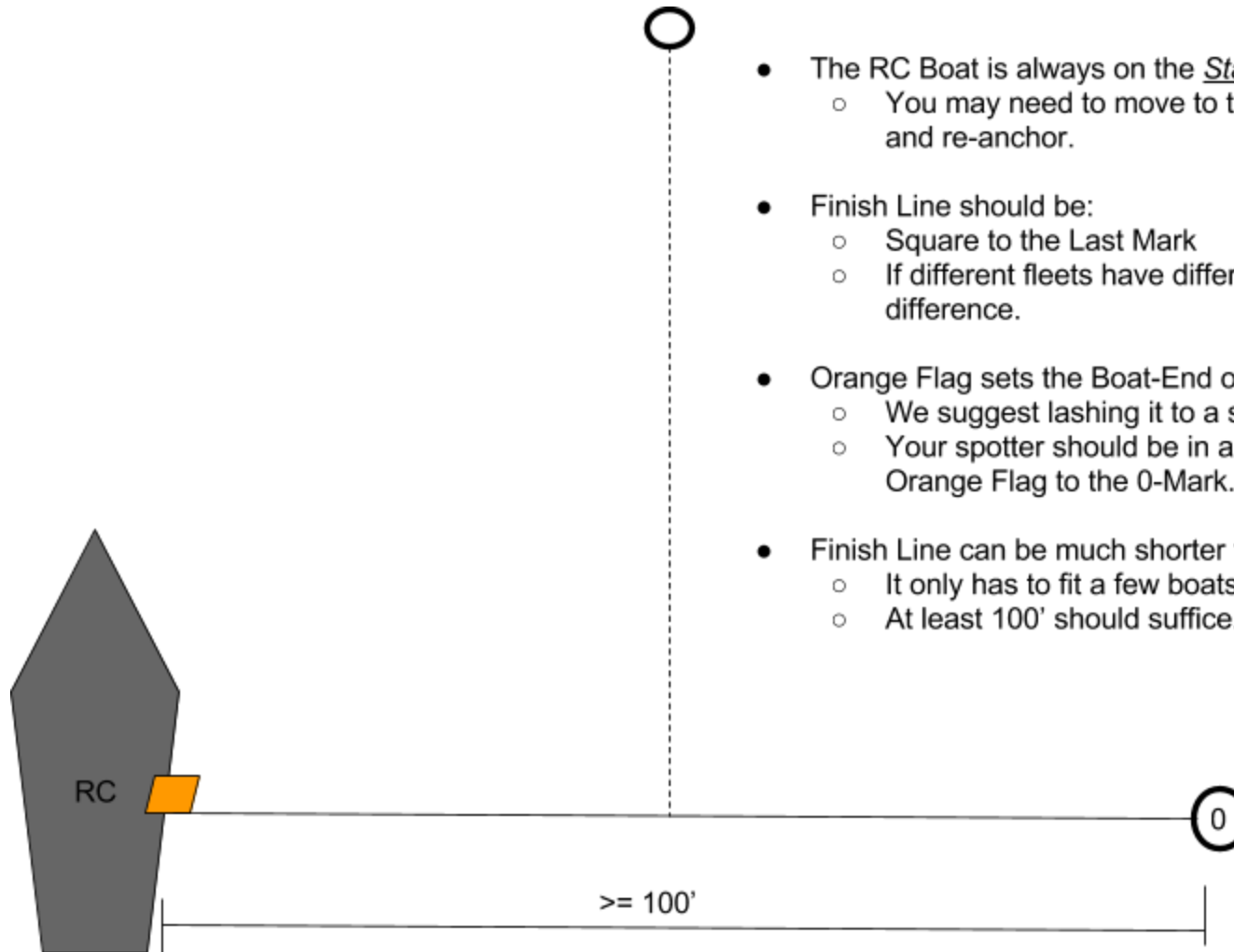
- The RC Boat is always on the *Starboard* end of the Line.
  - You may need to move to the other side of the 0-Mark and re-anchor.

- Finish Line should be:
  - Square to the Last Mark
  - If different fleets have different last marks, split the difference.

- Orange Flag sets the Boat-End of the Start Line
  - We suggest lashing it to a stanchion post, or a shroud.
  - Your spotter should be in a position to sight from the Orange Flag to the 0-Mark.

- Finish Line can be much shorter than the Start Line
  - It only has to fit a few boats at a time.
  - At least 100' should suffice.

RC

0

>= 100'

POST-START

Course Changes

- During a Race, the Course can be changed in two ways.
  - For BSC/CLYC Races, these are:
    - Shortened: a subsequent LAP is removed from the course.
    - Changed: subsequent laps will differ from the current lap.

- Notes:
  - you cannot change/remove a lap from a race *if a boat is already on that lap*.
  - Changes apply from the 0-Mark. In other words…
    - You can only remove entire laps, not partial laps.
   - You can only change subsequent laps, not portions of a current lap.

Shorten Course	• Raise the Flag • Announce over the Radio the new number of laps for the course. ○ Be sure to indicate which fleet's course is being shortened.
Change Course	• Raise the Flag • Announce over the Radio what the new course will be. ○ Be sure to indicate which fleet's course is being changed.

POST-START

Calling the Finish

❖ A boat finishes when any part of her hull, or crew or equipment in normal position, crosses the finishing line from the course side. (excerpt: Racing Rules of Sailing, 2017-2020)

Boat B is finishing right now.

Boat A has already finished.
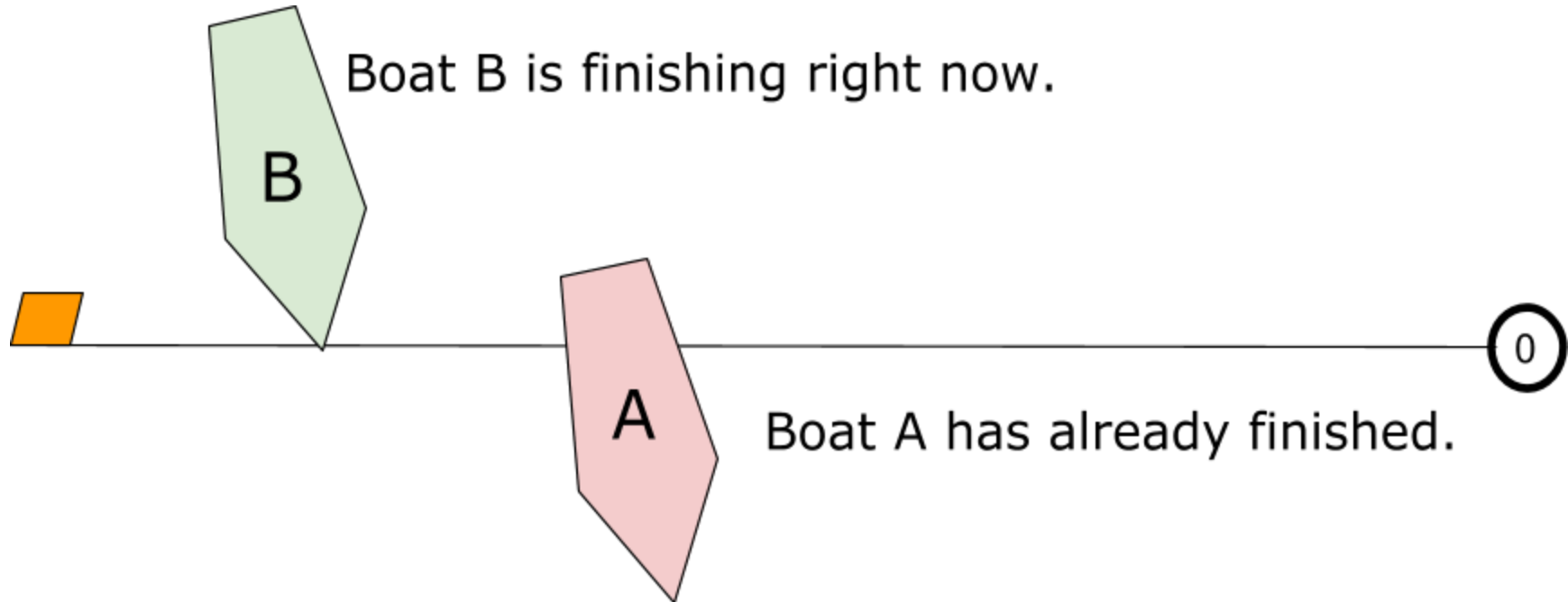
FINISH

How to Call The Finish

❖ Split up the RC Roles so that each person has a single, simple task.
  - ➤ P.R.O.: Identify approaching boats
    - ■ Allows the Scribe to find the log entry for that boat.
    - ■ When fleets have different courses, this distinguishes boats that are finishing from boats that will continue to race.
  - ➤ Spotter: Blow Horn/Whistle when the boat finishes
    - ■ See "Calling the Finish" for when exactly to signal.
  - ➤ Timer: Call out the time when the horn was blown
  - ➤ Scribe: Log the Finish Time

Example:
- ● PRO: "Next boat approaching is Wyvern, this will be their Finish."
- ● Spotter: *{blows horn when Wyvern Finishes}*
- ● Timer: That was 48:23.
- ● Scribe: Logs 48:23 as Wyvern's Elapsed Time.

FINISH