

Sylvan Lake Sailing Club – Race Committee Guidelines

How to set the race course:

- 1. Find the direction the wind is coming from and drive the RC boat to an upwind location roughly 1.5 km from the start area.
- 2. Drop one of the yellow marks which will be the Division 1 windward mark. Travelling in the direction of the wind, drop a second yellow mark roughly 250 m further downwind from the first mark, this is the windward mark for the Division 2 boats.
- 3. Again driving directly with the wind at your back drive about 1.5 km downwind of the Division 1 windward mark and drop the third and final yellow mark. This is the Leeward mark used by both fleets. Try to line up the 3 yellow marks with the direction of the wind the best you can.
- 4. The final step is to set the starting line. Roughly 50 m downwind of the Leeward mark, set the small orange PIN end can on the port side of the course. Place the can roughly 50-75 m to port from the Leeward mark, then anchor the RC boat 50-75 m to Starboard of the Leeward mark. Use the anchor retrieval line to adjust the position of the RC boat to get as square to the wind and the PIN end as best you can.
- 5. Try your best to have the start line as perpendicular as possible to the wind direction, with the Leeward mark roughly in the middle of the start line. Ideally the start line is 1.5 times the length of the number of boats. Example, 12 boats at 25' would suggest a line of 12X25X1.5 = 450 feet or 140 m or so!
- 6. Using the placards on board, set out the course to be raced using the appropriate sign. For a single lap race display the "1" sign for Division 1, and the "4" sign for Division 2. If wind conditions allow, we typically run a two-lap race which means showing the "2" sign for Division 1 and "5" for Division 2.

How to run the Starting Sequence:

- 1. We try to have the first race start around 7 pm. Immediately after setting the course, fly the AP flag to announce to the racers to stand by for the start.
- 2. One minute before the beginning of the start sequence, lower the AP flag AND give one blast of the horn.
- 3. One minute after the AP flag has been lowered, run the following start sequence:

Flag signal		Number of sound signals when raised	Number of sound signals when lowered	Description
,	1↑	◄ i))		Warning Signal. 5 minutes to race start when class flag raised.
	1 P↑	4))		Preparatory signal. 4 minutes to start when P flag raised. Flag P used or if a starting penalty applies I, Z, Black flag or I over Z is used in place of P.
	1 P↓		■ ()) Long sound	Preparatory signal. P flag removed 1 minute before start. Flag P used or if a starting penalty applies I, Z, Black flag or I over Z is used in place of P.
•	1↓		■ (i)	Start Signal. Race start when class flag removed.

- 4. The Division 2 start sequence begins at the same time as the Division one start. Therefore when you lower the Div.1 start flag, raise the Div.2 flag to start the next fleets sequence.
- 5. The line judge monitors the start line drawn between the center of the RC boat and the orange start can. If a single boat is over the line prior to start, and can be identified, fly the individual recall flag and call that boat number over the radio. If many boats are over, and you cannot identify them than fly the General Recall flag and bring all of the boats back to the start.

Flag signal Sound signals when raised Number of sound signals when raised Number of sound signals when lowered Description

X

Number of sound signals when lowered Individual recall.

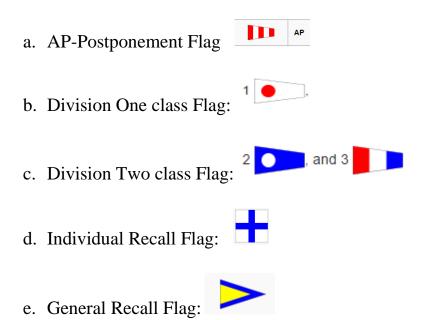
One or more boats did not start correctly and must return and do a proper start. The X flag is displayed until the earliest of the following: all boats over the line early have returned correctly, 4 minutes from the start or until one minute before the next start. (The sound signal is in addition to the start sound signal)

General recall.

All boats are to return and then a new start sequence will begin. Signaled when there are unidentified boats over the line or subject to one of the starting penalties, or there has been an error in the starting procedure. The new warning signal for the recalled class will be made 1 minute after the 1st substitute is removed. (The two sound signals when the first substitute is displayed are in addition to the start sound signal)

- **6.** Using the Race Control sheet enter the start times of the race(s) conducted on that night, As boats come by to check-in, tick off the box in the check-in portion of the scoring sheet to record who participated and who didn't. **As boats cross the finish line, record the time in hr:min:sec format IN THE ORDER THAT THEY FINISHED**
- 7. Use the radio to broadcast to the fleet what you are doing and also to announce any boats that may have been over the starting line in the case of an individual recall. The broadcast channel should be set to CHANNEL 9

8. Here are the important flags you will need:



APPENDIX A: COURSES

	COURSE ILLUS	STRATION
#	COURSE	FINISH
1	(S), 1, (F)	Downwind
2	(S), 1, 2, 1, (F)	Downwind
3	(S), 1, 2, 1, 2, 1, (F)	Downwind
4	(S), 1A, (F)	Downwind
5	(S), 1A, 2, 1A, (F)	Downwind
6	(S), 1A, 2, 1A, 2, 1A, (F)	Downwind
7	(S), 1, 3, 2, 1, (F)	Downwind
8	(S), 1A, 3, 2, 1A, (F)	Downwind
	START	
	VINDWARD MARK SHORT WINDWARD MARK	
	EEWARD MARK (MAY BE A G	GATE)
	IBE MARK	,
(F) =	FINISH	

All Marks shall be left to Port with the Exception of a Gate.

When there is a Gate, Boats shall sail between Gate Marks from the direction of previous Mark AND round either Gate Mark

