

Race Officer Checklist - Sprint Racing

Start Sequence 3, 2, 1, Go

Ashore

Collect the Race Officers Pack from the Results tray at the foot of the office stairs
Put out two copies of the signing-on sheets after filling in the details at the top

Needed on the Committee Boat

Race Officers Pack with Pens and Results Sheets

Flags, Course Tiles - Letters + Numbers, Burgee – these are all kept on the Committee Boat

Fuel, Battery, Sound Signal, Outer Limit Mark – these will all be checked by the Coxswains

Set up the flags

On Station - on the mast Orange	
Handicap Flags Flag "R"	
Preparatory Flag "P" , "I" , "Black Flag"	  
Individual Recall - for identifiable boats OCS - 'over the line' Flag "X"	
General Recall - for larger group OCS - 'over the line' Flag "1st Sub"	
Postpone Flag "AP"	
Shorten Course Flag "S"	
Ready to Finish – on the mast Blue Flag	

Who's doing what?

- Timing and Sound Signals - see the instructions about the Automatic Timer
- Flags – see the separate sheets for Flag and Sound Signals
- Recording sail numbers
- Checking Start Line and sail numbers of any 'over the line'

Course Setting

- Talk to the Coxswains and agree a suitable position for the Committee Boat.
- The Start Line should be located approximately 1/3rd of the way up the first beat and at right-angles to the wind.
- Agree with the Coxswains the position of the OUTER LIMIT MARK ("the pin end") at the port end of the start.

- **Review the line position using burgee.** Ask the Coxswains to reposition the Outer Limit Mark, if necessary.
- If the line is too starboard-biased, the fleet will bunch at Committee Boat end.
- If the line is too port-biased it is difficult for the fleet to cross the start line on starboard
- Aim to make the Windward Mark rounding to PORT - this avoids jams at the first rounding and makes for a fairer race. The Coxswains will move marks if needed.
- Include **Line** in the course so you can time the handicap fleet as they cross the line at the finish.
- Set the course and number of laps for a target race time of 10-15 minutes for the fastest dinghies.
- Ensure that the course is short enough so that slower boats can sail less laps than the faster ones. This will enable you to minimise the waiting between races which could be overly long if you set just one large lap. With sprint racing being a new concept at NSC we will all be learning as we go along as how best to manage course length etc. Please ask if you need any guidance or reassurance about the course you are setting.

Time recording

- Record the class, and sail number of each boat.
- Record the time of each boat on EVERY LAP. Whilst this may appear unnecessary the data is of considerable assistance to the scoring team when dealing with queries.

Finishing

- Hoist Blue Flag F (ready to finish).
- If shortening the course, raise S and sound the hooter (two hoots) as the leading dinghy rounds the leeward mark
- Record finishing times and number of laps for all competitors.

Races on Bank Holidays

- The idea is to try and fit in five or six short races between 11.00 and 13.00.
- It does not matter too much if you fit in only four, or if by skilful race management and a fleet of pretty much equal speed boats, you manage to fit in seven races. However you should not be looking to start the last race after 13.00.

When Racing is over

Don't forget to fill in your claim for OOD points on that the foot of each result sheet.

Collect up the signing on sheets and return to the Results tray at the foot of the office stairs.

Make a note of any equipment issues e.g. "horn not working", "flag missing", and include in the pack.