

ANCHORAGE YACHT CLUB

COMMITTEE BOAT INSTRUCTIONS - THURSDAY SERIES - 2010

PREPARATION ACTIVITIES: Start soon enough to assure you will be moored to the center mark by 6:30 pm, typically leaving the harbor by 5:30 if possible. There will be a race committee chairman assigned to every race. Use them for guidance. Tune your radio to Channel 69.

- 1) Assure:
 - a) A complete crew (three or more, skippers must be present)
 - b) Pick up Committee Boat equipment (AYC Briefcase and Buoy Bag)
 - i) Check race committee briefcase for flags, flagpole harness, clipboard, race instructions and score sheets. Familiarize yourself and your RC crew with the meaning of each of the flags. (See the end of this document for a detailed description of each of the flags and their function(s))
 - ii) Mount the race committee flag and race flag assembly.
 - iii) Test the Horn(s)
 - iv) Attach flag harness / board to stern pulpit or similar.

Do not take the inflatable yellow buoy Leave it in the dock box.

- c) Complete boat equipment check list
 - i) PFD's for all crew
 - ii) VHF radio (emergencies, recalls) Ch. 16 and 69.
 - iii) Binoculars
 - iv) Flashlight(s) & Spotlight.
 - vi) Watch or timer readable to the second synchronized with GPS time.
- d) Assign responsibilities for:
 - i) Checking in boats before the start and recording finish times
 - ii) Keeping the official time using GPS to the second
 - iii) Sounding the horn
 - vi) Sighting the starting and finishing lines
 - v) Handling flag poles, and placement

One person can handle more than one assignment, but all assignments must be handled.

- e) Be sure you have completed all the above steps and are **ready to leave the dock at least one hour before the first start.**

- 2) **Assume control of the evening's race.** It is your responsibility to see that the race is run in accordance with the rules and in accordance with fair sailing. If you have any questions before you leave the dock or before the first warning, ask one of the Race Committee members (John Hoskins, Kevin Novak, or Bob Dick) to stop by your boat. If you have questions on the water, please call the race chairman or race committee via VHF 69.
- 3) One of the Race Committee members will set the inflatable pin (starting line) and call the course. They will relay the course to you over channel 69.
- 4) You will tie up to the center mark located at 42 20.580N 87 46.784W (refer to mark coordinates at the end of these instructions). Grab the mooring pennant off the center mark. It may be hanging on the buoy or in the water. Use a boat hook to grab the pennant. The pennant has black tape at the base, while the anchor rode has red tape.
- 5) Your starting line will be between the RC flag and the yellow inflatable buoy that will be set by a race committee member.

RACING COURSE

The course will be one of A-F (refer to end of the SI's or these instructions) and set by the race committee. Spin and JAM section may run different courses. The start/finish line will be between the Race Committee boat moored to the 'C' mark, and an inflatable buoy. It will run to a mark directly upwind of the C mark (refer to course diagram). Long or short courses will be determined by the race committee. Leave all marks to port except when finishing. On the final leg the racers should finish between the inflatable buoy and committee boat.

*****For safety reasons the start finish/line is closed and should be treated as an obstruction. Yachts are not to pass between the starting pin and the committee boat unless starting, finishing or the starting pin is a rounding mark of the current leg of its course.*****

PRESTART ACTIVITIES:

1) **Check in: REQUIRED**

This is important in order to account for all boats at the end of the race.

Record sail numbers of all participating boats by checking the box on the scoresheet.

Do not use radio or allow use of radio for check in. The radio is for your communication to the racers and race committee. It may only be used by racers in case of an emergency.

If a racer does not check in, then they do not get scored

- 2) If the short versions of the courses are to be run fly the shortened course flag.

All marks are to be passed to port except for the finish. Refer to course diagram.

START ACTIVITIES:

- 1) There are three starts; (pending RC change) boats starting in later section are not to interfere with boats in earlier starts. The starting area is defined as an area extending one half the length of the starting line at both sides of the starting line and extending one half the length of the starting line beyond each end of the starting line. After the warning signal for the first

start sections, all boats that are not starting are required to stay outside the starting area so as to not interfere with boats that are starting.

- 2) **START SEQUENCE** - Raise and remove the starting sequence flags (Poles 1, 2, and 3) as follows in accordance with your official GPS timer. A message over the radio at 10 minutes prior to the first start (18:30) if possible, helps: and another one at 1 minute (18:39). “This is the committee boat and we will be starting the start sequence in ____ minutes”.)

Note: First Start = Jam A (Section 2), JAM B (Section 5)
Second Start = Spin C (Section 4)
Third Start = Spin A (Section 1), Spin B (Section 3)

<u>SIGNAL</u>	<u>FLAG AND SOUND SIGNAL</u>	<u>MINUTES BEFORE STARTING</u>	
		<u>TIME</u>	<u>TIME</u>
Warning first start	Section flag(s) for first start up, 1 sound	5	18:40
Preparatory	"P" flag up, 1 sound	4	18:41
One-minute	"P" flag down, 1 long sound	1	18:44
First start	Section flag(s) first start down, 1 sound	0	18:45
Warning second start	Section flag(s) second start up	5	
Preparatory	"P" flag up, 1 sound	4	18:46
One-minute	"P" flag down, 1 long sound	1	18:49
Second Start	Section flag(s) down, 1 sound	0	18:50

Repeat the above sequence for each start as needed

Third start warning	18:50
Third Start Prep	18:51
Third start 1 min.	18:54
Third start	18:55
Fourth start warning	18:55
Fourth start prep	18:56
Fourth start 1 min.	18:59
Fourth start	17:00

Note: Section 1 flag is white with a red dot, section 2 flag is blue with a white dot. The “P” flag is a blue square flag with a white square center and is attached to a pole.

For each start, **sight the line for premature starters**. If one or two boats are over early, hail the boat(s) by sail number or boat name using the hailer and VHF radio, Ch. 69. If several boats are over early, sound the general recall and restart that section 5 minutes after the last scheduled start. Boats over early will be scored as DNS unless they properly restart (See rule 30.1 in Racing Rules of Sailing 2005-2008). Record the boats that actually start, by section.

FINISH LINE ACTIVITIES:

- 1) During the race maintain constant observation of the fleet.
 - a) If no boat rounds the first mark within one hour after its start, the race is abandoned.
 - b) No boat will be scored after 2 ½ hours of its start.
 - c) If no boat completes the course in 2 ½ hours of its start, the race is abandoned.

- 2) At the finish of the race,
 - a) Sight the finish line from the race committee's flag to the finish mark.
 - b) Call out the finishing boat's sail number (If you have trouble identifying the finishing boat, record the finish time anyway) The boat can usually be identified later, the finish time cannot.
 - c) Call "**MARK**" the moment each vessel (**any part thereof in normal position**) crosses the finish line (an invisible vertical plane) stretching from the race committee boat's flag to finish mark. Acknowledge the finish of each boat with a horn blast at the time that it crosses the finish line.
 - d) The Recorder should legibly record the precise finish time. Hint: record the boats, in the order of finish, on a separate sheet of paper and then transfer the results to the score sheet that is turned in to the scorer. This makes identifying and correcting errors easier. If you have a micro-cassette recorder consider using it, leaving it running while you are recording finishes, it will give you valuable source of information if there are issues with the paper records.

- 3) Committee boat should watch for and **record on the score sheet any protests**, confrontations and any alternate penalty turns taken.

- 4) After the race or the expiration of the time limit, **account for all participants**. The use of the VHF Radio is appropriate to contact all remaining boats, and advise that the race is ended. **Be sure and retrieve the race starting buoy.**

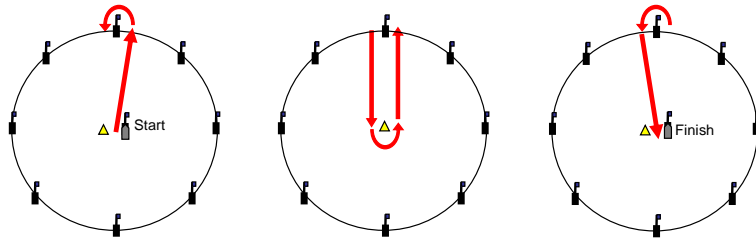
- 5) Return to the harbor:
 - a) Give the **score sheet to Bob Dick (primary), John Hoskins, or Kevin Novak**. **You can also email the results to the race committee through the AYC contacts web page at www.anchorageyachtclub.org.**
 - b) Return the **race committee brief case and race buoy bag to the race committee dock box**, so that it is available for future races on Saturday or the next Thursday.

MARK COORDINATES

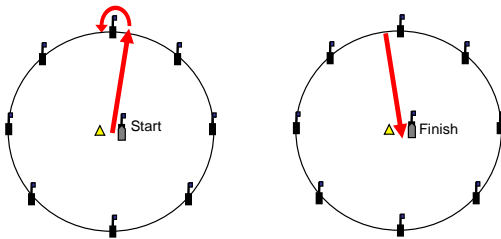
Buoy Identifier	Latitude (DD MM.MMM)	Longitude (DD MM.MMM)
C	42 20.580	87 46.784
N	42 21.080	87 46.784
S	42 20.080	87 46.784
E	42 20.580	87 46.107
W	42 20.580	87 47.460
NW	42 20.934	87 47.262
NE	42 20.934	87 46.307
SW	42 20.226	87 47.262
SE	42 20.226	87 46.307

Courses:

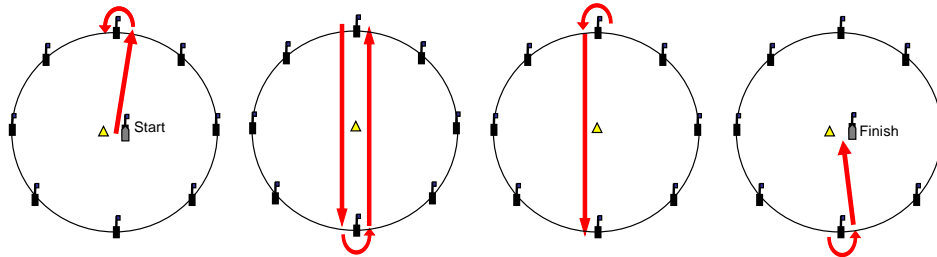
Course A (Long)



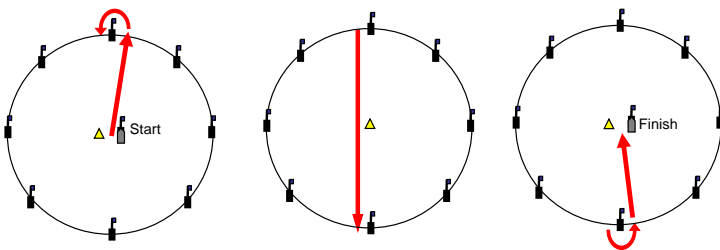
Course A (Short)



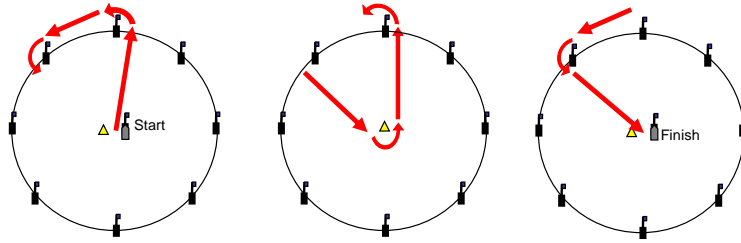
Course B (Long)



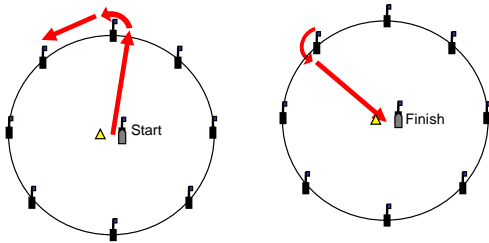
Course B (Short)



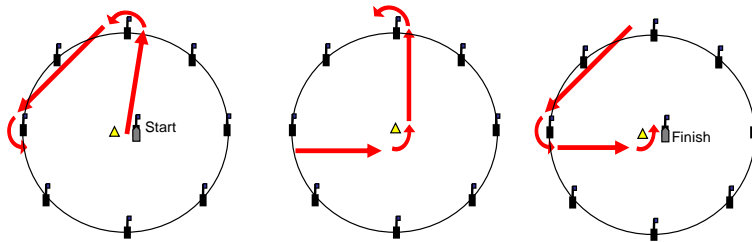
Course C (Long)



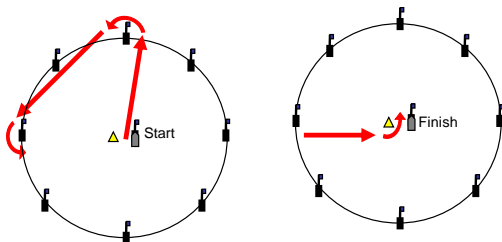
Course C (Short)



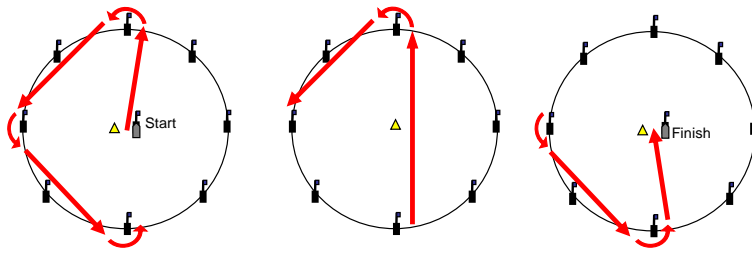
Course D (Long)



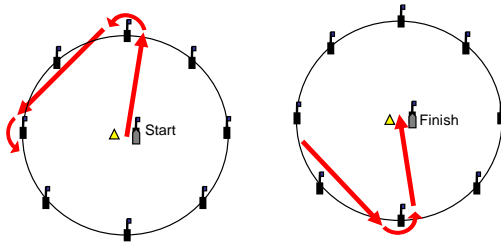
Course D (Short)



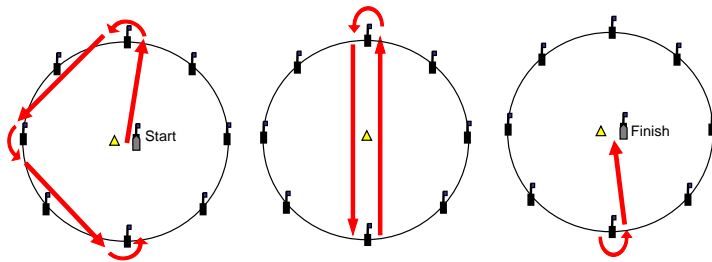
Course E (Long)



Course E (Short)



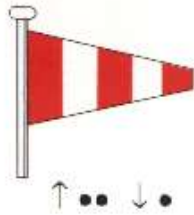
Course F



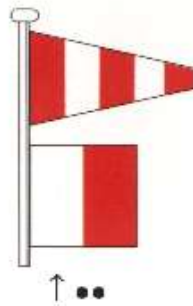
Race Signals

The meanings of visual and sound signals are stated below. An arrow pointing up or down (↑ ↓) means that a visual signal is displayed or removed. A dot (•) means a sound; five short dashes (-----) mean repetitive sounds; a long dash (—) means a long sound. When a visual signal is displayed over a class flag, the signal applies only to that class.

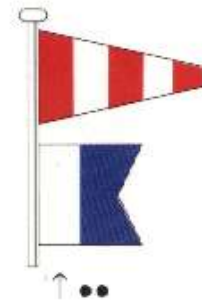
Postponement Signals



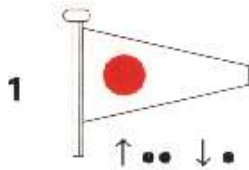
AP Races not started are *postponed*. The warning signal will be made 1 minute after removal unless at that time the race is *postponed* again or *abandoned*.



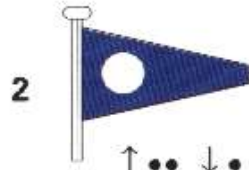
AP over H
Races not started are *postponed*. Further signals ashore.



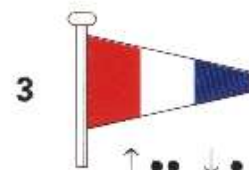
AP over A
Races not started are *postponed*. No more racing today.



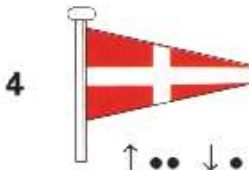
1



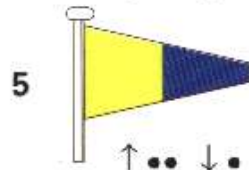
2



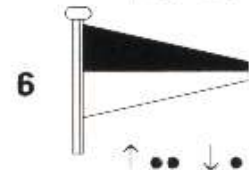
3



4



5

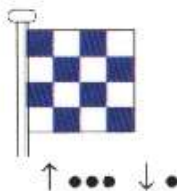


6

AP over a numeral pennant 1–6

Postponement of 1–6 hours from the scheduled starting time.

Abandonment Signals



N All races that have started are *abandoned*. Return to the starting area. The warning signal will be made 1 minute after removal unless at that time the race is *abandoned* again or *postponed*.

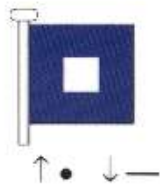


N over H All races are *abandoned*. Further signals ashore.

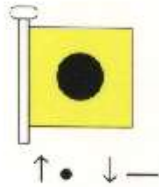


N over A All races are *abandoned*. No more racing today.

Preparatory Signals



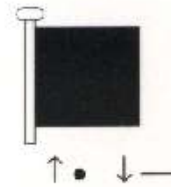
P Preparatory signal.



I Rule 30.1 is in effect.



Z Rule 30.2 is in effect.



Black flag
Rule 30.3 is in effect.

Recall Signals

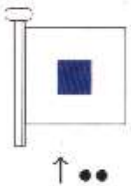


X Individual recall.



First Substitute General recall.
The warning signal will be made 1 minute after removal.

Course Change Signals



S The course has been shortened. Rule 32.2 is in effect.



C The position of the next *mark* has been changed.

Other Signals



L Ashore:
A notice to competitors has been posted.
Afloat: Come within hail or follow this boat.



M The object displaying this signal replaces a missing *mark*.



Y Wear personal buoyancy.



Blue flag
or shape. This race committee boat is in position at the finishing line.