

RCRA Race Committee Instructions

Wednesday Night Races

Updated 5/18/21

INTRODUCTION

While Wednesday Night Races tend to be a little less formal than CBYRA races, it will be more fun for all concerned if the race committee duty is carried out smoothly and without “issues”. The skipper of the committee boat functions with the full authority of the RCRA Race Committee Chairman. It is the responsibility of the Race Committee to ensure a fair, competitive race.

Before the day of the race, the committee boat skipper should:

1. Review the Notice of Race and Sailing Instructions.
2. Review RRS Part 3 – Conduct of a Race.
3. Spend a few minutes reading this guide.

RACE COMMITTEE CHECKLIST

Prior to Race Day

1. Have a copy of the Racing Rules of Sailing as well as an up-to-date paper chart of the race area available. Review equipment check list. RRS 2021-2024 available here: <https://www.ussailing.org/competition/rules-officiating/the-racing-rules-of-sailing-2021-2024/>
2. A crew of three or four works best for Race Committee. Set a departure time that will allow ample time to arrive at the rendezvous point (RCRA “A”) before the rendezvous time (1815).
3. Be sure the committee boat is fueled, has all required Coast Guard safety gear, operational navigation and anchor lights, and is otherwise ready to go.

Race Day

1. Check the weather before leaving for the boat.
2. Arrive at the marina 30 minutes before departure time allowing time to load race committee gear, food and beverages. Race gear is kept in the RCRA bin on the water side of Oak Harbor office. Combination is 1000.
3. Before departing, review the equipment checklist to see that all items are on board.
4. On the way out assign responsibilities. Some of these duties can be combined if necessary.

Time Keeper

Use GPS time. The timekeeper is responsible for keeping the RC crew “on schedule” and should announce the next signal (i.e. “Prep Flag up and horn in...”) Give times at 1 minute, 30 sec., 15 sec., and count down the final 10 seconds. Doing this over the VHF (channel 71) will help keep the competitors informed and ensure a better start for all but announcing the time is not required.

Line Watcher

The line watcher must be positioned in line with the yellow flag displayed on the RC boat and the pin so that he/she can easily sight down the line. He/she should have a horn in one hand and the individual recall and general recall flags within easy reach. The Line Watcher will give the sound signals for the start sequence as well as any over early signals. At the end of the race, the line watcher calls out the sail number of each boat as it approaches the finish line, sounds the horn for the first boat as it finishes and calls “OVER” as each subsequent boat finishes.

Flag Tender

The flag tender will make sure that the RC flag is flying, fly the rendezvous (L) once the committee boat is on station, attach the yellow start/finish flag, and raise and lower class flags (white – Spinnaker Class, blue – Non Spinnaker Class) and prep flags at the proper times.

Recorder

The recorder will record all of the entries in the race by sail number and boat name. The recorder must print neatly and clearly. Prior to the start of the race, the Recorder will record the course, distance, start time, wind direction and speed. As boats finish the race, the recorder records the sail number and the time in military time (i.e. 20:48:32) as each boat is called over the line. Make sure to record hours, minutes and seconds. The recorder will verify that all boats are accounted for before the RC boat pulls anchor.

Photographer

A picture is worth a thousand words...

EQUIPMENT CHECKLIST

- ***RC equipment bag:***
 - Flags - class (white – Spinnaker Class, blue – Non-Spin) , start/finish line (yellow), postpone, RC, prep – P, shorten course – S, individual recall – X, general recall – 1st substitute, rendezvous – L)
 - Course Board- dry erase board with green, red and black markers
 - Horn and extra air cylinder (test before leaving pier)
 - Paper and writing utensils for recording race details
 - Scoring Forms (entry list, if available)
 - Paper chart – the laminated version showing all the RCRA marks is adequate.

- ***Aboard Boat:***
 - Anchor and rode sufficient to hold in start/finish area
 - Sufficient fuel
 - VHF radio (handheld preferred)
 - Binoculars (optional)
 - Timer (GPS time on chart plotter works best) There are also apps for cell phones to report GPS time as there is a 16 second difference between the GPS time and Cell phone time. Make sure that whatever app you use always stays “up” on the screen so the screen doesn’t go dark just seconds before hoisting a flag or sounding a horn.

- Copy of Sailing Instructions, Racing Rules of Sailing
- Check navigation lights including anchor light
- Powerful flashlight for finishes after dark

RENDEZVOUS

- While motoring to the rendezvous area (RCRA A), assign duties and begin setting up the boat.
- Once the RC boat is on station, sound one long horn and hoist the L flag.
- Douse the L flag with multiple short blasts of the horn one minute prior to the first warning signal.

STARTING THE RACE

The committee must perform the following tasks upon arrival in the starting area. Some of these tasks can be started or completed beforehand.

Select the course

Selection of a competitive course is as important as ensuring a fair start. The "ideal course" configuration is one that includes equal lengths of upwind and downwind legs. Given the constraints of racing in the Patapsco River this is not always possible. Choose a course from the available selections that best matches the wind strength and direction. Keep in mind that there is a time limitation and all boats should be able to complete the course within the limit (2100 hours).

Set the starting line

The starting line should be square to the wind (upwind starts) and about 300 feet in length (for a 10-boat fleet). It should be longer in heavy air. For downwind starts, the starting line should be set square to the direction of the first mark and can be a bit shorter as well.

To set the line, motor past the pin – RCRA “A” -- at a right angle to the course. After going the required distance, turn head to wind. Continue to windward far enough so that after anchoring, the boat will drop back to the position where the line will be square to the wind. Use of a hockey puck type compass helps if one is available.

In determining the length of the line, remember that knots times minutes equals distance in 100s of feet. For example, if you want a 300-foot line, motor at 3 knots for one minute.

Post the course board

Use the letter designation as indicated on the Standard Courses Table and mark on the course board large and clear enough for all boats to read from a reasonable distance. It is acceptable, but not necessary to assign a shorter course to the non- spin class – especially in light air. Courses have been designed so that there is a short version “S” and a long version “L” for each course, and an

“R” version for reaching courses (marks are designated in parentheses).

Record participants

Have a person spotting sail numbers and checking them against the check-in sheet on which entries have been listed.

Signals

Time	Flag	Sound	Meaning
1815	Hoist L flag	1 long horn	RC boat is “on station”
1829	Drop L flag	Multiple short blasts of horn	One minute before first warning
1830	Hoist white flag	1 horn	5 minute warning for Spin Class
1831	Hoist P flag	1 horn	Preparatory Signal
1834	Drop P flag	1 long horn	1 minute before Spin Class start
1835	Drop white flag, Hoist blue flag	1 horn	Spin Class start, 5 minute warning for Non-Spin Class
1836	Hoist P flag	1 horn	Preparatory Signal
1839	Drop P flag	1 long horn	1 minute before Non-Spin Class start
1840	Drop blue flag	1 horn	Non-Spin Class start

A separate page has this table with images of the flags.

A boat “starts” when any part of the boat’s hull crosses the line between the pin mark and the yellow flag on the RC boat.

Over Early

When one or more boats are over the line early (if part of the boat’s hull crosses before the start), the line watcher must, AFTER THE STARTING SIGNAL, give one short blast on the horn and immediately hoist the code flag "X". If possible, hail premature starters by sail number over the VHF radio channel 71.

In the event that so many boats are over early that the line watcher cannot identify them all, a general recall must be signaled; two short blasts of the horn and hoist the First Substitute code flag. The warning signal for a new start for the recalled class shall be made one minute after the First Substitute is removed (one sound), and the start sequence will be repeated.

FINISHING THE RACE

The committee must perform the following tasks upon arrival in the finishing area.

Arrival at the Finish Area

Allow yourself plenty of time to move the RC boat to the finish line and get set up for the finish. Even if the starting mark and finishing mark are the same, it may be necessary to reposition the boat per instructions below.

Set the Finish Line

The finish line will be between the yellow flag on the committee boat and the

last mark of the course – RCRA “B”. Set a relatively short finish line. It should be roughly half the length of the starting line.

- If the last leg of the course is a beat, the line should be set square to the wind.
- If the last leg of the course is a reach or downwind, the line should be perpendicular to the course from the previous mark.
- It is helpful for after dark finishes if the committee boat is well lit - a strong flashlight is also helpful for identifying finishers.

When to Shorten the Course

If the wind is light, jeopardizing the chances of all fleets finishing the race, the course may be shortened (according to the sailing instructions) to any designated mark of the course providing that no boat has rounded that mark.

Recording Finishes

A boat “finishes” when any part of the boat’s hull crosses the line between the finishing mark and the yellow flag on the RC boat.

A long horn should be sounded for the first boat finishing in each class.
Subsequent boats in the class should receive a hail “<sail #> _ **OVER!**”

As a finishing boat nears the line, the timekeeper calls out time and counts the seconds (i.e. “20 – 33 – 15, 16, 17, 18...”), until the line watcher calls out the sail number and **“OVER”**. The recorder neatly records the sail number, finish time (**in military time only**), and, if time allows, the boat name. Always record the boat finishes in the actual order of finish so that it will be easier to resolve mistakes, if any.

The recorder should also make note on the "Order of Finish Sheet" if a finisher is flying a protest flag (this does not relieve the competitor of his obligation to notify the committee of a protest).

Be sure to make sure that all boats have finished or that the time limit (according to the sailing instructions) has expired before leaving the finish station.

Turn score sheet in to the scorer or email to dmarcic@gmail.com asap after the race so that the results can be calculated and posted.

Pat yourself on the back for doing a great job!!!

RCRA Wed Night Race Entrant Sheet Date:











Spinnaker Class

Sail Number	Boat Name

Non-Spinnaker Class

Sail Number	Boat Name

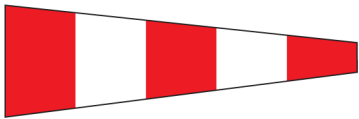
Flag And Sound Meanings – Typical Times

TIME	ACTION	HOIST	DROP	SOUND	COMMENT
18:15	Hoist L flag			1 long horn	RC boat is “on station”
18:29	Drop L flag			Multiple short blasts of horn	One minute before first warning
18:30	Hoist white flag			1 horn	5 minute warning for Spin Class
18:31	Hoist P flag			1 horn	Preparatory Signal
18:34	Drop P flag			1 long horn	1 minute before Spin Class start
18:35	Hoist blue flag, Drop white flag			1 horn	Spin Class start, warning for Non-Spin Class start
18:36	Hoist P flag			1 horn	Preparatory Signal
18:39	Drop P flag			1 long horn	1 minute before Non-Spin Class start
18:40	Drop blue flag			1 horn	Non-Spin Class start

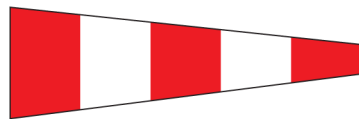
RACE SIGNALS

The meanings of visual and sound signals are stated below. An arrow pointing up or down (\uparrow \downarrow) means that a visual signal is displayed or removed. A dot (\bullet) 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, fleet flag, event flag or race area flag, the signal applies only to that class, fleet, event or race area.

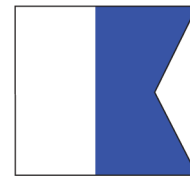
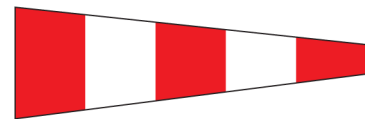
Postponement Signals



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.



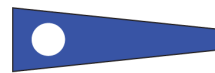
AP over A Races not started are *postponed*. No more racing today.

AP over a Numeral Pennant 1–9

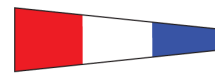
Postponement of 1-9 hours from the scheduled starting time.



Pennant 1 \uparrow ••• \downarrow •



Pennant 2 \uparrow ••• \downarrow •



Pennant 3 \uparrow ••• \downarrow •



Pennant 4 \uparrow ••• \downarrow •



Pennant 5 \uparrow ••• \downarrow •



Pennant 6 \uparrow ••• \downarrow •



Pennant 7 \uparrow ••• \downarrow •

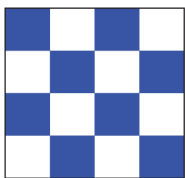


Pennant 8 \uparrow ••• \downarrow •

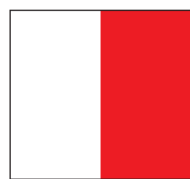
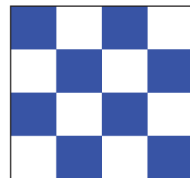


Pennant 9 \uparrow ••• \downarrow •

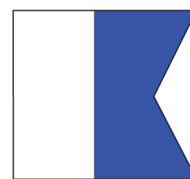
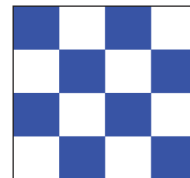
Abandonment Signals



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*.

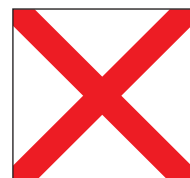


N over H All races are *abandoned*. Further signals ashore.



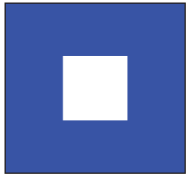
N over A All races are *abandoned*. No more racing today.

Safety



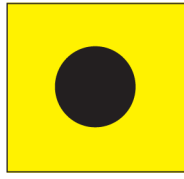
V Monitor communication channel for safety instructions (see rule 37).

Preparatory Signals



↑● ↓—

P Preparatory signal.



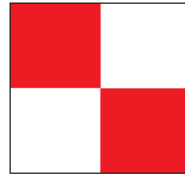
↑● ↓—

I Rule 30.1 is in effect.



↑● ↓—

Z Rule 30.2 is in effect.



↑● ↓—

U Rule 30.3 is in effect.



↑● ↓—

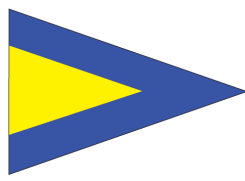
Black flag. Rule 30.4 is in effect.

Recall Signals



↑●

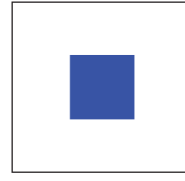
X Individual recall.



↑●● ↓●

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

Shortened Course



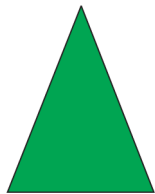
↑●●

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

Changing the Next Leg



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



to starboard;



to port;



to decrease the length of the leg;



to increase the length of the leg.

Other Signals



↑●

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

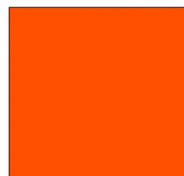


M The object displaying this signal replaces a missing *mark*.



↑●

Y Wear a personal flotation device (see rule 40).



(no sound)

Orange flag. The staff displaying this flag is one end of the starting line.



(no sound)

Blue flag. The staff displaying this flag is one end of the finishing line.