



PYC RACE COMMITTEE

SIGNAL BOAT ORIENTATION

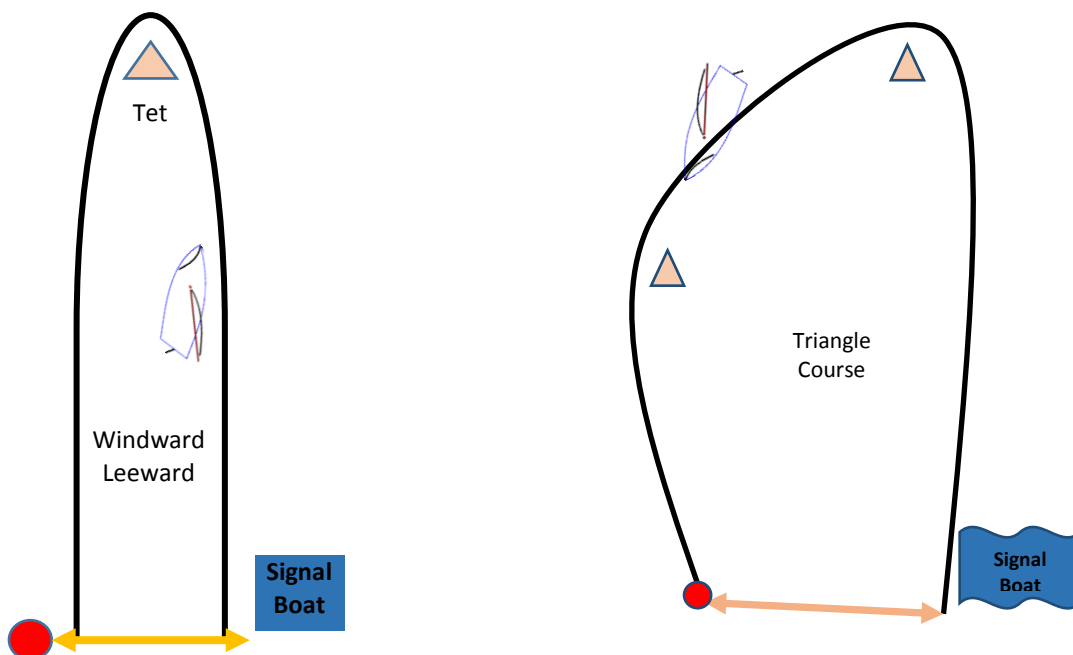


The Goal of the Race Committee is to offer fair competition to all competitors. A good race committee starts on time, delivers clear racing instructions and signals, sets a precise course and adjusts promptly as necessary. The Race Committee will endeavor to provide a racing event that is safe and fun on the water and on shore.

How A Sailboat Race Works. The basic components of a race are a **start**, a **course** sailed around marks or buoys and a **finish**.

- The **START**: a 5-minute sequence of timed intervals to the competitors with the use of visual flags and sound signals.
 - Warning at 5 minutes with a class flag raised and 1 short sound.
 - Preparatory at 4 minutes with a prep flag raised and 1 short sound.
 - Preparatory flag lowered 1 minute before the start and 1 long sound,
 - Start by lowering the class flag and 1 short sound.
- Competitors will cross an imaginary line between the blue starting flag on the Signal Boat and a red mark/buoy off the port side of the Signal Boat.
- The **COURSE** / LEGS: made up of several legs including a windward leg, a leeward or downwind leg and may also include a reach leg (wind from the side).
- The **FINISH**: competitors will finish by crossing an imaginary line between the blue flag on the Signal Boat and a nearby mark/buoy.

Two typical race courses:





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Signal Boat Positions and Duties (though many race committee duties do not require sailing or power-boat experience, it certainly helps).

- **Principal Race Officer / PRO** – the “conductor”.
 - Creates and controls all aspects of the race. This position requires specialized training and experience.
- **Driver.**
 - Sailing experience is not required, but the driver should be comfortable driving a 22 foot pontoon boat. Pilots the Signal Boat, stations the boat on the course according to the PRO’s directions and maintains radio communications.
- **Mark Boat**
 - A race *may* deploy a Mark Boat with a Driver and a Mate (an anchor-yanker). The orientation for Mark Boat duties is covered in Module 2.
- **Recorder** – the collective memory.
 - No boating experience necessary, but should be able to write in English and is OK with a PRO yelling sail numbers at them. 🤖
- **Timer** – the heartbeat.
- No boating experience necessary. Records the finish times for each competitor in 24 hour time (hr:min:sec).
- **Signaler / Flags** – most watched person on the Signal Boat.
 - No boating experience necessary. Will raise and lower class flags, preparatory flags, postponement flags, penalty flags, etc., according to the direction of the PRO. Will also assist at setting up course boards.



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RECORDER / SPOTTER



- **Records the main sail number of all competitors** who check in before the start by sailing past the stern of the Signal Boat on a starboard tack.
 - May have more than one recorder / spotter.
 - Additional information to record includes, wind direction and speed, race name or series, time of start, number of boats that started.
- **Records the finish times of each competitor.**
 - As called out by the PRO or the Timer.
 - Use the **Finish Times Template** to record the main sail number and finish time in 24-hour clock format (hr:min:sec) in sequence as a vessel crosses the finish line.
- The PRO will advise of the approaching main sail number and will shout “MARK” when the vessel has crossed the finish line.
 - The PRO will also “sound” the vessel’s finish with a horn or whistle, etc.



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TIMER




- The Timer is the heartbeat of the race management team and takes orders directly from the PRO.
- **Provides the cues** for the Signaller and PRO
 - Calls aloud the countdown to the start and the start sequence.
- **Typical Starting Sequence.**
 - Begins the countdown to the starting sequence at the direction of the PRO. Make eye contact with the Signaller to be sure they are ready.
 - Signaller *should say, “ready”*.
- **Timer calls out:**
 - **1 minute, 30 seconds to Class Flag UP**  (also known as the warning signal) then call out: 1 minute - 30 seconds - 20 seconds and countdown: 10,9,8,7,6,5,4,3,2,1 then call out “MARK” or class flag up.
 - *The Class flag / Warning signal is raised with 1 sound.*
 - **1 minute to PREP flag UP**,  then call out: 30 seconds - 20 seconds and countdown: 10,9,8,7,6,5,4,3,2,1, then call out “MARK” or prep flag up.
 - *Prep flag is raised with 1 sound.*
 - **Less than 3 minutes to Prep flag down** then call out 2 minutes, 1 minute to Prep flag down then 30 seconds - 20 seconds and countdown: 10,9,8,7,6,5,4,3,2,1 then call out “MARK” or prep flag down.
 - *Prep flag is lowered with 1 long sound.*
 - **Less than 1 minute to “Class flag down”** then call out 30 seconds - 20 seconds, 10,9,8,7,6,5,4,3,2,1, DROP (or Class flag down).
 - *Class flag is lowered with 1 sound.*



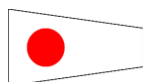
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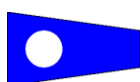
SIGNALLER / FLAGS – (the following flags are pre-mounted on poles)

- The flags are the critical and visual communications with the competitors.
- **L flag** – LIMA –  upon leaving the dock for the race course place the L flag in the starboard aft holder pipe at the rear of the Signal Boat.
- **#3 flag**  (also used as Class 3 flag) - when anchored on the race course remove the L flag and replace it with the #3 flag to indicate competitors must check in. It will be removed prior to the start sequence.
- Remove the **Orange Line** flag  (already on pole) from the storage bin and place it in the holder pipe on the port- midships side of the Signal Boat.
- Remove the **class flags #1, #2 and/or #3** (already mounted on poles) from the flag storage bins on the Signal Boat and have them ready at the bow to **snap up** for the start sequence.
- Remove the **preparatory (prep) flag**, the **X** flag and the **AP** flag (already mounted on poles) from the storage bins on the Signal Boat and have them ready at the bow to **snap up** at the command of the PRO.

Class #1



Class #2



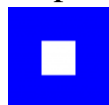
Class #3



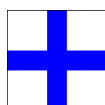
AP



Prep




X



Additional flags in the “flag roll”



- It is important to **snap up** and **snap down** each flag at the command of the PRO or the Timer. Audible sounds may accompany raising and lowering.
 - You may place each flag and remove the flag from a holding pipe located on the port or starboard rail near the bow of the Signal Boat.
- ➡ • **After the start**, change the **orange flag** to the **solid Blue Line Flag**.
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➡ Refer to Flags page for the Lake Norman Keelboat Council additional flags.



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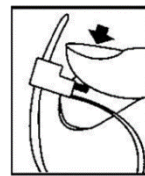


COURSE BOARDS

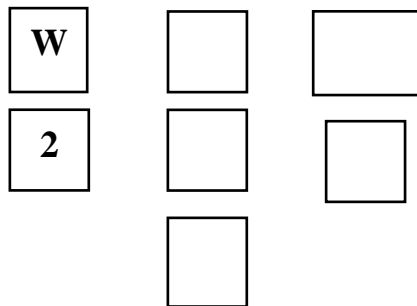
- White, blank Dry-Erase boards, Lettered Boards and Numerical boards.
- Will be mounted with releasable Zip Ties in the white track on the course board poles.



- Releasable Zip Tie application:
 - **Don't apply too tight**
 - To release, press small tab on the tie



- **Mounting Course Boards** – at the direction of the PRO, start at the top.
 - Typical course board displays:





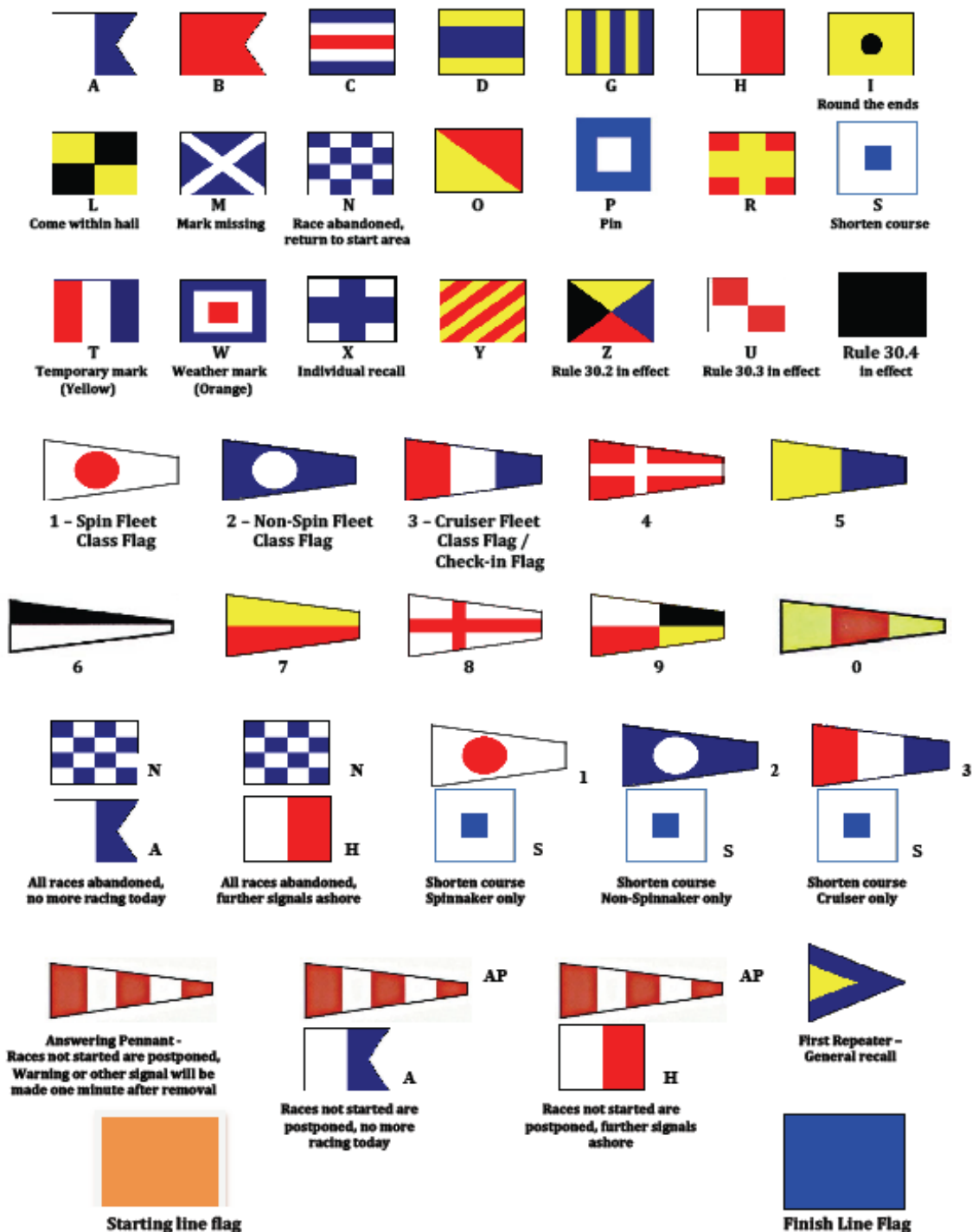
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Lake Norman Keelboat Council Standard Flags

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This is not a full representation ... See the current Racing Rules of Sailing (RRS)





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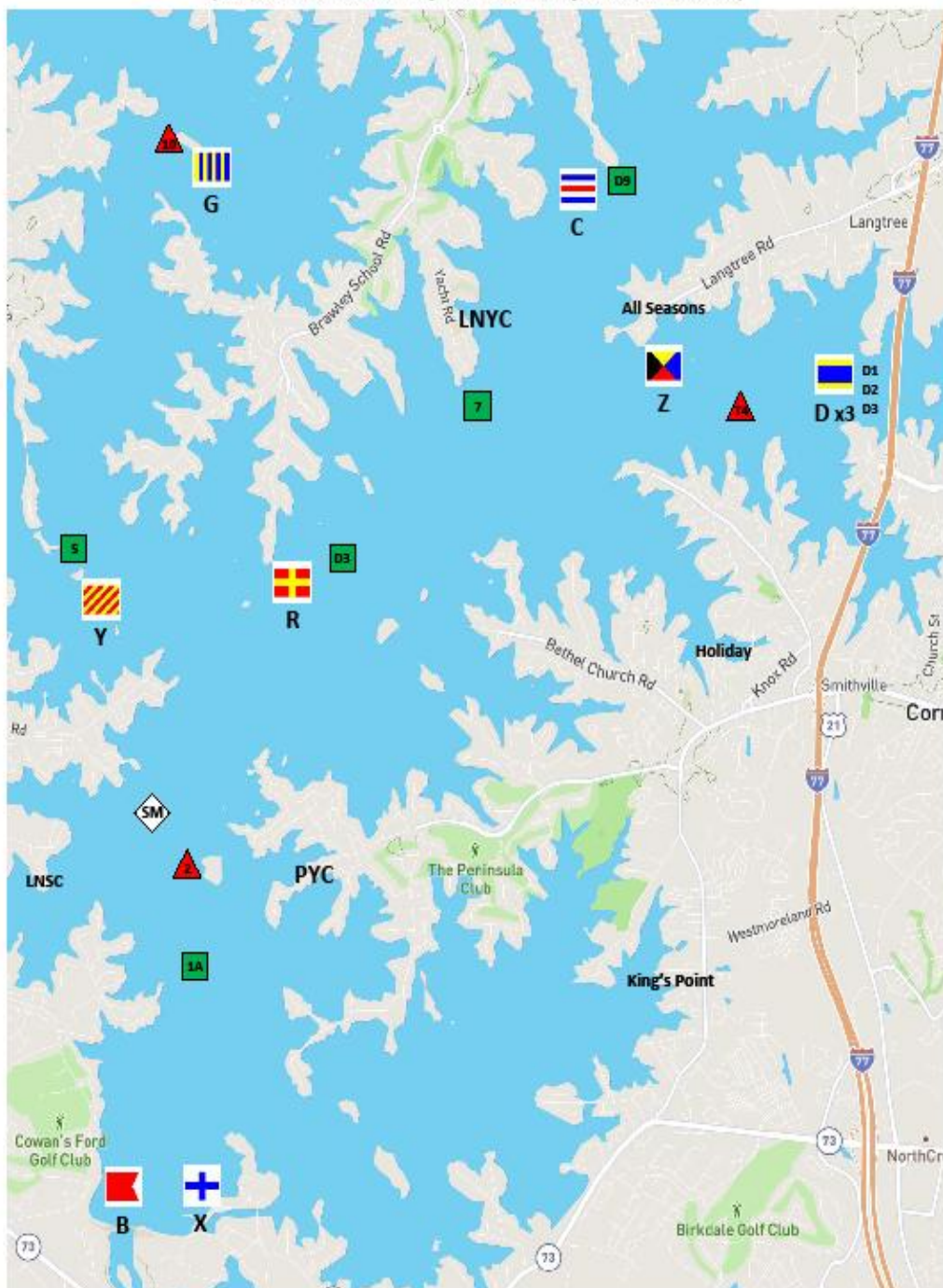


Lake Norman Keelboat Council Mark Locations

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MARK MAP

Note: Only those channel markers referred to in the LSI are shown. See others [Here](#).
(LNKC and Member Clubs are not responsible if the linked map is not available or incorrect)





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Vocabulary

Anemometer – device for measuring wind speed

Bow – the front of a boat.

Course Pole – poles used to mount and hoist race course coordinates.

Class Flag – typically numeral flag 1, 2 or 3.

Close hauled – a point of sail with the wind almost directly in front of a boat.

Scoring Designations - DNC – did not compete. **DNE** – disqualification not excusable. **DNF** – did not finish. **DNS** – did not start. **DNQ** – disqualified. **RET** – retired. **OCS** – on course side.

Downwind – the point of sail with the wind predominantly at the back of the boat.

General Recall – the entire fleet is recalled for a new start.

Gybe – changing a boat's direction with the wind astern.

Individual Recall – one boat recalled to a new start.

Knot – one nautical mile = 6,076 feet per minute.

Mark – an object that racing boats must go around or pass to sail the course.

Midship – the middle of a boat and either port or starboard.

NOR – the Notice of Race

PHRF – performance handicap racing fleet. Boats are awarded +/- points according to the type of boat and equipment to “level the playing field”.

Port – left side of a boat established at the helm looking forward.

Preparatory signal / PREP – flag and sound 4 minutes before the start.

Reach – a point of sail with the wind direction predominantly from the side of the boat.

SI's / Sailing Instructions – additional rules for a specific race or series.

Starboard – right side of a boat established at the helm looking forward.

Stern – the back of a boat.

Warning Signal – a flag and sound 5 minutes before the start of a race. Typically a “class flag” indicating the group of competitors starting in 5 minutes.

Windward – sailing in the direction of the wind.