

Eagle Creek RC Handbook

**A guide to help Race Committees
For ECSC**

**The contents of this document are
not rules as defined in the RRS
2013-2016**



Preparation checklist:

- 1) Committee & Safety boat have plenty of gas
- 2) 2 orange buoys, 2 yellow buoys and 1 white buoy with anchors and lines should be aboard Committee boat
- 3) A radio should be on Committee and Safety boats.
- 4) Charger unplugged and switch set to "ALL" on committee boat
- 5) A life preserver is present for every individual on every boat
- 6) Remove Automatic race starter canvas and plastic covers and place them together in a safe place.
- 7) Lower and start engines on both Committee and Safety boats and allow them to properly warm up
- 8) The clipboard with the latest version of the scratch sheet and a pen should be aboard the Committee boat.
- 9) Ensure the race clock is aboard and the time closely matches a synced cell phone.

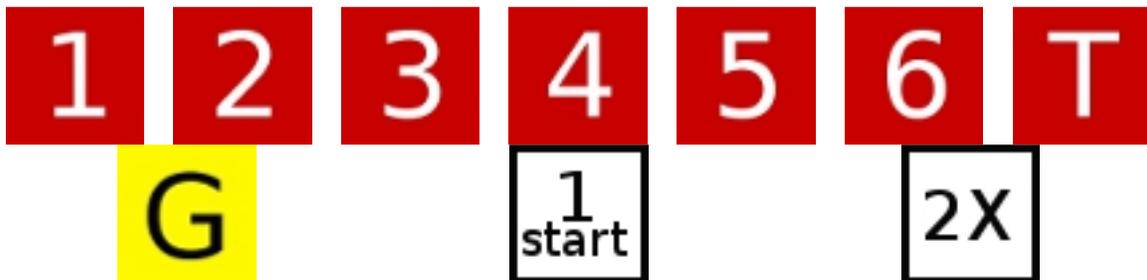
Eagle Creek Specific Things to know...

Course Cards: may signify marks, fleets, number of starts and laps.

Marks (Starboard Rounding)



Marks (Port Rounding)



Gate mark

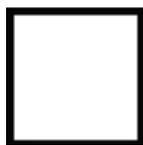
Number of Starts
(All fleets start together)

Number of Laps

ECSC PREF Fleets



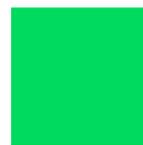
Red Fleet
154-186



White Fleet
187-231



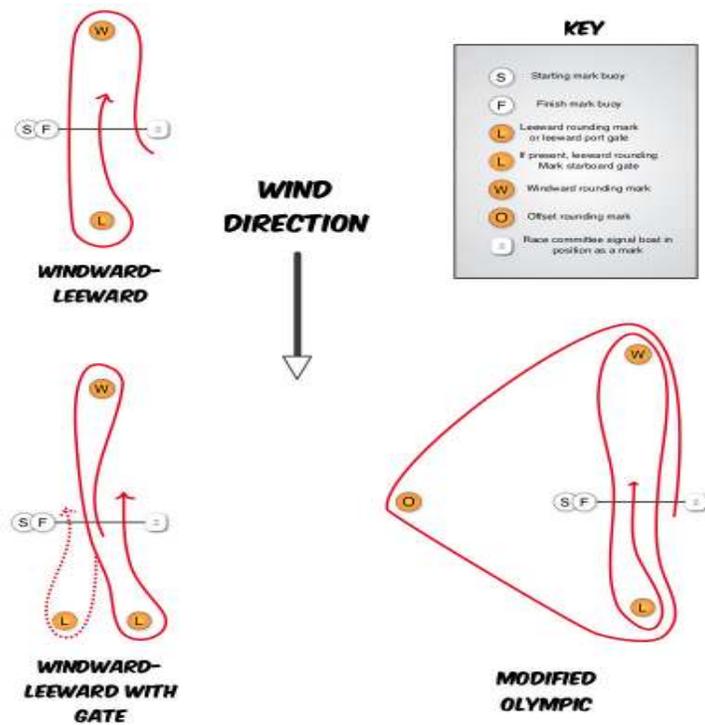
Blue Fleet
232-264



Green Fleet 1
60-132
Green Fleet 2
133-225

Setting the course:

The Race Committee may set up any course they choose using permanent marks or temporary marks. Three of the most common courses are shown to the right. Point to Point courses are also acceptable.



When setting up a course using temporary marks, the T#’s are listed by order of rounding. For example a simple windward-leeward two lap race with port rounding’s would have the course cards set as follows:



Alternatively, the course cards for the same course could also be set this way:

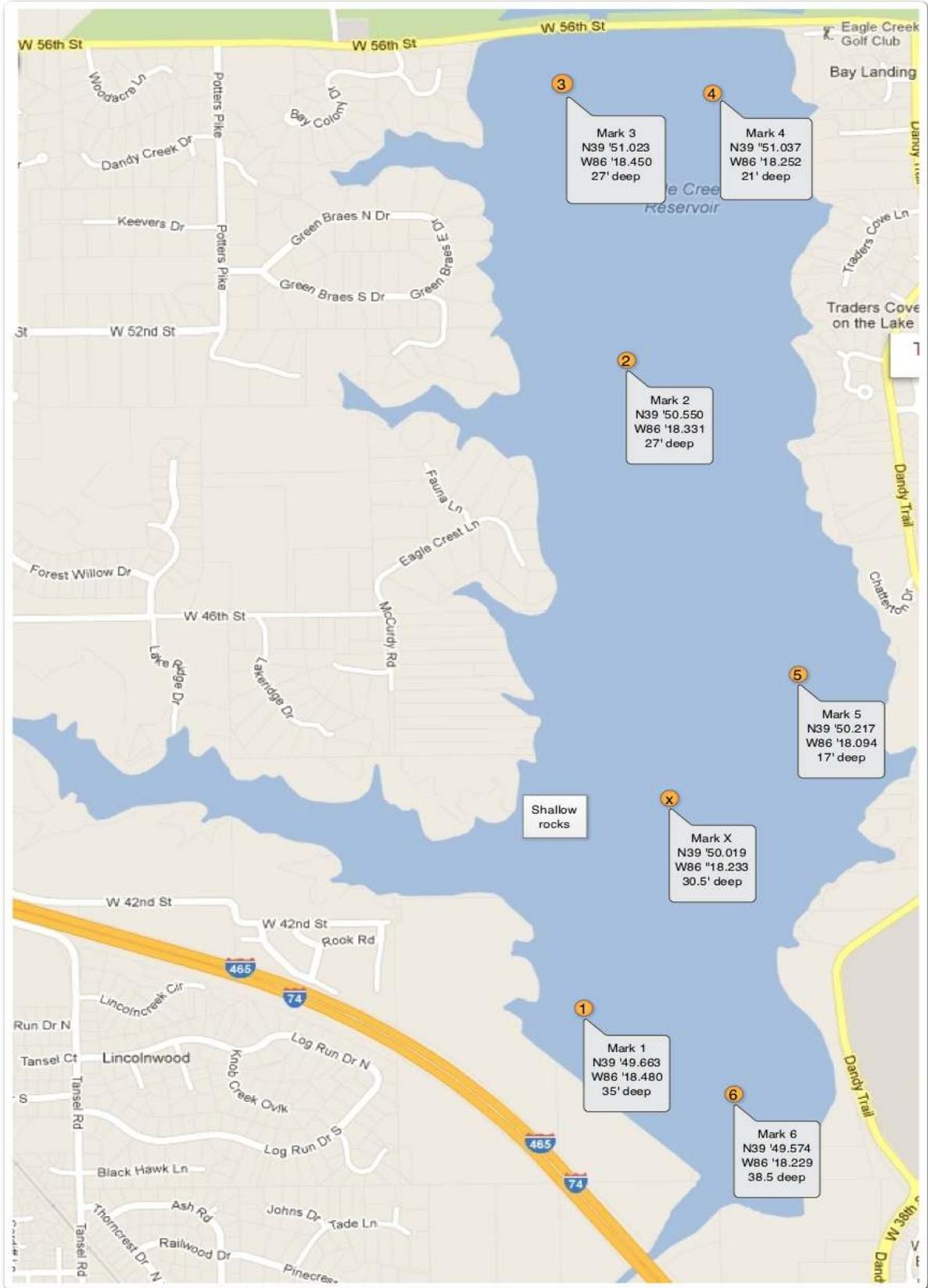


The same course with gates instead of a single leeward mark would be set like this:



A Windward-Leeward course using permanent marks along with temporary marks and starboard rounding's may look like this:





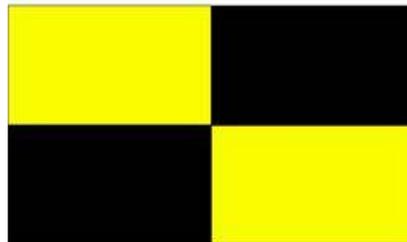
Running a race

After the preparation checklist is complete and you are ready to begin, raise the “on station flag”



Blow one horn for “harbor gun” and proceed out to the lake. Once you are out on the lake it is time to decide on a course. Red and Green Fleets like windward leeward courses and white and blue fleet like some reaching legs. Often times it works out better to give the white and blue fleets a course that is $\frac{3}{4}$ as long as the red and green fleets. This way all the boats finish around the same time. One easy way to do this is to set up a temporary mark in line with a permanent mark and simply use the farthest mark as the windward mark for the Red/Green fleets and the closest mark is the windward mark for the White/Blue fleets. You can still start them together or separately depending on the number of boats participating. A good rule of thumb for starting line length is one boat length for each boat participating in a given start. Once you have decided on a course, coordinate with the safety boat to set it up. Move the RC boat to where you want the start to be, drop anchor and set up your course cards, number of starts, and start order.

Once the course is set up and your course cards are displayed raised the “come within hail” flag. Sound 1 horn.



Make sure to set the Orange Flag on the port Forward side of the RC Boat to mark the Start-Finish line.



Work with your safety boat to set the white buoy (pin end) on the port side of the RC boat. Set the line so that it is 90 degrees to the wind. After setting the “come within Hail” flag the boats will sail by and yell their sail number. Record this information on a RC scratch sheet.

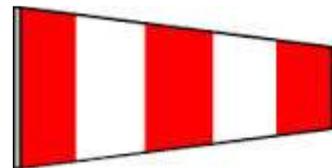
Double check your course cards and that you have listed number of start and order of starts on the side of the RC boat. The Starting pin and the course should be set and identified on the RC boat prior to the warning. The starting pin cannot be moved within 4 minutes of a start.

Lower the “come within hail” flag and begin your sequence as close to published start time as possible.

If First Warning time (6:40 Wed. Spring and Summer, 6:30 Twilight, and 2:00 on Sunday) comes and you are not ready to begin use the postponement flag as described below to give you more time.

Also, if you have started the Race sequence and need to postpone prior to the start due to major wind shift or an error on the part of RC, use the postponement sequence below.

Postponement - Raise the postpone flag. Sound 2 horns and proceed to set up new course, restart the sequence, or continue getting race ready. Once ready to restart lower the Postponement flag - sound 1 horn. Wait about 1 minute and begin new sequence.



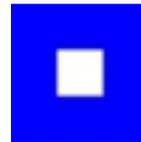
At this point you may begin the Rule 26, five minute starting sequence. Our automatic race starter is set up to give a one minute warning prior to the 5 minute sequence. When you hit start on the ARS it will sound the horn in 5 quick bursts. If you have not yet done so, lower the “come within hail” flag. It is important to make sure the flags go up and come down at the proper time as the sounds are considered a courtesy by the Racing Rules.

Once the time has ticked down to the beginning of the 5 minute sequence, raise the appropriate fleet flag(s) as the ARS sounds the first horn



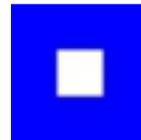
At 4 Minutes left, the horn will sound again.

- Raise the Prep flag.



At 1 Minute left, the horn will sound again.

- Lower the Prep flag.



Finally the horn will sound to start the race.

- Drop the class flag(s)
- Record the exact start time on scoring sheet

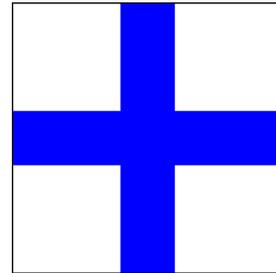




As the starting horn sounds you should also have one person sighting the line using the orange flag on the committee boat and the course side of the white starting mark as a reference.

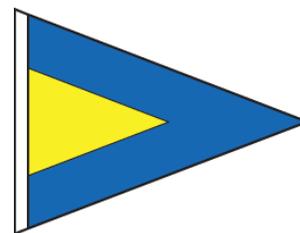
If some of the boats are over the starting line early and the person line sighting the start can tell who they are, raise the 'X' flag and sound 1 horn immediately. You may attempt to notify the racer(s) over early if possible. As they return below the line tell them they have cleared. Once all early boats have restarted call "All Clear" and lower the flag. If any of the boats do not return below the line and restart within 4 minutes, mark those DNS on the score sheet. The X flag is displayed until the earliest of the following: all boats over the line early have returned correctly, 4 minutes past the start.

Individual Recall



If so many boats are over early that you cannot detect them all, raise the 'First substitute flag' and sound 2 horns. This recalls all boats in order to restart.

General Recall



When ready for a new start, make 1 horn sound while lowering the flag. Wait 1 minute and proceed with new start sequence.

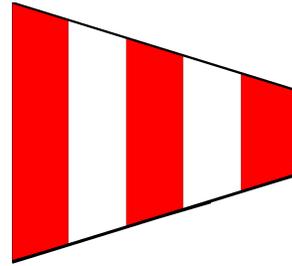
Uses the AP (postponement) flag anytime you:
(a) Make a mistake (b) Are not going to start a race on time. When raising this flag sound 2 horns.

Once you are ready, lower the flag along with one sound, wait 1 minute, and proceed with the start sequence.

If a race has been started and there is a major shift in wind and you need to change the course (very unlikely). The safety boat and the RC boat need to raise the Change of course flag with multiple sounds and notify the boats before they get to the leg that has been changed. Further legs can be changed with notification si as to retain the original course shape (windward-leeward etc...)

Use the 'S' Flag to shorten the course if the first boat cannot cross the finish line in 90 minutes or less, because a mark is missing, or due to weather. Blow 2 horns when the Shorten Course flag is raised. This is a judgment call and must be fair to all competitors. It must be done at a mark rounding before any boats round that mark. Either the RC boat or the safety boat must set up a finish line at the mark and finish boats as they cross. Leave the flag flying until all racers have finished.

Postponement



Shorten Course

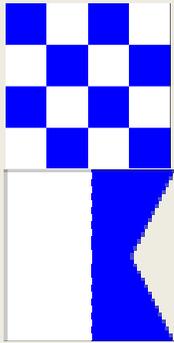


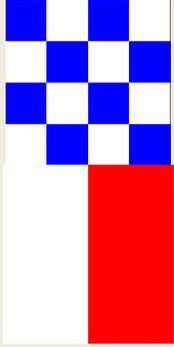
A race may need to be abandoned depending on the weather or emergencies.

- 45 minutes first boat to first mark = abandon.
- 90 minutes first boat to finish = abandon.
- 30 minutes after 1st boat finishes = DNF

WEATHER – It is important to bring a mobile phone that has radar capabilities out on the water, if possible. If it rains, we race. It is each individual skippers decision weather or not to race. If it gets windy or cold, we race. BUT if there is lightning, We abandon!!!! Safety is crucial. Make sure that all boats get to shore safely.

Abandoning the race

<p>All races that have started are abandoned. Return to starting area for a new start. The first warning signal will be made 1 minute after N is removed. (3 horns when raised, 1 when lowered)</p>	
<p>N over A</p> <p>All races are abandoned. No more racing today. (3 Horns)</p>	

<p>N over H</p> <p>All races are abandoned. More information ashore</p> <p>(3 Horns)</p>	
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Finishing Boats

As boats finish, sight down the finish line from the front edge of both the Orange Flag pole and the front of the finish pin. Call the sail number and say “OVER” as they cross the line. Record the exact time of day on the RC scratch sheet. Give the first boat in each class a horn upon finishing. If a boat was over the start early and did not return score them an OCS (On Course Side) and do not give them a horn or say “OVER”. If any boats do not finish within the time limit of 30 minutes after the first boat finishes (within each fleet respectively), score them DNF

DNS – A boat that checked in, but Did Not Start

DNF – A boat that started properly, but retired and did not finish

DSQ – A boat that loses a protest or a boat that Disqualifies herself due to the rules

OCS – A boat that is over the start line prior to the start and does not restart properly within 4 minutes of the start of her class.

Once all boats have finished, collect all of the marks that were deployed and head for the dock. If there are boats without motors still out, check to see if they need tows.

When back at the dock, sound one long horn, If there were any protests, the protesting boat needed to notify the RC boat upon finishing ON THE WATER. If there were no protests. Pack the boat up the way you found it. Return keys, radios and gear to the RC shed. Lift motors. Turn batteries off and plug in and turn on charger.

If there is a protest pending, you will need to form a Protest Committee of sailors from another fleet. You CAN NOT serve on this committee. The protesting sailor has 30 minutes to submit a protest form and then the protest committee notifies the protested boat of the filing and has a hearing per the RRS.

Take your completed RC Scratch sheet and pin it to the RC bulletin board inside of the door of the RC shed. Make sure you list the names of the RC and Safety volunteers and the boat that they want their service credited to.

Most important Final Step –

Join the festivities at the Liars table, share stories, eat a hot dog, and make some new friends.