

2015 JUDGING PACKET



OSHKOSH YACHT CLUB

OSHKOSH, WISCONSIN

ESTABLISHED 1869

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1. Before the race

- a. Arrive an hour before the scheduled race time
- b. Check the weather
- c. Check with the Fleet Captain for any special instructions
 - i. Number of races
 - ii. Timing constraints
 - iii. Other fleet desires
 - iv. Fleet Captains
 1. Class A – Bill Wyman
 2. Class E – Max Wyman
 3. Class 420 – Korbin Kierstead
 4. Laser Class – Cabell Sitter
 5. Class X – Tommy Rorrer
 6. Opti Class – Sailing School Committee / Sailing School Instructor
- d. Get the proper equipment
 - i. Gain access to the shed
 1. Lock box next to the shed access door holds the key
 - a. Combination “1 8 6 9”
 2. Get boat keys
 - a. Behind the door
 - b. Keys labeled on the top of the float
 - i. “Grady White” or “GW” is the judges boat key
 - ii. “Pumpkin” or “Mercury” is for the Orange Mercury Inflatable
 - iii. “Zodiac” is for the Grey Zodiac Inflatable
 3. Get the Buoys
 - a. For A and E races: three large buoys and one smaller one
 - b. For 420, X, and Laser races use two large ones
 - c. For Opti Races use two small ones with attached anchors
 - d. Anchors are already in Grady White
 4. Get a radio
 - a. Located on west wall in shed
 - b. Tune to channel 69
 - ii. Make sure you have a countdown timer
 1. Class A and Class E have a 5 minute starting sequence
 2. Class 420, X, Laser, Opti have a 3 minute starting sequence
 3. A watch with a countdown timer or a smart phone timer will suffice
 - iii. Make sure there is an air horn in the boat

2. Starting the Boat

a. Grady White

i. Turn on the battery

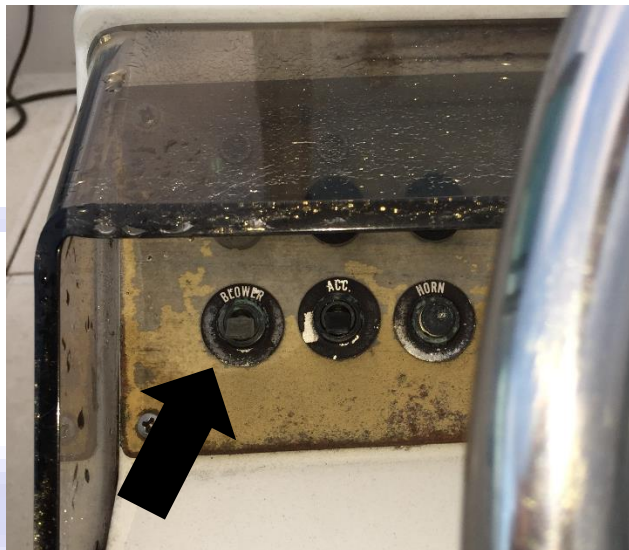
1. Lift up the hatch near the stern on the starboard side



2. Turn switch from "off" to "on"

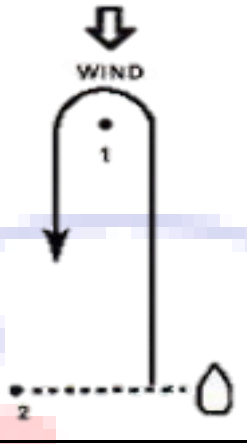


- ii. Turn on the blower
 - 1. Blower switch is located on the dashboard to the left of the steering wheel labeled "Blower"



- 2. Let blower run until the boat is lowered and the motor is started
- iii. Lower the boat
- iv. Start the engine
 - 1. Make sure throttle is in neutral
 - 2. Turn Key
 - 3. If engine doesn't start immediately it might be necessary to choke the engine by pushing the black button on throttle handle and pumping the throttle a few times
- v. Make sure the buoys are tied down or they will fly out of the boat while moving
- b. Orange Mercury Inflatable
 - i. Remove the counsel cover and put it in the front seat
 - ii. Close the drains by pulling the strings running through the cam cleats on the transom of the boat.
 - iii. Lower the boat
 - iv. Start the engine

3. Setting up the course

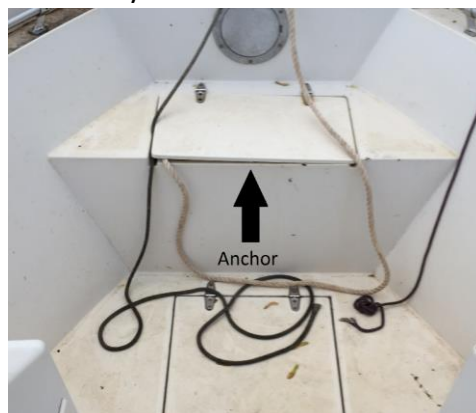


- a. Check the wind
 - i. Race course should be aligned with the Wind direction
 - ii. There is a small rod with a telltale attached to it located on top of the dash of the Grady White
 - iii. Also possible to use a flag
- b. Put in the upwind buoy
 - i. The Grady White buoy anchors are located in the compartment behind the driver's seat.
 - ii. Untangle the line
 - iii. Connect the clip on the anchor to the loop on the buoy and connect the clip on the buoy to the loop on the anchor line. Do not connect the clips together!

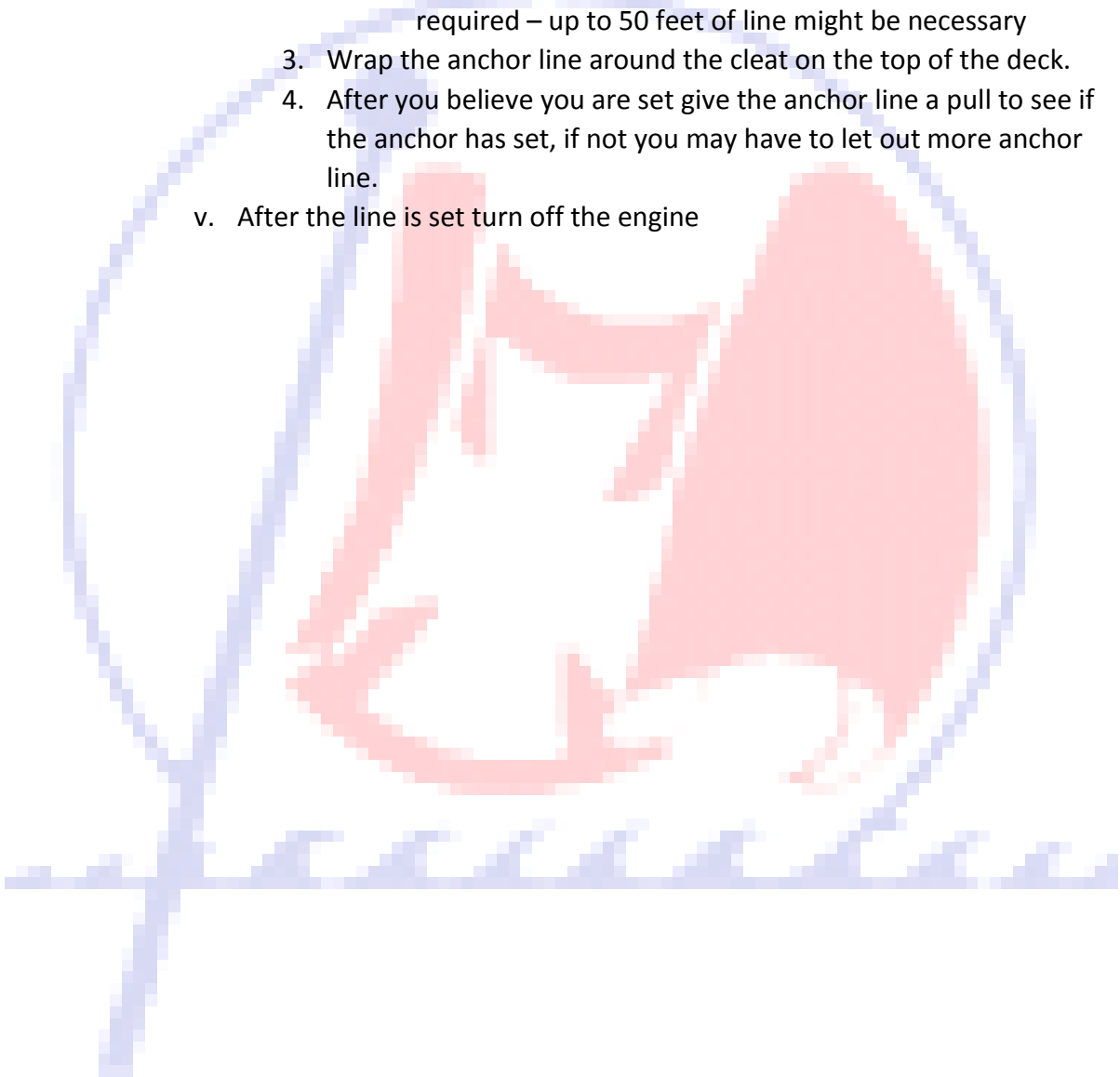


- iv. Drop the anchor in and then the buoy

1. Ensure there line is not tangled
2. Drop buoy on windward side of the boat
 - a. This allows boat to drift away from buoy after buoy has been set
 - b. Very important not to get anchor line caught in the motor propeller
- c. Put in the downwind buoy
 - i. Length of the course
 1. The A and E race course is approximately a one mile leg
 2. The 420, X and Laser course is approximately a half mile leg
 - ii. When close to desired length Check the wind
 1. The two buoys should align with the wind
 2. Wind will can oscillate directions or persistently shift a direction, place the buoy in a location which is most true to the wind.
 - iii. Following the same steps as the windward mark drop in the downwind buoy
- d. Other marks
 - i. The Class A and Class E races use two additional buoys
 1. A windward offset is set up a few boat lengths from the windward mark and perpendicular to the buoy when compared to the wind.
 2. An additional leeward buoy is used to create a gate. This buoy is set up perpendicular to the other leeward mark when compared to the wind
 - a. The other buoy will likely go close to where the judges boat is set up for the start
- e. Setting the starting line
 - i. The starting line should be set perpendicular to the leeward buoy when compared to the wind direction
 - ii. The length is determined by the number of boats sailing. A longer starting line is needed for more boats.
 - iii. The Grady White anchor is under the hatch at the front of the boat.



- iv. Once in position throw in the anchor
 - 1. Note that it will be necessary to set up a little in front of the desired position since the boat will drift backwards while setting the anchor
 - 2. Let out enough line to ensure the anchor will hold
 - a. In heavier breeze and large waves more anchor line will be required – up to 50 feet of line might be necessary
 - 3. Wrap the anchor line around the cleat on the top of the deck.
 - 4. After you believe you are set give the anchor line a pull to see if the anchor has set, if not you may have to let out more anchor line.
- v. After the line is set turn off the engine



4. Starting the Race

- a. Get the proper flags
 - i. Flags are located in the hatch under the windshield on the port side in a plastic container



- ii. The class flag for the racing class

- 1. Class A



- 2. Class E



- 3. Class Laser



4. Class X



5. Additional class flags are needed when two fleets are sailing during Tuesday nights

iii. The "I" flag



iv. The recall flag



v. The line flag



b. Setting up the flags

- i. The flags fly off of the mast in the back of the boat



- ii. To hook up the flags

1. Make a loop in the line



2. Place the eye of the flag through the loop



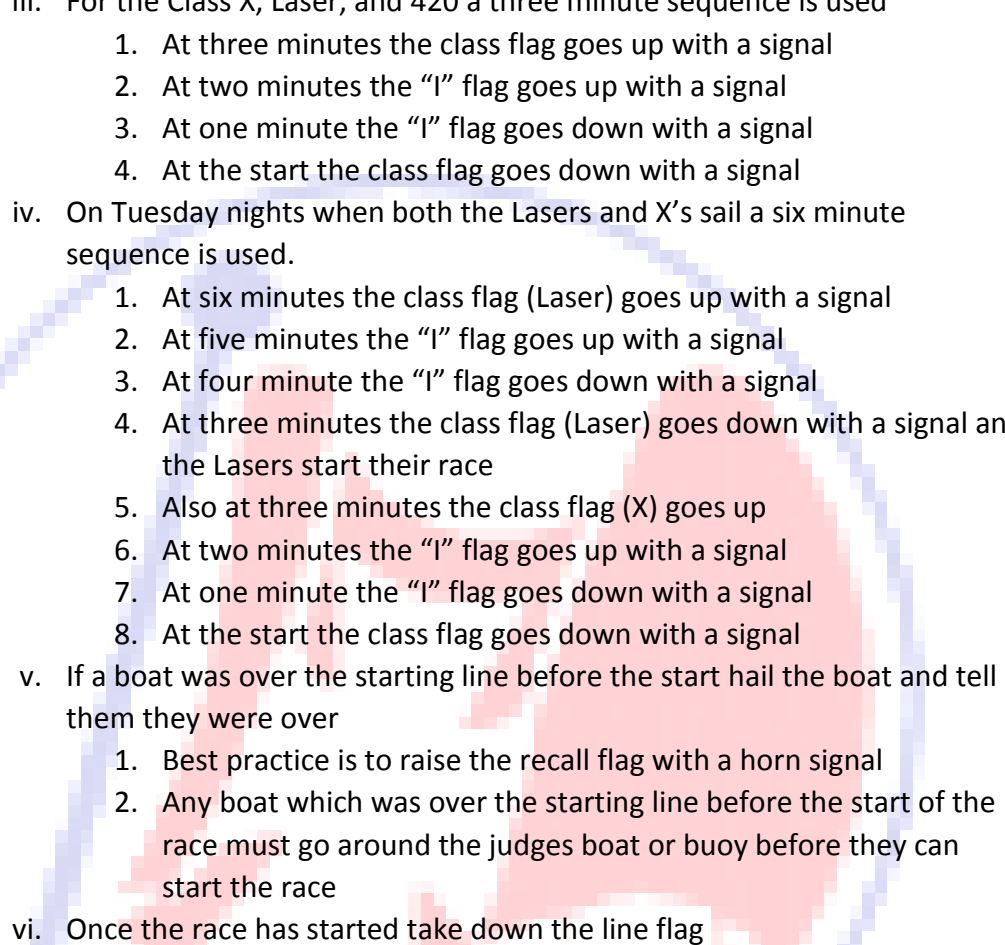
3. Stick a golf tee in the loop



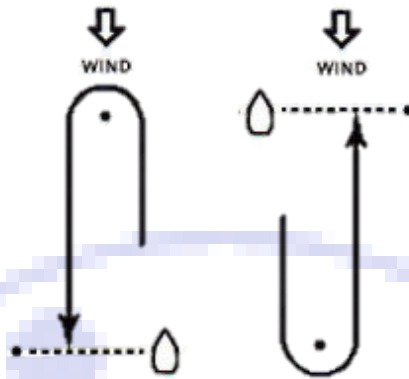
4. Perform the same steps on the other end of the flag
5. Make sure the flag goes up and down after it is hooked up
6. Raise the line flag
 - a. Flag pole fits in plastic tube on port side behind seat
- c. Notify all of the competitors about the race course
 - i. The length of the course
 - ii. Any special notes
 1. Who will be starting first if multiple fleets are sailing
 - a. Typically on Tuesday nights the Laser fleet will start and then the X fleet will start 3 minutes after them
- d. Start the race
 - i. Give the competitors a warning signal
 1. An air horn is located in the glove box on the port side.



2. Test it before the race
3. Additional air cans should be located in the compartment
- ii. For the Class A and E races a 5 minute sequence is used.
 1. At five minutes the class flag goes up with a signal
 2. At four minutes the "I" flag goes up with a signal

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3. At One minute the "I" goes down with a signal
 4. At the Start the class flag does down with a signal
 - iii. For the Class X, Laser, and 420 a three minute sequence is used
 1. At three minutes the class flag goes up with a signal
 2. At two minutes the "I" flag goes up with a signal
 3. At one minute the "I" flag goes down with a signal
 4. At the start the class flag goes down with a signal
 - iv. On Tuesday nights when both the Lasers and X's sail a six minute sequence is used.
 1. At six minutes the class flag (Laser) goes up with a signal
 2. At five minutes the "I" flag goes up with a signal
 3. At four minute the "I" flag goes down with a signal
 4. At three minutes the class flag (Laser) goes down with a signal and the Lasers start their race
 5. Also at three minutes the class flag (X) goes up
 6. At two minutes the "I" flag goes up with a signal
 7. At one minute the "I" flag goes down with a signal
 8. At the start the class flag goes down with a signal
 - v. If a boat was over the starting line before the start hail the boat and tell them they were over
 1. Best practice is to raise the recall flag with a horn signal
 2. Any boat which was over the starting line before the start of the race must go around the judges boat or buoy before they can start the race
 - vi. Once the race has started take down the line flag

5. Finishing the race



- a. Set up the finish line much the same way as the starting line.
 - i. The finish line should be perpendicular to the buoy when compared to the wind direction.
 - ii. Often times for X, laser, and 420 races the judges boat will not move from the starting line throughout the race
- b. Put up the line flag
- c. As boats finish record their sail numbers
 - i. Record the results including
 1. Date
 2. Fleet
 3. Race Number
 4. Finishing results
 5. Other notes
 - ii. Races can be recorded on loose leaf paper,
 - iii. Smart phone notes, or
 - iv. There is a blue case with race recording pages in it
 - v. The results should be put in the mailbox mounted on the shed or sent to the Head Scorer (David Sitter) via email at asitter@new.rr.com
- d. Sometimes more than one race is raced a night
 - i. Talk with the fleet to determine if they will sail another race

6. After the race

- a. Pick up the buoys
- b. Put anchors back in the condition and location they were found
- c. Put the boat back on the hoist
- d. For the Grady White turn the power off the battery the same way it was turned on
- e. Lock up the shed

7. Boat 2 Responsibilities

- a. Communicate between Boat 1 via radio communication
 - i. Radio provided and located in shed
- b. Primary responsibility of Boat 2 is safety
 - i. Respond to tipped over boats
 - ii. Respond to those in need
- c. Secondary responsibility
 - i. Assist the judge
 1. Move marks
 2. Act as starting or finish line if necessary