

Race Committee Checklist

Be at PPYC Clubhouse by 9:30 or earlier
Bring your Virginia Boating License or have a copy on your phone

Dock box on RC boat - key is with the RC boat ignition key

Power for the hair dryer, use outlet on post at loading ramp (easiest to access) or outlet near pontoon slip (this one requires the 3 prong plug extension)

Items to get out of the PPYC clubhouse upstairs closet

1. Clipboards
2. Green notebook - Make sure it has Check-in Sheets and at least one Finish Log for each race, sometimes it is left in the dock box on the RC boat
3. Orange box with timers, pens, pencils, handheld anemometer etc.
4. RC and Chase boat keys
5. Orange automated horn, sometimes left in Dock Box on RC boat
6. Three Handheld Radios – Committee Boat and Chase Boat Spares and one to loan if needed

Items in the Dock Box on RC boat (key with ignition key)

1. Orange tetrahedron for windward mark, blow up with hairdryer.
2. Orange tetrahedron for leeward mark, blow up with hairdryer
3. Large orange cylinder mark for reaching/gybe mark, blow up with hairdryer
4. Hair dryer to blow up marks, use outlet by the ramp.
5. White milk crate with Letters and Numbers for Course Board
6. Wireless Anemometer Display

RC Boat, located at very back of cove on “A” Dock

Items on RC Boat

1. Flags are in fishing rod box next to driver’s seat. Remove flags needed and place in blue box on deck
2. Course board is under the stern cover
3. Anemometer is wireless and located in the RC Dock Box.
4. After starting, turn on necessary switches for radio and depth sounder
5. Turn on radios. Tune to channel 9.
6. Lifejackets under seats and some in canvas bag.
7. Verify locations life jackets and the throw cushion
8. Verify gas tank has fuel
9. Storage under front seat has anchors for marks

To start the Race Committee Boat:

- a) Turn On Power at battery switch located in storage compartment on stern, starboard side
- b) Pump gas bulb
- c) IMPORTANT: Be SURE SHIFT LEVER IS IN NEUTRAL- numerous times people have forgotten to verify this and the boat will not start.
- d) Insert key, PUSH IN to choke and turn ignition
- e) When engine fires, stop pushing in key.
- f) Remember – PPYC cove is a NO WAKE SLOW SPEED zone.

Item on Chase Boat

1. Starting pin and anchor

Chase Boat

1. Uncover and put cover in or beside dock box next to chase boat
2. Put key in ignition
3. VERIFY KILL SWITCH IS ATTACHED PROPERLY FOR STARTING
4. Be sure motor is in the full up position so it doesn't drag when launched, there is a toggle switch at the back of the motor
5. Turn battery on and verify there is power, Located on stern, starboard side.
6. Have dock lines ready, fenders ready and help unload boat at the ramp
7. Pull out life jackets and wear them – YOU MUST WEAR YOUR LIFE JACKET ON THE CHASE BOAT
8. The operator of the chase boat MUST clip into the kill switch!
9. Verify throw cushion is available
10. Verify gas tank has fuel
11. When in water, lower engine.
12. Leave the throttle in neutral to start the engine and just turn key.

Timing for Starting Races

11:00 Skipper's Meeting then leave dock to go set up course and check the wind conditions. Assign responsibilities on RC boat.

11:30 On water at station, display "Come Within Hail" flag (L). Make any announcements to the fleet via VHF radio on Channel 09, confirm plans and courses for the day.

If there are any changes to the Sailing Instructions to be made on the water, they MUST be broadcast on VHF, channel 9, and each boat must confirm they understood the change to the Sailing Instructions when they check in.

11:40 Start checking in boats

11:45 Set up and display course board with race courses for each class in starting order.

11:59 Drop Come within Hail flag with three short (1 second) horn blasts.

12:00 First warning signal (first start Class flag or Postponement flag)

Starting

Turn orange horn on at toggle switch

Set the square white timer to 6 minutes and the second timer to 11 minutes

- 6 minutes before start, sound 3 horns using top button, start white countdown timer, come within hail flag is lowered
- 5 minutes before first start, sound automatic orange countdown horn using middle button, raise class flag
- 4 minutes before first start, orange horn automatically sounds, raise preparatory flag
- 1 minute before first start, orange horn automatically sounds, lower preparatory flag
- 0 minutes, orange horn automatically sounds, lower class flag for first start, race starts for first classes, raise class flag for second start sequence, white countdown timer starts recording race time, START BACKUP BLACK TIMER AT THIS TIME. All finishes will be based on the white square timer. The black timer is only for backup.
- 4 minutes before second start, orange horn automatically sounds, raise preparatory flag

- 1 minute before second start, orange horn automatically sounds, lower preparatory flag
- 0 minutes, orange horn automatically sounds, lower class flag for second start, race starts for second classes.
- TURN OFF ORANGE HORN, unless there is a third start.

Record Finish Times

Record all finishes using the square, white stopwatch.

Mike's program will adjust for the 5 minutes later start of the second classes.

Give a short horn blast for the first boat in each class finishing.

Text or email a copy of the finish log to Mike Maloney and the Fleet Captain so results can be calculated.