

# Island Days 2022-2023 Cheatsheets: What & Where

Thank you for your interest in volunteering on Race Committee with Island Yacht Club for the 2022-2023 Island Days Regatta. We are racing on the following days

- Sunday, November 13, 2022
- Sunday, December 11, 2022
- Sunday, January 8, 2023
- Sunday, February 12, 2023
- Sunday, March 12, 2023

There is one race per day for each of several “classes” of boats, with the first warning at 12:55.

New volunteers for the race deck should arrive at the Estuary end of Alameda Marina dock 7 by noon, no later than 12:10. Alameda Marina is at Lafayette & Clement on Alameda Island, and dock 7 is down the gangway and to the left (west). If you look down you'll see white slip numbers on a red background for most slips: dock 7 is the one with numbers in the 700s. It's a bit of a trek from the parking lot.

If you do not know much about race committee or racing, that's OK. Much of life is just showing up and learning. Please ask questions --- but be aware that as things get busy there's a good chance we'll ask you to ask again later. We have to do ~30 things at split-second times, so our concentration has to be on that. If you're really, really interested, we have some very detailed documents at <http://iyc.org/racing.html>.

Handy things to bring to the RC dock:

- A jacket and layers: it can get bitterly cold at times
- Sunscreen and a hat: it can be very sunny
- Foul weather gear if it could rain
- Water
- Foldable chair
- A copy of this document
- A copy of the Notice of Race and Sailing Instruction (on Jibeset.net), being aware the SIs might change, so getting the version the day before the race is often a smart idea.
- Pen, paper and clipboard

We also put people to work on markset. Those folks will show up much earlier, stay later, and spend many hours on the water. They'll need

- Lifejacket
- California Boater ID card
- Foul weather gear
- Copy of the NOR and SIs
- VHF radio (not strictly required, but an extremely good idea)
- GPS (also not strictly required but a good idea)

When racing is over, we'll reconvene at The Boathouse, a bar two blocks away at the corner of Clement & Stanford.

# Island Days 2022-2023 Cheatsheets: Role Summaries

## Pre-race markset roles:

- Experienced person
- Semi-experienced person
- (Optional) New learner

## Pre start roles:

- Primary recorder
- Secondary recorder

## Starting Roles:

- Course flag raiser & holder & rotator (We do not have flag stands.)
- Class flag raiser & holder & rotator (We do not have flag stands.)
- Prep (P) flag raiser & holder (We do not have flag stands.)
- Person to raise "other" Course and Class flags. Can be P flag person.
- Sounds, per table and on request if someone is over early
- Timer, who can also do sounds
- Line sight & over early flags
- Radio
- Primary recorder
- Secondary recorder, can do P flag if there is someone else to help with swaps

The PRO has usually taken Line Sight, over early flags, and Radio and we've skipped a secondary recorder at the start.

We have also gotten away with using the same course flag for all classes in the past, which meant we could sometimes put it somewhere permanent. But in Island Days 2022-2023 we want to be aggressive on course changes for the different fleets so everyone gets to the bar at about the same time.

## Mid-race roles:

- As many recorders as we can get. We will be tracking who is on what lap for the first time in Island Days 2022-2023.

## Finish roles

- Line sight
- As many recorders as we can get. We will be tracking who is on what lap for the first time in Island Days 2022-2023, AND we have ambition to get everyone finished at approximately the same time, so more overlapped finishes.

## Post race markset:

- Experienced person
- Semi-experienced person
- (Optional) New learner

## Post race roles:

- Scorer, often the PRO

# Island Days 2022-2023 Cheatsheets: Start Table Details

For someone new to race committee, there's a lot going on. And it has to happen at precise times, like a crime caper. Most people will start on flags, or perhaps sounds, so this table breaks out those roles.

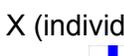
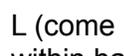
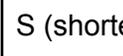
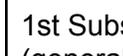
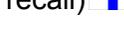
We'll also have several roles doing things that are not in the table: a timer keeping us on time, a line-sight person to judge if anyone is over early and raise a flag, a radio person, and a recorder or two to track who started when.

Notice that because we swap flags by rotating them, but a flagpole has only two ends, we need some extra hands on flags at a few points.

RC Intent	24-hour time	Course Flag action	Class Flag action	Prep Flag action	Horn action
Warning for class A	12:55:00	Course flag for class A, up	Class flag A up, reaching top of travel at instant		One short
Prep for class A -- A is now racing.	12:56:00			Prep flag, almost always P, up, reaching top of travel at instant	One short
Class A has one minute until start	12:59:00			Prep flag comes down, starting down at instant	One long
Start for class A, warning for class B	13:00:00	Course flag for class A down, course flag for class B up. If keeping the same course just leave the flag up.	Class flag A down, B up. Since we use two flags on same staff, ideally we'd be halfway through twirl at instant		One short
Prep for class B -- B is now racing	13:01:00			Prep flag, almost always P, up	One short
Class B has one minute until start	13:04:00			Prep flag down	One long
Start for class B, warning for class C	13:05:00	Course flag for class B down, course flag for class C up.	Class flag B down, C up. Since A and B are on one staff and C and D are on another, can't "twirl" this, must lower one staff and raise the other.		One short
Prep for class C -- C is now racing	13:06:00			Prep flag, almost always P, up	One short

Class C has one minute until start	13:09:00			Prep flag down	One long
Start for class C, warning for class D	13:10:00	Course flag for class C down, course flag for class D up.	Class flag C down, D up		One short
Prep for class D -- D is now racing	13:11:00			Prep flag, almost always P, up	One short
Class D has one minute until start	13:14:00			Prep flag down	One long
Start for class D, warning for class E	13:15:00	Course flag for class D down, course flag for class E up.	Class flag D down, E up. Can't "twirl" here.		One short
Prep for class E -- E is now racing	13:16:00			Prep flag, almost always P, up	One short
Class E has one minute until start	13:19:00			Prep flag down	One long
Start for class E	13:20:00	Course flag for class D down, course flag for class E up.	Class flag D down, E up. Can't "twirl" here.		One short

Flags we are likely to use:

Course flags	1: 	2: 	3: 	4: 	5: 
	6: 	7: 	8: 	9: 	0: 
Class flags	A: 	B: 	C: 	D: 	E: 
Prep and other flags	P (prep): 	X (individual recall) 	L (come within hail) 	S (shorten course) 	1st Substitute (general recall) 
	AP (postpone) 	N (abandon): 			

Notice that several of these (6, 7, 9, E, L and N) are asymmetric, which means we have to be careful to ensure the "up" side is really up.

# Island Days 2022-2023 Cheatsheets: Timing Summary

The timer is an extremely critical role, because they're doing a lot of the management of the team at the start. If they get distracted, everything gets fouled up. As a result the timer is often the second most senior person on the team. Sometimes we have the timer also do sounds.

Here's a timer cheatsheet.

Best practice: cross-check the clock against NIST time at <http://nist.time.gov> before using it.

	Warning Course flag ↑ Class flag ↑ Short sound	Preparatory P  ↑ Short sound	1 minute P  ↓ Long sound	Start Class flag ↓ Short sound
A: 	12:55:00	12:56:00	12:59:00	13:00:00
B: 	13:00:00	13:01:00	13:04:00	13:05:00
C: 	13:05:00	13:06:00	13:09:00	13:10:00
D: 	13:10:00	13:11:00	13:14:00	13:15:00
E: 	13:15:00	13:16:00	13:19:00	13:20:00