

# Island Days 2023-2024 Cheatsheets: What & Where

Thank you for your interest in volunteering on Race Committee with Island Yacht Club for the 2023-2024 Island Days Regatta. We are racing on the following days

- Sunday, November 13, 2023
- Sunday, December 10, 2023
- Sunday, January 14, 2024
- Sunday, February 11, 2024
- Sunday, March 10, 2024

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 8 by noon, no later than 12:10. Alameda Marina is at Lafayette & Clement on Alameda Island, and dock 8 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 8 is the one with numbers in the 800s. It's a bit of a trek from the East parking lot, but if you drive behind the big Alameda Marina building it is not bad.

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 Instructions (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 three hours before the race, 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 2023-2024 Cheatsheets: Role Summaries

## Pre-race markset roles:

- Experienced person: drives the boat, trains newer people. Responsible for safety.
- Semi-experienced person: handles marks, learns, trains newer people. Responsible for safety.
- (Optional) New learner: helps handle marks, learns. Responsible for safety.

## Pre start roles:

- Primary recorder: writes down which boats came to the race
- Secondary recorder: ditto

## Starting Roles:

- Course flag raiser & holder & rotator (We do not have flag stands.)
- Class flag raiser & holder & rotator
- Prep (P) flag raiser & holder
- Person to raise "other" Course and Class flags when we have to switch poles. Can be P flag person.
- Sounds: toot horn for short (1/3s) and long (1s) sounds per table, and on request
- Timer: calls out times and keeps the team in sync at the start. Can also do sounds
- Line sight & over early flags: watches to confirm boats start ok, signals if not
- Radio
- Primary recorder: writes down who started, any starting errors
- Secondary recorder: ditto, can also do P flag if there is someone else to help with swaps

The PRO has usually taken Line Sight & over early flags, and Radio. We've sometimes skipped a secondary recorder at the start when we had to. We have also gotten away with using the same course flag for all classes sometimes in the past, which meant we could sometimes put it up somewhere permanent. But in Island Days 2023-2024 we want to carefully consider 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.

## Finish roles

- Line sight
- As many recorders as we can get. We need to write down sail numbers and to-the-second finish times for each boat. AND we have ambition to get everyone finished at approximately the same time, so there will be more overlapped finishes.

## Post race markset:

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

## Post race roles:

- Scorer, often the PRO

# Island Days 2023-2024 Cheatsheets: Detailed Start Table

There's a lot going on at the start. And it has to happen at precise times, like a crime caper. New 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. In addition to signaling "what" (course, class, starting penalty) flags signal "when" -- the flags must go up or down "smartly" at very precise instant of time. For context, a boat moving at 6 knots is traveling at 10 feet per second, and a top-notch racing skipper will work hard to position the boat within a couple of feet of the start line at the instant of the start. They need to have sub-second timing to do that.

RC Intent	24-hour time	Course Flag action	Class Flag action	Prep Flag action	Horn action
		The PRO will pick a course for each class from the course list in the sailing instructions. Each course has a number and a corresponding flag, and we fly the flag to let racers know their course.	We have five classes, A to E, and use the corresponding flags to signal which boats are about to start.	The prep flag signals what "starting penalty" boats will receive if they are over early. Under the RRS we could use P, I, Z, U, a black flag, or I with another flag. In practice, the PRO will (almost) always have us use P. See RRS 30 if interested in what all the choices available to the PRO mean.	Officially, time is to be taken from the flags and horns are just to draw attention to the flags. Unofficially, a lot of racers listen for the horns instead of the flags. If a horn does not happen for some reason that is ok -- "the absence of a sound shall be disregarded" --- but we cannot try to make up for it by making a belated sound
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 (1/3s)
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 (1/3s)
Class A has one minute until start	12:59:00			Prep flag comes down, starting down at instant	One long (1s)
Start for class A,	13:00:00	Course flag for	Class flag A down, B		One short (1/3s)

warning for class B		class A down, course flag for class B up. If keeping the same course just leave the flag up.	up. Since we use two flags on same staff, ideally we'd be halfway through twirl at instant		
Prep for class B -- B is now racing	13:01:00			Prep flag, almost always P, up	One short (1/3s)
Class B has one minute until start	13:04:00			Prep flag down	One long (1s)
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 (1/3s)
Prep for class C -- C is now racing	13:06:00			Prep flag, almost always P, up	One short (1/3s)
Class C has one minute until start	13:09:00			Prep flag down	One long (1s)
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 (1/3s)
Prep for class D -- D is now racing	13:11:00			Prep flag, almost always P, up	One short (1/3s)
Class D has one minute until start	13:14:00			Prep flag down	One long (1s)
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 (1/3s)
Prep for class E -- E is now racing	13:16:00			Prep flag, almost always P, up	One short (1/3s)
Class E has one minute until start	13:19:00			Prep flag down	One long (1s)
Start for class E	13:20:00	Course flag for class E down	Class flag E down.		One short (1/3s)

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 2023-2024 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.

When we are all savvy veterans paying attention, the timer will speak less and more softly. When we have new faces or look distracted, the timer will say more, louder, to keep us from making an error. An error could force us to redo the whole 5 minute sequence, and shift all subsequent sequences, which will confuse and annoy all the racers.

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

	<b>Warning</b> Course flag ↑ Class flag ↑ Short sound	<b>Preparatory</b> P  ↑ Short sound	<b>1 minute</b> P  ↓ Long sound	<b>Start</b> Class flag ↓ Short sound
 A: PHRF 1 PHRF 198 and up, or Jib and Main alone	12:55:00	12:56:00	12:59:00	13:00:00
 B: Santana 22 Santana 22s	13:00:00	13:01:00	13:04:00	13:05:00
 C: PHRF 2 PHRF 168 to 197	13:05:00	13:06:00	13:09:00	13:10:00
 D: Columbia 5.5 Columbia 5.5	13:10:00	13:11:00	13:14:00	13:15:00
 E: PHRF 3 PHRF to 167	13:15:00	13:16:00	13:19:00	13:20:00

If there is a general recall or a postponement, we'll need two sounds when the repeater or AP goes up. When that comes down, we need one sound and to resume the start from the warning exactly one minute later. Which means all later times in this table will be wrong. Update or discard this table as desired to avoid confusion.