Organizing Authority: Renton Sailing Center
Skill Building Through Racing – 2026 Spring - Summer Regatta Series

Sailing Instructions

1. Renton Sailing Center's "Skill Building Through Racing" 2026 Season will begin on Tuesday, June 2, 2026. Racing will be held each Tuesday through the Spring and Summer (provided enough members volunteer as Race Committee and Dockmaster) with the last event on August 25, 2026.

2. A Notice of Race will be sent by email to all rentonsailing.org email addresses on each proceeding Friday at noon. This email will include a link to a digital sign-up form for the race. The link will be unique each week. Prospective racers will complete the RSVP form by 6 PM Sunday.
Your RSVP is your commitment to show up on time to participate and not leave the race committee reassigning crews at the last minute. As a back-up option, racers may email raceres@rentonsailing.org between noon on Friday and 6 PM Sunday with RSVP information. Regular use of the back-up method is prohibited.

3. The Race Committee will form the race teams (crews) and will assign the boats. Crews and boats will be assigned based on the sailor's experience levels, with the goal of maximizing learning opportunities (basic sailing, racing, and mentoring) with safety as the first priority.

4. Skill Building through Racing relies on volunteers to make racing happen.
   a. Members qualified as Dockmasters may volunteer or will be asked to serve as Dockmaster for Rigging, dock-out, dock-in, unrigging and securing all gear. The dockmaster will be the last to depart the dock and first to return at the end of racing (which may require skipping the last race).
   b. The sailing instructions and equipment have been modified so anyone qualified as Dockmaster may be Principal Race Officer after an orientation from a certified race official. PRO's do not need a keelboat checkout if they elect to use the coach boat for a committee boat. Members may volunteer or may be asked to serve on the Race Committee. See Appendix 3 for P.R.O. instructions.
   c. Any member or guest may be asked to serve or may volunteer to assist on the race committee boat.
   d. Share your desire to volunteer in these key roles in your RSVP.

5. The Race Committee reserves the right to alter the crew and boat assignments at the time of the race set-up, boat rigging, and during the race.

6. PFDs must be worn at all times on the dock and in the boats, except for brief periods while adding or removing clothing. A range of youth and adult PFD sizes are available at the dock, but sailors should bring their own PFD if they have one.

7. The following boats are available, and will be treated as one class for the races:
• 1 RS Vision (crew of 2-3)
• 6 RS Quest (crew of 2-3)
• 3 RS Zests (crew of 1-2)
• 1 RS Venture (crew of 2-4) (provided qualified skipper attends)

Note: members may be assigned to skipper or crew any of these boats. Please use the Open Sailing Events to become familiar with rigging, unrigging, and sailing all of these designs. Skill Building through Racing is not the time to learn the basic rigging, unrigging and sailing of these vessels. Crews are expected to competently perform all basic rig, unrig, and sailing tasks without assistance. Since a dockmaster is on duty during racing, crews are not required to have an intermediate member in order to leave the log boom.

Rigging Guides and Videos are available at https://www.rentonsailing.org/sail/fleet/

Competitive racing will require the use of an asymmetrical spinnaker. Racers will need to understand the basics of setting, jibing and dowsing an asymmetrical spinnaker. Check out this video: How to sail with a Spinnaker on a small sailboat Use open sailing to become familiar with the spinnaker. Do not set and douse the spinnaker inside constrained navigation areas like within the logboom.

The RS Venture design with the dousing chute aft of the forestay requires the spinnaker set on starboard tack and a Windward, Leeward, or Kiwi douse depending on the tack and tactics at the douse so the spinnaker is not drug across the forestay during the set or douse. Check out this Playlist https://youtu.be/_RsDzxH9GPE?si=4l4m0EctCzESP2ud

8. Rigging of boats will begin at 5 PM. Plan to be at the dock at 5:00 to help rig boats. Parking at Coulon Beach Park can be crowded on a warm Tuesday afternoon so plan accordingly. Consider riding a bicycle. See Appendix 1 for suggesting on making rigging and docking out efficient.

9. The first race will begin at 6 PM or sooner if the fleet is ready. The goal of the Race Committee will be to have the last race end 20 minutes prior to sunset, leaving time for competitors to un-rig boats before dark.

10. Racers are encouraged to support course removal by retrieving one of the course marks after the final race. This makes a significant impact on the efforts required of the Race Committee Boat.

11. Members who are new to Skill Building through Racing Should watch our Racing 101 video for a basic overview of how a race is conducted at Renton Sailing Sailboat Racing 101

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1. RULES
a. The event will be governed by the ‘Rules’ as defined in ‘The Racing Rules of Sailing’.
b. All competitors in this regatta shall wear a PFD, while on the water or dock, other than for brief periods while adding or removing clothing. This changes RRS 40.
c. Add to RRS 41:
e). information from the Race Committee or other representatives of the Organizing Authority.

2. NOTICES TO COMPETITORS
a. Notice of Race is posted on the official notice board at
https://www.rentonsailing.org/sail/racing-skill-building
b. Additional notices to competitors may be posted on a bulletin or white board at the Renton Sailing Center dock no later than 5:00 on the day of the race.
c. Participants must sign-in in the dock’s logbook in accordance with the RSC process. Full name. Write legibly.
d. ‘Race Course for Today’ will be posted on the white board at the Renton Sailing Center dock. If no course is posted, the default course is W-L and the first sequence of the day is ACP with left-rounding.

3. CHANGES TO SAILING INSTRUCTIONS
a. Any changes to the sailing instructions will be posted before 5 PM on the day they will take effect.

4. SIGNALS MADE ASHORE
a. Signals made ashore will be displayed from the mast on the Renton Sailing Center dock.

5. SCHEDULE OF RACES
a. 2024 Spring Summer Regatta Series
1: 13 Events, Every Tuesday June 2 to August 25, 2026 provided that qualified members are available for Race Committee and Dockmaster

b. Racing will start as close to 6:00 PM as possible, or earlier if the fleet is ready. See Appendix 1 for suggestions on making dock out efficient. Expect the Race Committee to be out setting the course as sailors are rigging and departing the dock. Four horns will signify “Assemble” which will precede the beginning of the countdown sequence by approximately one to three minutes.
e. Number of Races: The Race Committee will endeavor to conduct as many races as practical between a starting time of 6 PM and approximately 20 minutes prior to sunset, with a target time of 20 minutes per race, leaving time for competitors to derig boats before dark.
f. Flag ‘A’ signifies the end of racing. If there is a race underway when “A” is hoisted, then racing for the day will end when the race underway concludes. The “A” flag flown with the Class Flag in the Start sequence of a race signifies that the race about to start will be the last race of the day. See Appendix 1 for suggestions on making docking in and unrigging as efficient as possible.

6. CLASS FLAGS

a. Class 1: international signal flag 1 (a white pennant with a red circle)
b. All of the Renton Sailing Center dinghy fleet will race together in Class 1

7. RACING AREA
a. The intended Racing Area shall be Lake Washington south of the southern tip of Mercer Island. Racing will be outside of the log boom near the RSC dock.

8. THE COURSES
a. One of two possible courses will be selected by the Race Committee when they are setting up the race course on the day of the race. See separate attachments for diagrams showing the two options for course:

i. Course W-L: Windward - Leeward Course
ii. Course T: Windward – Gybe – Leeward Course (“Triangle Course”)
Iii Rabbit Starts. See Appendix 2

b. The Race Committee may identify the course on the bulletin / whiteboard on the dock by 5:00 on the day of the race. If not specified, the course is W-L with a first race sequence of “ACP” and rounding marks to port.

c. For each separate race, not later than the Warning Signal, the Race Committee will display placards aboard the Race Committee Boat that will describe the race to be run around the course.
d. Each placard shall name the next mark in the sequence to be rounded. The direction of each rounding will be indicated by red text for a port rounding or green text for a starboard rounding.
e. All courses end by crossing the Line. Courses will include a P as the last mark. The color of P will instruct racers to finish line upwind or downwind, as “rounding P” occurs the instant prior to crossing the finish line.
f. The number “2” in the sequence instructs racers to repeat rounding of all marks in the sequence which precede the “2”.
ACP**2**: two laps of ACP, where the racer must cross the Line on each lap (round P).
AC**2**P: two laps of AC and then finish at P. Racers do not need to cross the start-finish line on each lap.

Some common courses which are useful to understand prior to your first race:

ACP	**ABPCP**
BCP	**ABAP**
ACBP	**ABAP**

9. MARKS
a. The Starting Line and the Finish Line are the same (The Line).

b. The Line will be an invisible straight line between the orange flag on the Race Committee Boat and a round white float (the Pin) anchored approximately 150' perpendicular to Windward from the Port Side of the Race Committee Boat. A white buoy may be substituted for the orange flag on the boat end of the line. If the committee boat is off station assisting a sailor or moving a mark.
c. For Windward/Leeward course: i. "A" Windward Mark 1: Orange inflatable mark 32" diameter x 48" high ii. "B" Windward Mark 2: Yellow inflatable mark 32" diameter x 48" high iii. "C" Leeward Mark: Yellow inflatable mark 32" diameter x 48" high
d. For Triangle course: i. "W" Windward Mark: Orange inflatable mark 32" diameter x 48" high ii. "G" Gybe Mark: Yellow inflatable mark 32" diameter x 48" high iii. "L" Leeward Mark: Yellow inflatable 32" diameter x 48" high e. For both courses i. "P" Pin end of Start/Finish line: round white float, approximately 24" in diameter

10. AREAS THAT ARE OBSTRUCTIONS a. The log boom on the east side of the lake that extends from south of Coleman Point to the north waterwalk of Coulon Park

11. THE START
a. Horn and Whistle are equal sounds
b. The Start Line is also the Finish Line. The Line will be an invisible straight line between the orange flag on the Race Committee Boat and the Pin. A white buoy may be substituted for the orange flag on the boat end of the line. If the committee boat is off station assisting a sailor or moving a mark.
c. The Start Sequence countdown will be the following:
i. 3 minutes: Class flag goes up, one sound
ii. 2 minutes: "P" Prep Flag goes up, one sound
iii. 1 minute: "P" Prep Flag comes down, one long sound
iv. 30 seconds: three short sounds
v. 5, 4, 3, 2, 1 second: one short sound each
vi. 0: Class Flag comes down, one sound

Note: this modifies RSS Rule 26 and and US Prescription Appendix U

d. OCS (On Course Side, aka False Start) will be called by sound and flag, within the first minute after the start:
i. Individual Recall (one to several offenders) = "X" Flag goes up, one sound. Offender(s) will not be hailed. Offender(s) will be scored DNS if they don't restart. The X flag will go down when all offenders have restarted, or after 3 minutes, whichever is earliest.
ii. General Recall (so many offenders that the entire fleet needs to restart) = "1st Substitute" Flag goes up, two sounds. The race will be restarted. The new Start Sequence will begin with "Assemble".

e. A boat starting later than 4 minutes after her starting signal will be scored Did Not Start (DNS) without hearing. This changes rule A4.

12. CHANGE OF THE NEXT LEG OF THE COURSE
a. To change the next leg of the course, the Race Committee will place a new mark (or move the finishing line) and remove the original mark as soon as practicable. When in a subsequent change a new mark is replaced, it will be replaced by an original mark.
b. If a mark is being moved during a race, the boat with the mark onboard becomes the mark while it is onboard.

13. THE FINISH
a. The Finish Line will be the same as the Start Line: between a staff displaying an orange flag on the Race Committee Boat and the Pin. In order to minimize resources needed to run the race, the committee may elect to use a small powerboat moored to a buoy'd anchor. If the committee boat must leave the finish line to serve as a support or rescue boat the finish will be between the pin and the buoy'd anchor. Racers will self determine their finishing order and sail near the starting area so the next race may begin as soon as possible.

14. TIME LIMITS AND TARGET LIMITS
a. Boats failing to finish within 10 minutes after the first boat sails the course and finishes will be scored Did Not Finish (DNF) without a hearing. This changes RRS 35, A4 and A5.
b. If there are additional races in that evening, they can start any time after the last boat finishes or after this time limit has been reached.

15. PROTESTS AND REQUESTS FOR REDRESS
a. There will be no formal Protest Process or Protest Committee. RRS Rules 60 – 71 are deleted.
b. Informal Protests can be brought to the Race Committee for educational purposes only. After the races, there will be no penalties or exoneration.
c. If there is evidence of significant misconduct or unsportsmanlike behavior, the Race Committee will review the situation and may refer it to the RSC Executive Board. This replaces RRS 69 16.

16. SCORING The purpose of Skill Building through Racing is for all who participate to become better sailors by sharing their skills or learning. There will not be a championship, series score, prizes, etc. The race committee may elect to keep the finish order of individual races and share them on the notice board when available or at a post race fellowship. Beyond this the race committee will not keep records of race results.

17. FELLOWSHIP Racers and guests who are available typically organize a meetup at a local restaurant for dinner after the race. This is very valuable for meeting other sailors and discussing sailing in an informal setting. If youth members want to participate, a restaurant that serves all ages will be selected.

Appendix 1 - Docking Out and Docking in Procedure for Skill Building Through Racing

During a busy race night we may have as many as 11 boats docking out and back in. Here are some things you can do to make the process efficient. Depending on the wind direction our dock will only accommodate 2-3 boats getting underway or docking in at a time.

These are not complete rigging/unrigging instructions. See the rigging guides and videos at https://www.rentonsailing.org/sail/fleet/ for more information on rigging specific designs. These are some ideas to help get a lot of boats docked out and in efficiently.

Docking Out:

- Arrive on time. Count on an epic traffic jam and all the parking to be full. Consider riding a bike to the Sailing Center.
- Check the notice board for crew assignments, course of the day and last minute requirements
- Sign out in the log book. 1 line per crew/boat.
- If you're assigned to the Venture the Race Committee boat will drop you off at the mooring ball or the crew can row out. You will rig and sail from there. Please don't make the race committee late setting the course.
- Rig as much of your boat as you can on the dock including reeving reefing lines, outhaul. Do not raise/unfurl the sails till the boat is head to wind and the crew are available to board and sail. Luffing sails wear out quickly.
- Only launch the boat when the full crew arrives and are ready to sail to minimize the time the boat is chafing against the dock or blocking other crews getting underway.
- Have the Dockmaster check your rigging if you're unsure of anything.
- As soon as you are ready, get underway and head to the race course area. This will clear the dock for others.

Docking in:

- On double-handed boats furl jib on approach to the dock
- If docking in spots are taken, sail another small lap near the dock.
- Approach the dock so you can turn head to wind as you come alongside the dock.
- On double handed boats work together to:
    - douse the main
    - remove the rudder
    - pull up the centerboard
    - move the boat to the furthest spot on the East side of the dock and pull it up. Completing unrigging is easy from there. The double handed boat spots will accommodate either the Vision or Quest designs so just fill in the furthest spot first.
- On the Zest design:

    - Return to dock as far North West as the wind will allow to avoid hopscotch with the double handed boats.
    - Douse the jib and pull the halyard free of the padeye on the mast.
    - Unclip the boom vang and trim to double block it before it gets twisted
    - Take the outhaul out of it's cleat.
    - Furl the main approximately ½ way by turning the mast until the clew is near the mainsheet blocks on the boom.
    - Unhook the clew from the outhaul
    - Wrap the main completely around the boom and attach retainer strap to hook at clew.
    - Remove the rudder now or after you pull the boat up on the dock leaving the rudder hanging off edge of the dock, in water.
    - Pull up the centerboard
    - Move the boat as close to the logbook briefcase as possible and pull out.
    - Practice the square lashing at home with some youtube videos, dowels and a length of rope.
- On the Venture. Return to the mooring ball and unrig there. The Race Committee boat will retrieve the crew. Or row back in.

After fully unrigging and stowing your boat double check these things:

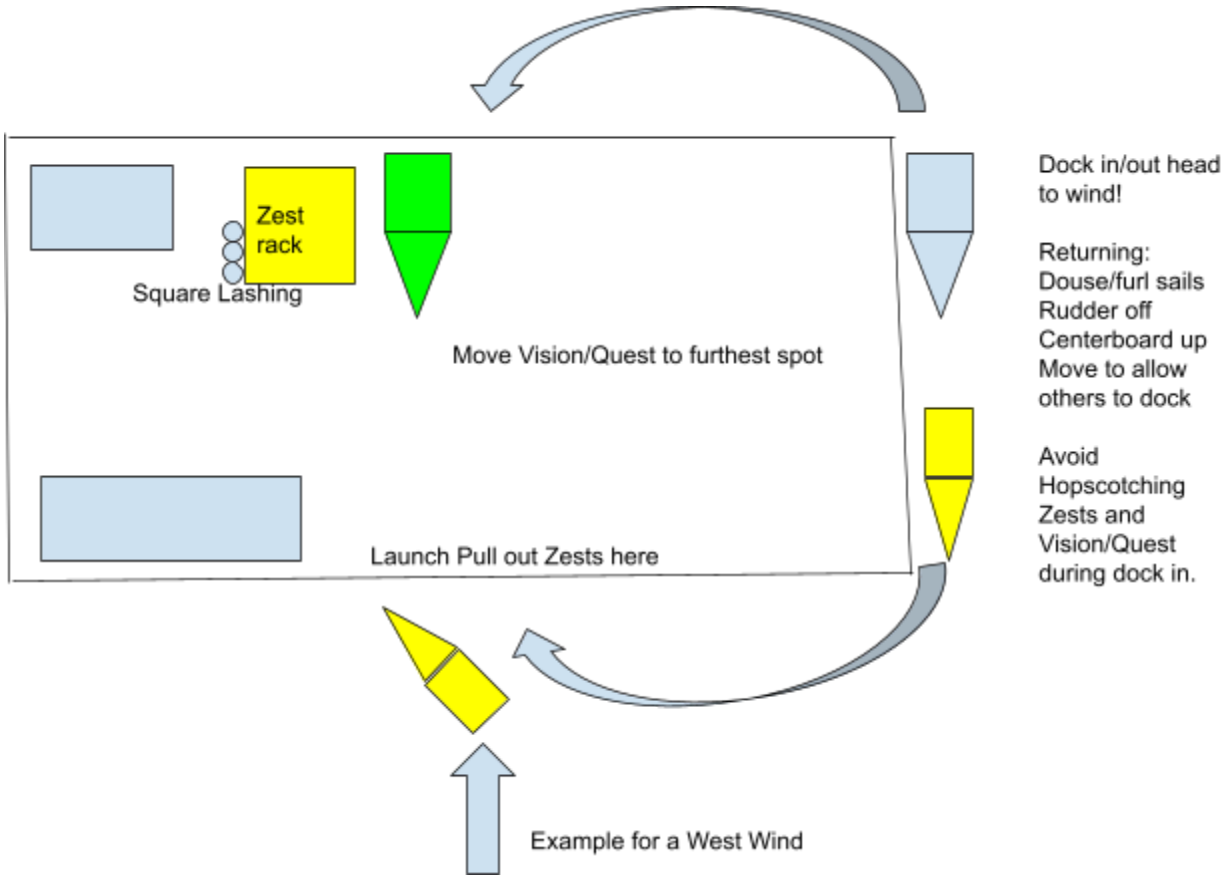
- Sign in to logbook
- Ensure the spinnaker is fully tucked under its cover. The sun will rot the sail quickly.
- Shove the spinnaker as far forward under the foredeck as you can reach to keep it in the shade.
- Make sure the jib is furled all the way to the clew so its sun cover protects the sail from the sun.
- Make sure the jib is furled tightly and the furling line and jib sheets are cleated. We don't want boats sailing at the dock or sails flogging apart.

Before you leave for home or the bar help out with these tasks:

- Help others pull up boats, unrig, roll sails, put away rudders etc.
- Help get Zests racked and top two tied down with kayak roof rack straps and the Mast/Main covered and lashed to the rack with a Square Lashing.
- Put the race mark and Race Committee boat anchors, and mark counterweights in the northernmost center bin in the West dock box.
- Assist in deflating race marks, open valve and roll from top to bottom, cover valve and place in southernmost center bin in West Dock box.
- Place all other Race committee gear in the southernmost center bin in the West Dock box. With course boards and flags/flag stands behind other race gear.
- Hang round fenders form gate East of East dockbox.
- Help tie down boats
- Help Lock boats
- Help pull Race Committee boat onto dock, clean, lock up
- Help make sure life jackets are buckled so straps don't get fouled and orderly put in bins.

- Help put life jacket bins in the Race Committee Boat.
- Help cover the Race committee boat.
- Look and ask around to see if anything else needs to be done
- Help Lock the gate.

Go get a cold drink and dinner. You deserve it by racing hard and being part of the team that made it happen.



Appendix 2 - Rabbit Starts

Depending on wind/weather conditions and crew abilities the Race Committee (RC) may elect to do Rabbit Starts. This allows everyone to sail instead of running a race committee boat. This means there is no powerboat to provide assistance. All sailors must know how to rite the boat they are sailing. There are multiple standards for rabbit starts so be sure to understand this set of instructions for Renton Sailing Center.

The RC may elect to drop Windward and Leeward marks from the Coach boat and return the boat to the dock or may send the marks out to be set by sailors. This saves a lot of locking/unlocking.

One Crew is designated ahead of time to be the "Rabbit" for the first race. Each successive race the Rabbit is the crew who won the previous race.

The Start Finish Line is adjacent to the Leeward Mark.

The Rabbit announces the course to the other boats. The choices are Windward Leeward 1 lap or Windward Leeward 2 laps.

The Start: The Rabbit announces They are beginning their Reach out: They Sail a Beam Reach from just leeward of the Leeward mark on Starboard Tack for 0:45 seconds, **Bring a watch**! they Tack over to Port tack and sail a Beam Reach back to just Leeward of the Leeward Mark where they come up to Close Hauled on Port tack. The "Rabbit's" wake is the Start line for the other boats in the "fleet" and is between the Rabbit and the Leeward Mark. All boats in the fleet must give way to the Rabbit at the start even though the Rabbit is on Port Tack. The Rabbit is free to tack onto Starboard after 1 ½ boat lengths per boat in the fleet or as soon as the fleet has crossed their wake. After the start normal rights of way rules apply.

Course: all marks are rounded to Port. The options for the course are Windward Leeward 1 Lap or Windward Leeward 2 Laps. The windward mark will be an orange cylinder the Leeward Mark/Start finish will be a Yellow Cylinder. Other marks may be substituted.

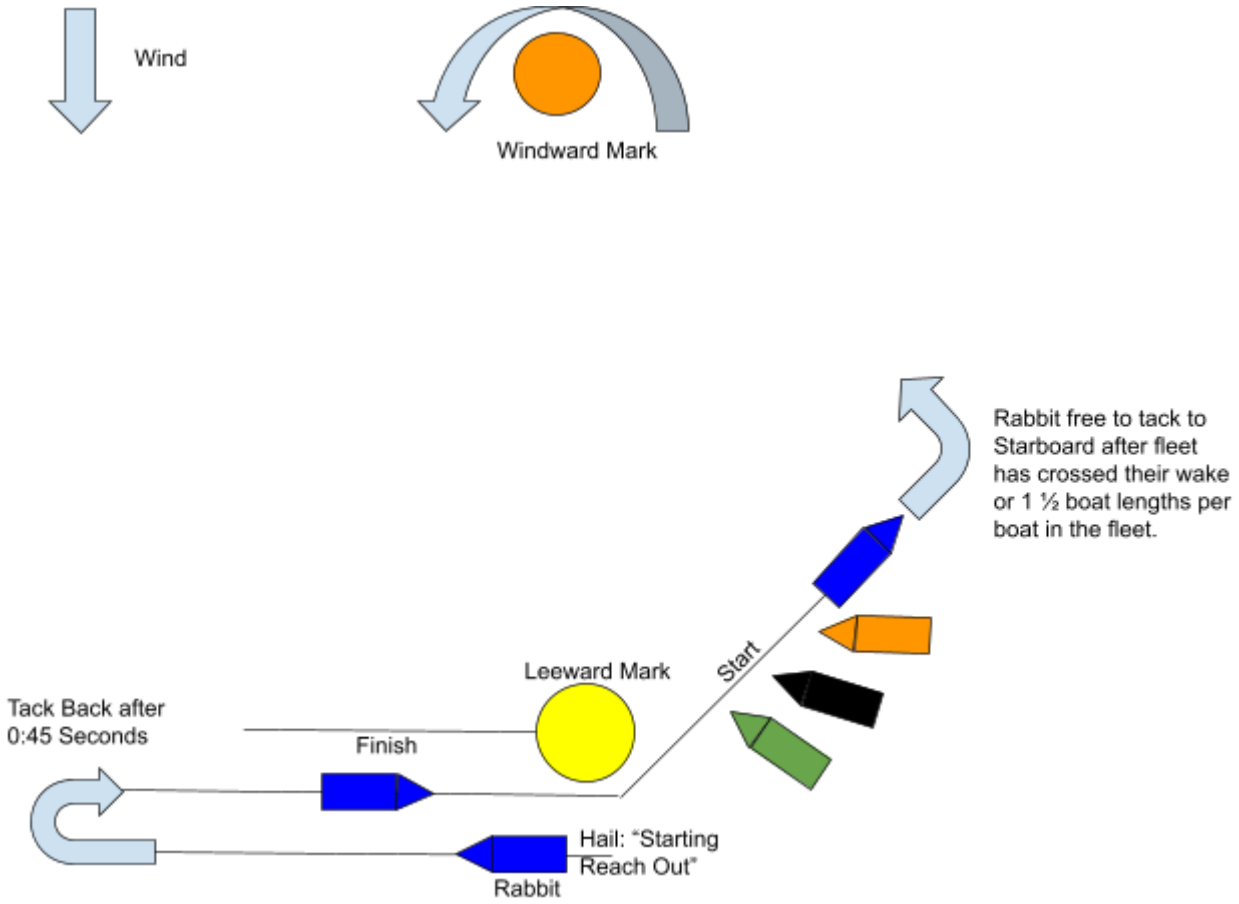
Finish: The finish line is abeam of the Leeward mark as you begin to leave the Mark to port and extends 3 boat lengths abeam of the mark.

Before and Between races Sailors must sail as close as practicable to the Leeward Mark, avoiding boats still racing to hear the hail from the Rabbit for the course and when they start the reach out to start the next race.

The Rabbit will will decide and announce the last race of the day before the final race.

At the conclusion of the final race the fleet will designate two boats to retrieve the Windward and Leeward Marks. If the conditions are not favorable for retrieving marks by small sailboat, The fleet will return to the dock and launch the powerboat to retrieve the marks.

Check out this video on Rabbit Starts. https://www.youtube.com/watch?v=TKDbWAC1EJ0 It's not exactly what we are doing but you'll get the idea.



Appendix 3 - Race Committee Instructions

Pack List for Course Setup

- Anchor and rode in bucket
- 4x plastic spools of line, each with attached mushroom anchor
- 3x hand-weights and 1x small square weight
- Yellow bridle with loops for towing the marks
- 2 large yellow marks, inflated, with attached carabiners
- 1 large orange mark, inflated, with attached carabiner
- 2 white buoys (hanging on the fence BEHIND the east dock box)

Pack List for Race Committee

- Two flag poles with flags already attached
- Race Committee plastic gray bin containing
    - Set of race course letters
    - “last race” flag
    - 4x course billboard wooden dowels
    - Timer/Stopwatch/Phone for start countdown
- Bicycle air pump
- Shopping bag containing:
    - Air horn with schrader valve on bottom
    - Spare air horns
    - Ear plugs
- 2x course billboards
- Whistle (desired, check your PFD pocket)
- Radio

Instructions

On the dock

1. Inflate the two yellow and one orange large marks
    a. Find everything you need in the West dock box, center section
    b. Plug the air pump into the battery pack
    c. Locate the correct fitting for the marks - they should have the plastic fill/cap assembly installed but final screw-on cap removed to expose the check-valve opening
    d. Don’t lose the cap for the valve on the marks! Put it in your pocket if you have to (and tell others that you have it)
2. Connect the three inflatable marks to the yellow tow line behind the RC boat. It is easiest to keep the white buoys inside the boat.

3. Add the items for Race Committee use if desired (space on the boat can be limited)

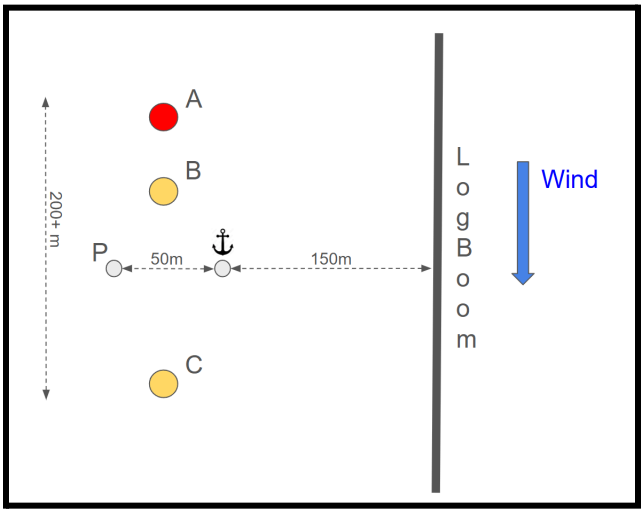
Course Setup

The layout of the course depends on the winds. The course should be set so that the ABC marks are in a line directly into the wind, and the RC Boat and Pin form a line perpendicular to the wind, crossing ABC between B and C marks. To set the course, the RC must have an idea of the course layout in their head and ensure that the placement of the very first mark allows for room to set the rest of the course without being too close to the log boom. This whole setup process takes a while, so make sure to depart and begin setup prior to boats launching.

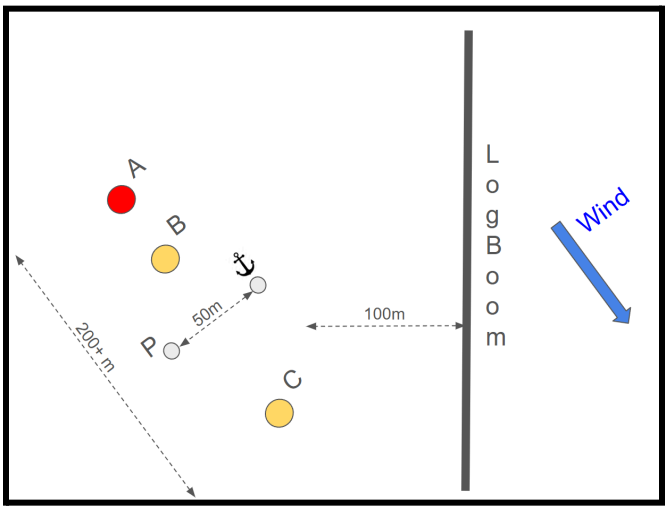
Drive ~200 meters past the log boom and come to a stop. Determine which way the wind is blowing by coming to a stop and sensing the wind. Using the graphics below, determine where you will drop the anchor to set the Boat position. Note that the Boat and Pin can swap positions, but convention is RC boat on starboard.

The idea is to set the course out far enough that there is ample space for sailors to never feel pressured by the log boom. We don't want them to hit the boom if they cannot douse their spinnaker, or be forced to tack too early due to the boom. The dimensions below are approximations and not hard rules; on a 7+ kt wind day, you should go much further away from the boom and set the distances of the course larger. On very low wind days, a 200m length course may even be too large.

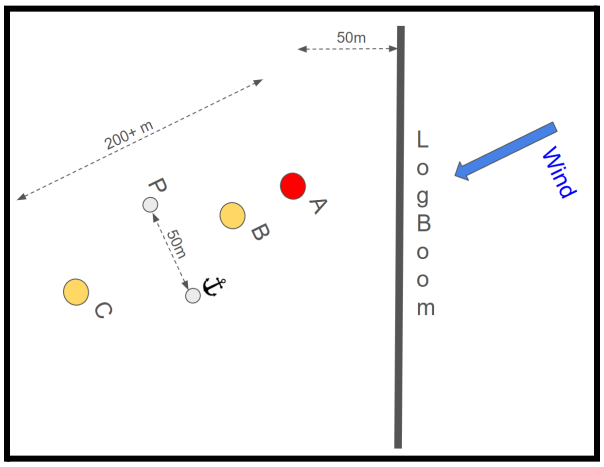
Set the anchor first. This anchor point is the most difficult to reposition, so set it first and shape the rest of the course from it. It has more rode than any other mark of the course, so the Boat tie-up will swing with wind direction more than any other position on the course. Tie two figure-8 knots into the bitter end of the anchor rode, one for the small buoy and one for looping around the Boat bow cleat. This allows the anchor to be floated and the coach boat assist sailors or drop and pick up marks.



Set the Pin next. This takes a bit of guess-work, because the 100ft of rode on the pin will not drift as far down wind as the anchor did. Your pin-anchor position must account for the approximate drift so that the resulting pin location is correct for the course alignment. The pin is set with the larger buoy on the end of one of the mushroom anchors.



The remaining three course marks can be set in any order. The goal is to align all three in a straight line into the wind, with the approximate dimensions from the course diagrams. These marks use the large inflatable marks instead of the rigid buoys. We set weights below the marks to help them stand upright - it is most effective to clip the weight to the plastic spool of line once the length is tied off. It helps to set the marks upright manually - they do not seem to right themselves with our weights but once set upright they will remain.



If the wind shifts, or you find that you are not satisfied with the course setup, begin moving marks. All marks other than the Boat can be moved by picking up ~20ft of line so the anchor is not on the bottom and driving them slowly with the boat. Note that the lines will trail far behind you underwater, so be very careful of the prop. Backing the boat and letting the line trail off the bow is a good strategy.

Racing

See the Race Start (last page) for information. The RC boat is responsible for setting courses, starting the sequence, and assisting boaters in case of capsizing. Blowing a whistle as each racer crosses the finish line is great, but keeping score is not required.

Course Selection

The desired race length is ~20 minutes until the final bunch of boats finishes, to allow for a race at least every 30 minutes. To achieve this, the RC will vary the course based on wind conditions and boat speed. Each course can consist of 5 letters max.

It might seem entertaining to try to stump the sailors with an odd course, but remember that it is very frustrating to DNF because of misunderstanding, or not remember where to go next mid-race. Do not create confusion for the sake of confusion. The use of non-standard courses is ok, but ensure that they have a natural pattern or flow, like **ABPCP** (which is a nice smooth slalom course). ACP is still fun to sail even if you are bored on the RC. Always go for a port mark rounding at the first windward mark since this has sailors set up on starboard tack on the layline avoiding most right of way conflicts.

It is not required to wait until the final boat finishes the race. Instead, begin the countdown sequence when the last bunch of boats approaches the finish line. It is acceptable to declare the slowest of boats DNF if they are ~10 minutes behind the leaders per the Sailing Instructions.

Red letters mean “Left Rounding” and **Green** letters mean “Right rounding”. When using the Pin as a finish line, the color refers to which side of the Pin to pass - make sure that it correctly allows the sailors to cross between the Pin and the Boat so that they can “cross the finish line”.

Use of strategic “2” in the course allows for extra laps or sequences. This is a very effective way to lengthen the course without confusion. Care must be taken to the position of the 2 in the course.
ACP2: two laps of **ACP**, where the racer must cross the start-finish line on each lap.
AC2P: two laps of **AC** and then finish at **P**. The racers do not need to cross the start-finish line on each lap.

Some excellent courses:

ACP	**ABPCP**
BCP	**ABAP**
ACBP	**ABAP**

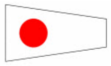
The standard course is **ACP**, and it is generally preferred to begin the first race of the night with it so late comers do not waste time puzzling over the course.

Teardown

Fit the Crab Pot puller to the amidships or bow fitting. Immediately after starting the final race, begin retrieving any mark which is not part of the course (e.g. B is not part of ACP). The next mark can be retrieved as soon as the last boat passes it (e.g. A in ACP). It might make sense to tow in a couple marks to empty the boat out on the dock before returning for the rest. It is also helpful to ask one of the sailors to grab the Pin, as it fits on a dinghy easily. Be cautious not to slam steel anchors and chains against the hull of the race committee boat. It’s easiest to pull all the mark anchor rode into the boat then coil it onto the reel before moving on to pull the next mark. This keeps different marks from getting hockled together. When weighing the anchor for the coach boat, place the crab pot puller at the bow, align the bucket forward in the boat so you can flake the rode directly into the bucket while weighing the anchor.

Race Start Sequence

ASAP: Display the race course
~4 min prior to start: Four sounds to “Assemble”
3:00 min: “Class 1” flag raised, One sound



2:00 min: “Prep” flag raised, One sound

1:00 min: “Prep” flag lowered, One long sound
0:30 min: Three short sounds
5, 4, 3, 2, 1 sec: One short sound each
0: “Class 1” flag lowered, One long sound

False Start (small number of offenders): “X” Flag raised, One sound

-> Lower flag once offenders restarted

False Start (many offenders: “1st substitute” flag raised, Two sounds

-> Restart sequence

Last race of night: Raise “A” flag under Class 1 flag during start