RACE COMMITTEE PROCEDURES ONSHORE PRE-RACE

If you are assigned as Principal Race Officer (PRO), arrive at the Race Committee dock at least one and a half hour before scheduled Start Time (Sunday Races 2:00 pm Start, One Day Regattas and Long Distance Races 12:30 pm Start).

- 1. Assess weather conditions: It is recommended that no race course be set if temperature is less than 40F or more than 95F or if wind is 20mph or greater. The Race Committee <u>may</u> choose to set courses in marginal conditions if there are 3 or more boats wishing to race. In all conditions, see RRS Part 1 Rule 4, the responsibility for a boat's decision to participate in a race or to continue racing is hers alone.
- 2. Meet with your Race Committee members and assess their experience and powerboat handling capabilities. Each person should have a wearable PFD (life jacket).
- 3. Assign operators for both the Mark Set/Rescue boats, (Mark 1) and (Mark2). In the interest of safety, ALWAYS take both Mark Set boats out to the Race Course, even if you tie one of the boats to the starboard side of the RC pontoon boat (RC1). You can always find a use for the second boat. Do not conduct a race if you do not have enough personnel to operate at least one Mark Set/Rescue boat in addition to the RC pontoon boat.
- 4. Assign at least one person to assist you on the RC pontoon boat (RC1) to record competitors as they check in; to operate the autostart system; and to record finishes, including elapsed time for Open Class boats. If only one person is available to assist on the RC pontoon boat, the PRO can raise and lower signal flags.
- 5. Open the RC Storage Shed and (A) retrieve ignition keys for the RC pontoon boat and the two Mark Set boats, and (B) retrieve three VHF radios and turn "on" to verify their charge level.
- 6. Check fuel level in tanks on all boats refill using 2 gal. cans located in dock storage area. Check each boat for a throwable, paddle, anchor, and sounding device (whistle). Open the vent on the gas filler cap on all boats.
- 7. Start power boats. Starting instructions are on a placard near ignition key on each boat. Allow each boat to idle for 5 minutes. VERIFY that a water stream is exiting from each idling motor to indicate cooling water is being pumped....if no stream, turn motor OFF and do not use.

- 8. Retrieve racing marks and anchors/anchor lines from dock storage: large orange cylinder Windward mark; orange tetrahedron Leeward mark; white ball and its orange flag Starting Pin. Other marks are available if needed.
- 9. Use Mark 1 boat to set the Windward mark; Use Mark 2 boat to set the Starting Pin and Leeward mark.
- 10. Leave dock no later than 45 minutes before Start Time. Potential Course locations for different wind directions are illustrated on charts in the RC pontoon boat storage locker.