MMRL Race Committee Instructions

Equipment in Shed (East most shed)

- Two large orange inflatable marks and one smaller orange mark for the start line pin.
- 1 bag with the Pro Start Device for automatically sounding the horn in the proper sequence.
- Bull horn for hailing boats (should be in bag with Pro Start Device)
- Pump for blowing up marks is located above the door.
- RC (Pontoon boat) Boat Key on nail above the door. [RC boat should only be used for racing and other club sponsored events.]

Checklist before leaving the dock

- Individual driving the RC boat should have ID (if stopped by DNR, must provide ID and boat registration).
- Check the marks for air; fill up as necessary using the electric pump in the shed.
- Load the RC boat with marks, Pro Start, Horn and RC key.
- Be sure marks are secured so they do not fly off at high speeds.
- Racing flags should be in the storage area under the aft bench seat.
- Anchors (need 3) should be located under in the storage area under the forward porch bench seat.
- Ensure there is adequate water, sunscreen, etc. on the boat.
- Check the weather forecast. If possibility of bad weather coming, bring cell phone to track.
- There are several life vests on the boat. These should remain on the boat.

Launching RC boat

- Lower the boat lift until boat floats freely (wooden slats behind the boat should be just above the water).
- Lower the engine using the thumb switch on the handle. Listen for a change in sound when it bottoms out.
- Turn System switch on - located on bottom row of switches.
- Check that the throttle handle is in neutral. (button on side releases handle).
- Turn key for starting (pushing in key). Usually no need to choke.
- With throttle handle in neutral (button on handle depressed), stroke handle forward to speed up engine.
- Ensure everyone is ready to go. Return throttle to neutral.
- Cast off bow line. If stern line is out, be sure it is put into securely into the boat so it does not wrap on the propeller.

- Back out boat (pulling throttle handle back) and go set the marks.

Boat handling:

- When switching between forward/reverse, pop the throttle handle into neutral and wait a couple seconds.
- When going into reverse, pop the throttle into reverse quickly to minimize grinding.
- When accelerating, do so slowly (Don't throttle up fast).
- Be aware of wake buoys. Do not exceed 5mph until beyond wake buoys.
- When accelerating or switching between reverse/forward be aware of other individuals in the boat. If anyone is standing, communicate your actions so they don't lose balance.
- Observe rules of the road for motor boats (if you can see a boat in the range from the bow to 112 degrees to starboard, give way).

Setting Course

- Determine wind direction and assess wind speed.
- Course Considerations
    - Course Location
        - Wind direction
        - Draft of boats
    - Course length (average 30 minutes)
        - Light wind – shorter course
        - High wind – longer course
    - Course type
        - Wind speed
        - Type of boats
        - Spinnakers sails
- Attach anchors to marks.
- Go to center of planned course and check the wind direction. Based on wind direction, head toward where you plan to set the windward mark.
- Set one windward mark
    - Before setting the mark, completely stop the boat.
    - Use a flag or wind indicator to look downwind. The leeward mark will be set directly downwind from the windward mark so ensure there is adequate room to set your leeward mark.
- Set one leeward mark
    - Before setting the mark, completely stop the boat.
    - Use a flag or wind indicator to look upwind at your windward mark. Ensure that you are in a direct line downwind from the windward mark before setting the leeward mark.

- Additional notes on setting marks
    - Ensure anchor is attached to the mark.
    - Ensure the anchor line is unwrapped and clear.
    - If unfamiliar with the depth in that area of the lake, gently lower mark anchor until you feel it hit ground. If it does not hit ground before line runs out, use a different anchor with a longer line.
    - Always cast the mark off the windward side of the boat away from the stern.
    - When moving the RC boat after setting a mark, back away from the mark. If you go forward, the propeller may swing around and clip the mark or anchor line.
    - If a mark is drifting, the anchor line is too short.

Setting the Start/Finish Line

- Determine start line distance
    - Length = total of all boat lengths + an insurance factor (10 to 25%)
    - Longer line for extreme winds (high/low) or for inexperienced racers
- Move the RC boat to a point ½ way between the windward and leeward marks.
- Set the Pin: Drive perpendicular to the windward/leeward line with the windward mark to starboard. At ½ the distance of the start line, set the pin. Pin will be to port of the RC boat (when the bow is upwind).
- **Racing without an RC on station: For Match Racing, when there are not enough people to run RC, set a second pin to define the other end of the start line. The line between the two pins should be 90 degrees to the wind. Return pontoon boat to docks. Race starts will be coordinated between the two teams.**
- Anchor the RC boat:
    - The front of the RC boat (port flag pole) defines the other end of the start line.
    - The distance between the RC boat and the pin should be the total length of the start line.
    - The start line should be approximately 90 degrees to the wind.
    - Drive the RC boat a little upwind of where it would need to be to define the line.
    - Deploy the anchor and allow the boat to drift downwind until the starting line is 90 degrees to the wind. Tie off anchor.
    - Turn off motor.

Prior to Start of Race

- Put up flag holders
- Put up the RC flag to let boats know the RC boat is in position

- Plug in Pro-Start
- Prepare the flags for starting the race
- Communicate the number of laps to each boat prior to each race.

Start the Race

- Start sequence
    - Take down any flags that that may be up.
    - Press start on the ProStart system
    - Three short blasts to notify that start sequence will start in 1 minute.
    - If possible, set a backup timer on watch or phone as a backup
    - 5 minutes remaining – one horn blast, raise class flag (MMRL) on port side
    - 4 minutes remaining - one horn blast, raise prep flag (blue flag with white square in center) on starboard side
    - 1 minute remaining – one horn blast, lower prep flag
    - 0 minutes remaining – one horn blast, lower class flag
- At 1 minute,
    - The blue flag with white center indicates the start line cannot be crossed in the last minutes the countdown. If anyone crosses the start line (upwind or downwind) after the 1 minute and before the 0 minute, call a foul
- At 0 minutes,
    - Look down line and call out a boat is over early. The line is between the post holding the class flag and the pin.
    - **Unplug the Pro-start system if not doing roll starts. (If left plugged in, it will assume you are running a second start)**

During the Race

- Relax – this is a good opportunity to watch and learn from a different perspective.
- Pay attention when boats are rounding the marks in case anyone calls a foul. There is a pull flag on the backstay of each boat. If a team wants to formally protest, they should pull the flag.
- When the boats are on the last leg to the finish line, you may put up the blue flag (optional for MMRL racing).

Finish

- Someone should site down the line between the finish flag and the pin.
- When the bow of a boat crosses the finish line, sound the horn

Postponing or Abandoning a Race

- Postponement: Sometimes it may be appropriate to temporarily postpone a race to reset a course or wait for all the boats to make it to the course prior to the start of a race. Use the appropriate flags and auditory signals to notify racers on the water of the postponement.
- Abandonment: If it becomes necessary to abandon the race (unsafe sailing conditions, boat breaks, etc.), the RC will communicate this using the appropriate flags and auditory signals.

After Races Are Over

- Take down flag holders and stow.
- Stow flags.
- Disconnect and safely stow the Pro-Start system.
- Pull up the bow anchor. Prior to bringing the anchor on-board, plunge it up and down to remove mud. Be sure to cleat after setting anchor in its slot.
- Retrieve Marks
    - Start with the mark furthest out and work back to the docks.
    - One person goes to the bow with the boat hook. This person should have a secure hold on the boat until ready to retrieve the mark.
    - Driver will approach the mark from DOWNWIND and attempt to be close to a stop when reaching the mark. If moving too fast, put the boat in reverse to slow down. Call out to the bow person that you are going to reverse so they are braced.
    - When within reach, the bow person will use the boat hook to snag the line below the mark and bring the mark on board.
    - Pull up the anchor and plunge it in the water several times to remove the mud prior to bringing on board.
- Remove anchors from marks and coil anchor line around anchor and stow. Secure marks so they do not blow off.
- After retrieving all marks, return to the boat lift.
- Be sure the bimini is down before approaching boat lift.
- When parking the boat, the port side door should be aligned with the lift station wheel (there should be black tape marks on the boat and lift that will align).
- Someone should hold the boat in place while someone uses the wheel to lift the boat. Boat should be raised until the pontoons are out of the water.
- Tie off the bow and stern lines.
- **Raise motor.**
- **Shut off all switches (or you will drain the battery).**
- **Turn key to off position (if not in proper off position, it will drain the battery).**
- **Remove gear/trash and tidy up.**

- **If there mud on the boat floors and/or seats, clean before leaving.**
- Return marks, bags and key to shed.
- Lock Shed.
- Report any boat or equipment issues to the LMSA facility manager or staff on duty.

If the pontoon boat is out of commission, the Whaler may be used if available. See the Facility Manager for instructions on operating the Whaler.
We are fortunate to have access to the comfortable pontoon boat and Whaler. We share these boats with other LMSA racing groups and the sailing school, so please be courteous and ensure the boat you use is put away properly.