

NLGYC Harbor Master Guidelines

- Be at the club by about 9:00am. Pick up a radio from the bag on the end of the dock and do a radio check with the race committee to be sure that you can hear each other well. Please keep the radio with you when you are on land, as the Race Committee sometimes needs to communicate with shore.
- Load up the three marks in your boat. These are two smaller round orange marks and one small yellow "dorito" tetrahedron mark. The dorito is their windward mark, the two small orange marks are the starting mark and the leeward mark. They can be found in the brown garbage can under the Captains Quarters.
- The N10 and Opti kids are responsible for rigging their own boats, but you may need to help them out a bit to be sure they are all rigged correctly and ready to go.
- Supervise the launch of the optis at the grass ramp. Ensure an orderly procession, help little kids take their boats down and get them off the dollies and off the dock quickly, hold boats while they take dollies back up, and keep the procession rolling.

NOTE: Most N10s or Optis should not leave the dock until the other opti patrol is on the water for them. Use your judgement on this part. More experienced sailors can hit the water, hold back the newbies.

- As soon as the last Opti/N10 is on the water, follow your fleets to the starting area. The RC will be "in sequence" for the starts of the other fleets and will not be able to guide you to set the marks until after the FJ fleet has started. The RC will probably not answer or be delayed in answering your radio hails when they are in sequence.
- Set the starting mark. You can find the correct location by citing the starting line for the big fleets, buoy to committee boat, and extending that line on the other side of the committee boat about 50 yards (or less).
- Set the weather mark (dorito) about .2 miles directly upwind of the bow of the committee boat (and slightly east). Just before you drop the mark, radio the committee boat for a confirmation of the position.
- Set leeward mark about .2 miles to leeward of the committee boat, and slightly east of the boat. A straight line between the marks should go roughly through the center of the Opti starting line.
- Monitor your radio carefully. The race committee will look to you to move or reset marks, communicate with the fleets, respond to boats that might be struggling, etc.

Tips for setting marks:

- Keep in mind when setting the mark that you will drift downwind before the anchor hits, so start to set the anchor upwind of the intended location.
- Drop the block overboard and let the line run freely over the upwind side of the boat in a single strand. If the rope has a knot or tangle, stop the line,

untangle and continue.

- Make sure that the anchor hits the bottom. If the line is still taught when the rope is all gone, it hasn't hit and you'll need to put a little more line on it. If it goes slack, it's down.

Younger sailors may need some assistance in getting around the course. When we have someone struggling who does not have a parent monitoring them (or with a non-sailor parent) please radio the RC. Please do not coach anyone without checking with the Race Committee first. We'll let you know how to proceed.

We do two races every day for the Optis and N10s. N10's start first, then Optis.

- When your fleets are done, you can pick up the marks as the last boat goes around each one.
- Follow the last boat in the fleet in (or tow it if they want).
- Put the marks in the shed.
- Help the kids get their boats on the dollies, unriggered, sails & gear put away, and the waterfront & lawn cleaned up.

Tips for picking up marks:

- Pull the mark into the boat and set it BESIDE the can.
- Pull the line up and let it drop freely into the can. Do not coil the line.
- Place the anchor on top of the rope in the can, but keep the mark hanging on the outside of the can.

It all boils down to:

- * **Check in**
- * **Get your fleet on the water**
- * **Set the marks**
- * **Patrol the fleet**
- * **Pick up the marks**
- * **Follow the fleet in**
- * **Help them get the boats out and area cleaned up.**