

Laser and Sunfish Weekend Game Plan

Updated July 15, 2010

Reservations for Laser sailing will be accepted through website and responded to by Dock Masters. Race managers will print out the schedule on Friday so they have them ready to go Saturday & Sunday mornings.

Morning sessions shall be geared more towards training and practice. Afternoon sessions will be for racing.

Laser and Sunfish sailing will be free to all members in 2010. There will be a \$10 launch fee payable to Project City Kids for transportation on Big Toot to and from the dinghy docks.

Time Line:

Saturday

9:15 am - Big Toot departs from North Cove. All morning dinghy sailors must be onboard before the scheduled time for departure. Big Toot will also be taking sailing school students to the dinghy area and she may depart a few minutes late if school check-in is slow. However, Big Toot will depart at first opportunity after 9:15 a.m. and will not wait for any dinghy sailor. Please arrive by 9:15 a.m. Race manager departs North Cove on Red Rover just ahead of Big Toot.

The launch is being operated by Project City Kids and all members will be asked to pay a \$10 round-trip launch fee to PCK.

9:30-9:45 – Big Toot arrives at dinghy docks and all sailors disembark to dinghy dock. Laser & Sunfish sailors begin to rig their boats. Rig the boat number assigned to you on the website. Red Rover brings sailing school instructors and students to their J/24s.

10:00 – Skipper's Meeting and discussion with Race Manager at dinghy dock. Then sailors free to begin sailing based on approval from Race Manager.

10:00 – 11:00 – Practice Sailing. All sailors must stay within the boundaries and also sail within their skill level based on wind and weather conditions.

11:00 – 11:30 – Optional practice races in racing area. No scores will be kept for morning races.

12:30 - Big Toot departs from North Cove. All afternoon dinghy sailors must be onboard before the scheduled time for departure.

12:45 – All morning sailors must be back at dock by this time.

12:45- 1 p.m. – Big Toot arrives at dinghy docks. Afternoon sailors take dinghies. Morning sailors load Big Toot and return to North Cove. If any dinghies are not being used in afternoon, they must be disassembled and stored by any afternoon sailors depart the dinghy dock. Please work together to put away dinghy.

2 p.m. Races start in racing area. Lasers start first and Sunfish start second. Starting sequence will be dinghy with sounds made by whistle:

3 minutes – 3 long blasts

2 minutes – 2 long blasts

1 ½ minutes – 1 long and 1 short blast

1 minute – 1 long blast

30 seconds – 3 short blasts

20 seconds – 2 short blasts

10 seconds – 1 short blast

5, 4, 3, 2, 1 – short blasts

Start – Long blast

For race course, the race manager will select whenever possible a modified Olympic with start and finish at the leeward mark (triangle followed by windward-leeward). At the end of each race, sailors shall switch boats rotating up in sail number. One boat should pull alongside Red Rover. The next higher number should also pull on the other side of Red Rover and the proper skipper switch. This will continue until all boats rotated. Results will be kept for every race and scores accumulated based on average finish.

4:45 p.m. – All dinghies must be back at dock by 4:45 p.m. De-rig and store boats. All boats must be tied down.

5:30 – Big Toot arrives at dinghy dock and picks up sailors. Returns to North Cove by 6 p.m.

6 p.m. - Big Toot starts to do Honorable William Wall runs for night, departing very ½ hour on schedule.

6 p.m. – Captain and mate of Admiral's Launch moor Admiral's Launch off Honorable William Wall and get ferried back to HWW by Red Rover. When Big Toot arrives at 6:15 p.m., AL crew relieves Big Toot crew and operate for rest of evening on Big Toot.

Sunday

9:15 am - Big Toot departs from North Cove. All morning dinghy sailors must be onboard before the scheduled time for departure. Big Toot will also be taking sailing school students to the Honorable William Wall and she may depart a few minutes late if school check-in is slow. However, Big Toot will depart at first opportunity after 9:15 a.m. and will not wait for any dinghy sailor. Please arrive by 9:15 a.m. Race manager departs North Cove on Red Rover just ahead of Big Toot.

The launch is being operated by Project City Kids and all members will be asked to pay a \$10 round-trip launch fee to PCK.

9:30-9:45 – Big Toot arrives at Honorable William Wall and drops off school students then continue to dinghy docks. Laser & Sunfish sailors begin to rig their boats. Rig the boat number assigned to you on the website. Red Rover brings sailing school instructors and students to their J/24s and the follows to dinghy dock.

10:00 – Skipper's Meeting and discussion with Race Manager at dinghy dock. Then sailors free to begin sailing based on approval from Race Manager.

10:00 – 11:00 – Practice Sailing. All sailors must stay within the boundaries and also sail within their skill level based on wind and weather conditions.

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4:45 p.m. – All dinghies must be back at dock by 4:45 p.m. De-rig and store boats. All boats must be tied down.

5:30 – Big Toot arrives at dinghy dock and picks up sailors. Returns to North Cove by 6:15 p.m. Big Toot ties up for night at North Cove.