

NORTHEAST HARBOR FLEET

≡ R A C E C O M M I T T E E ≡

SCHEDULE

Race Committee signal boat (Shearwater) and mark boat(s) should proceed to the race area **one hour** before race time.

WEATHER

Check the weather forecast. The course location should be decided as you depart Gilpatrick Cove. Where is the breeze right now and where will it trend in direction and in pressure? Align your starting area with a fixed mark to make first race set up easier. Leave yourself geography to the left or right for wind shifts that are trending. Make sure to check the radar periodically during the day. If thunder is heard, lightening can strike, so a race in progress should be shortened or abandoned.

EQUIPMENT

Signal Boat: Already on board: flags, cannon, starting box, life jackets, basic tool set: wrench, screwdrivers, scissors, rigging knife, tape, mark inflater, marks & anchors, first aid and AED, boarding ladders in rope and fixed are all on board . Bring iced drinking water, lunch, personal life jacket.

Mark Boat: Check that radio on boat works and you are tuned to VHF 65, bring drinking water, life jackets.

SETTING A RACE COURSE

Determine the wind direction. Use a telltale, read the ripples, scan the shore for flags, watch what point of sail other boats in the area are sailing. The Great Harbor has oscillating winds that often change dramatically in short periods of time.

Starting Line. Set the line perpendicular (at a 90 degree angle) to the wind.

The line should be (length of class boat) multiplied by 1 1/2 the size of the fleet.

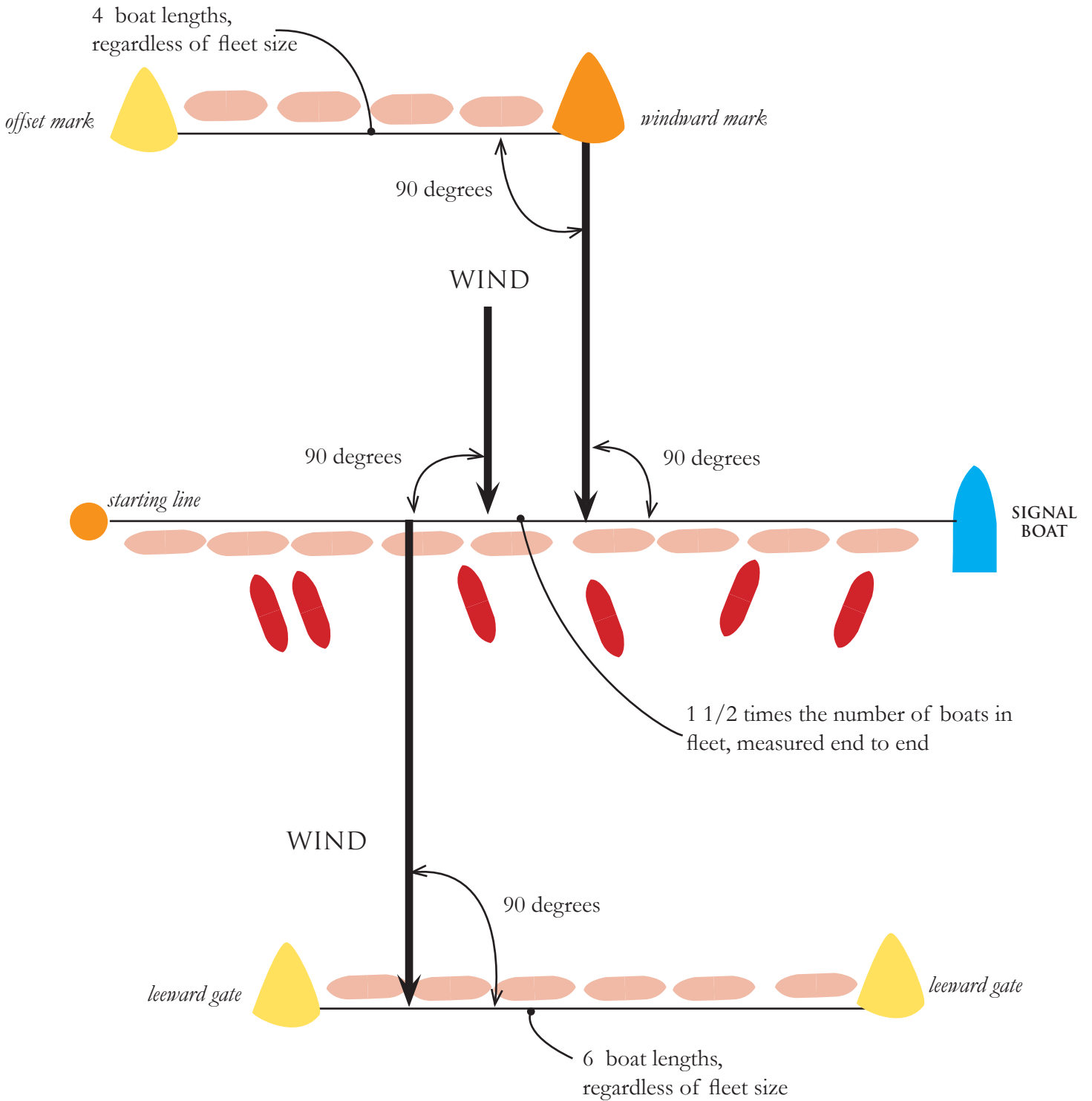
For example for an IOD fleet of ten boats, the line should be 33 feet (length of IOD) X 15 (10 x 1.5)= 495 feet

Windward mark is directly upwind. Set an offset mark that is four boat lengths from the windward mark, as required by some classes.

Leeward mark is directly downwind.

RACE COURSE DIAGRAM

EXAMPLE: WINDWARD -LEEWARD GATE - WINDWARD (1 -LG-SF)



RACE MARKS

A list of marks used by the race committee in NEHF races is published with the Sailing instructions for each class of boats. Competitors are responsible for obtaining the SIs and for reading the instructions.

LETTER/NUMBER	TYPE	LOCATION (LATITUDE/LONGITUDE IN MUNUTES)
A	Portable	SE of Eastern Point, Greening Is. (16.232/16.833)
B	Gov't	Gong R "2", SE of East Bunkers Ledge
C	Portable	NE of Spurling Point, Great Cranberry Is.(15.878/16.052)
D	Portable	SE of Kings Point (15.705/17.428)
E	Gov't	R Bell "4", W of Cranberry Ledge
F	Gov't	GC "7", E of Harding Ledge
G	Gov't	GC "1", ESE of Baker Is.
H	Gov't	RN "6", S of Eastern Point, Greening Island
I	Gov't	RN "8", Long Pond Shoal, Eastern Way
J	Gov't	GC "3A", Lewis Rock, N of East Bunkers Ledge
K	Gov't	GC "1", Entrance to Cranberry Harbor
L	Fleet	NE of Seawall Point (15.055/17.196)
M	Gov't	GC "5", Western Way
N	Fleet	E of Kings Point (16.070/17.764)
O	Fleet	NW of Sargent Pt., head of Somes Sound (21.075/18.691)
P	Gov't	FG "5", entrance to Somes Sound
Q	Gov't	Fl R "8" Gong , NNW of Spurling Point, Great Cranb.Is.
R	Gov't	Fl R Bell "2", Spurling Rock, S of Sutton Is.
S	Fleet	NE of Greening Is (17.071/17.891)
T	Gov't	Fl R "8", Greening Ledge, SW Harbor
V	Portable	S of Rice Point, Sutton Is. (16.221/16.218)
W	Gov't	Fl R Bell "10", Bear Island Bell
X	Portable	Norwood Cove, NW of Greening Is. (17.273/18.861)
Y	Gov't	Fl R Bell "2" Entrance to NE Harbor
Z	Gov't	G Bell "1", Otter Point
BK	Island	Black Island


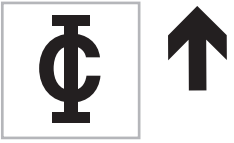








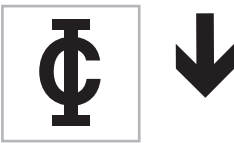

continued

Race Marks continued

LETTER/NUMBER	TYPE	LOCATION (LATITUDE/LONGITUDE IN MUNUTES)
BL	Gov't	RN "6", Bowden Ledge, Seal Harbor
CL	Gov't	RN "6", Cow Ledge, Western Way
C3	Gov't	GC "3" NE of Baker Island
ER	Gov't	R "2ER" Whistle
GD	Island	Great Duck Island
GG	Island	Greening Island
IDR	Gov't	GC "1", Islesford Dock Restaurant This is the outer can.
LD	Island	Little Duck Island
LG	Portable	Leeward Gate, Pass between marks
LL	Gov't	Fl G "1" Gong, Long Ledge
NE	Gov't	RN "4", Northeast Harbor
OW	Gov't	Fl G "3" Gong, Old Whale
SBL	Ledge	South Bunker Ledge
TD	Gov't	G "1" Bell, The Drums betwn Long Is. and GreaDuck Is.
SH	Gov't	Fl R "4" Bell, Seal Harbor
SU	Island	Sutton Island
WG	Portable	Windward Gate, Pass between marks
Mark 1	Portable	Windward Mark, Bearing Displayed by RC
Mark 2	Portable	Reaching Mark, 135 deg from Mark 1
Mark 3	Portable	Leeward Mark, 180 deg from Mark 1

NOTE: Use GPS clock to start on time. Starter box has a 10 second countdown. So, to start a race sequence at precisely 1330 you need to make an electronic horn at 13.29.00 and turn the box on at 13.29.50. Then, the warning signal is at 13.30.00

STARTING SEQUENCE

	CRUISING	IODS	LUDERS
ATTENTION	NO FLAG 6 MINUTES sound	NO FLAG 6 MINUTES sound	NO FLAG 6 MINUTES sound
WARNING	 5 MINUTES sound	 5 MINUTES sound	 5 MINUTES sound
PREPARATORY	 4 MINUTES sound	 4 MINUTES sound	 4 MINUTES sound
PREP DOWN	 1 MINUTE sound	 1 MINUTE sound	 1 MINUTE sound
START	 START sound	 START sound	 START sound

RECALLS



Individual boats over early at the start are hailed by name over the PA while the individual recall flag is raised and horn is blown once. Each boat that restarts is called "clear". When all boats have restarted properly, "all clear" is hailed and the recall flag is lowered.



General recall is hailed and horn is blown twice when so many boats are over early that the race committee can't identify them all. Race is restarted using the one minute flag instead of the preparatory flag. Any boat over the line at the one minute sound must round an end of the starting line to start.

SIGNAL FLAGS



Change of Course



Individual Recall



Attention



Wear Life Jackets



One Minute Rule



RC in finish position



Follow Me



Postponement



Missing Mark



General Recall



Abandonment



Second Race



Preparatory



No Spinnakers



Cruising Class Flag



Spinnakers Allowed Hereafter



Shorten Course

