

CHECKLIST FOR JUDGES

Before the Races

1. **Be at the dock 1 hour before race time.** Meet with Race Committee representative and discuss the day's race courses.
2. **Discuss weather conditions with Race Committee representative.**
 - a. **Maximum winds:** If winds are above 25 m.p.h. (22 knots), the race will be postponed, and, if it continues, abandoned.
 - b. **Minimum winds:** Unless the lake shows wind-induced wave action over at least 50% of its surface, the start may be postponed and, if it continues, abandoned.
3. **Set up the Committee Boat**
 - a. Check for enough fuel
 - b. Check timer or stopwatch and PA operation
 - c. Install fire extinguisher on drive pedestal
 - d. Inflate orange marker buoys (used as Upwind and Downwind marks)
 - e. Assemble buoys, lines, weights, and anchor
 - f. Post racing courses for the day (metal course markers on Starboard display board)
 - g. Post race starting sequence for the day (white board on starboard side).
4. **Life Jacket Flag needed?** Discuss wind/water temperature conditions with the Race Committee person. Fly lifejacket flag if needed.
5. **Set up the Race Course.** Based on discussion with the Race Committee representative, set up the racing course and return to the starting line.

The Start

1. **Anchor the Committee Boat** on the starboard end of the starting line.
2. **Attach flags**
 - a. Starting Sequence flags are now "pull-down"
 - b. LMSC burgee on center halyard
 - c. Lifejacket flag (if needed) from one of the remaining halyards.
3. **Check off boats racing on scoring sheet**
4. If life jacket flag is flying, remind any crews that are not wearing them.
5. **At Starting Time:** Sound the siren (this is the "attention" signal) approximately one minute prior to the "warning" signal and flag. Check time on a watch or use a stopwatch to count down one minute to beginning the start sequence timer.
6. **Record the 1st wind reading on the score sheet**
7. **Begin start sequence** (one minute after "attention" signal)
 - a. Push "Start" button on stopwatch or other timer.
 - b. **Raise the yellow flag**
 - c. **Sound the horn**
8. **Proceed with the starting sequence until all fleets have started**
9. **Watch for "Over Early" boats as each fleet starts.** Hail any over-early boats with the PA system. Say "(boat number)" and "over early". **Observe** that the "over early" boat returns to the starting line after rounding either end of the starting line.
10. **Announce "All Clear" on the PA** if all boats start properly.
11. **Watch for life jackets** if the life jacket flag is flying. Note on score sheet any boat not complying.
12. **Stow all starting flags in pipe (raise)** after last fleet has started.

During the Race

1. **Record 2nd wind reading**, when the lead boat in the first class to start completes the first lap.
2. **Count the laps** for each class as they round the windward mark.
3. **Assist as needed**, any skippers and crews of capsized boats. Unless a serious situation arises, you should not let this activity prevent you from performing race finishing duties.
4. **Watch the total race time!** Our sailing instructions state that the leading boat must finish in **two and one half hours on Saturdays** and or the race will be cancelled. Confer with the Race Committee representative if it appears that the course needs to be shortened or the race abandoned. Read: Judge's instructions for shortening the course and/or changing to a downwind finish.

The Finish

1. **Move the Committee Boat to the Finish Line.**
2. **Pull down the Blue flag** (from it's storage pipe). This means you are on station at the finish line.
3. **As boats finish:**
 - a. **Record each finishing time** on the scoring sheet from the timer or stopwatch.
 - b. **Sound a short horn blast** as each boat finishes and call out the boat's sail number over the PA.
 - c. **If the boat mentions that a protest is being given...** note it on the scoring sheet. If possible, hail the boat to determine the sail number of the boat being protested.
4. **Record the 3rd wind reading as soon as possible after the first boat finishes.**
5. **Watch the time limit!** Each boat in its class **must finish within 30 minutes** of the lead boat in its class. Any boats not able to finish within the 30 minutes will be scored as DNF.
6. **Fly the Back to Back Flag** if a second race follows and is scheduled as a BTB. This alerts the skippers that the second race quickly follows the first race. See below.

Back to Back Races (BTB)

1. **On most days with more than one race, some of the races will be scheduled back to back.**
2. **Start the BTB race in 15 minutes!** It is the club's goal to start the BTB race as quickly as possible... or approximately 15 minutes after the last boat finishes the preceding race. **If any boats are significantly behind the rest of their fleet** (more than half a leg behind) **and their apparent finishing position is obvious** (not contending with another boat for a position), **Hail them and tell them that they have been scored and to return to the starting line for the next race. This will minimize the waiting time between BTB races.**
3. **Reset the course, if needed**
4. **Proceed quickly to the Starting Line**
5. Bathroom breaks should be delayed until after starting the BTB race.