

GSA PHRF Fleet



2026 RC MANUAL

GLENMAR SAILING ASSOCIATION
RACE COMMITTEE MANUAL

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1. Race Committee Responsibilities

- Conduct races as described by:
 - *THE RACING RULES OF SAILING 2025-2028*
 - The GSA Racing Instruction Manual (Yellow Book)
- Collect scoring data and deliver to the Scorer
 - o Email a photo or text file of the results to Tom Calvert tcalfuzz@aol.com within 2 hours of race finish
- Keep track of and maintain the Race Committee equipment

2. Race Committee Jobs

- Recorder/Spotter
- Signaler(s)
- Line Sighter
- Timer
- Principal Race Officer

3. Setting the Starting Line – See NIGHTHAWK SERIES CHART

- Location: between B (Bowleys), 2, 3 and 4
- Length: should be equal to the length of all boats starting (in the largest class), minimum 500 feet. (Or use 0.1 nm on the GPS) Do not make it too short, if in doubt, make it longer
 - Shorter for light air and flat seas
 - Longer for heavy air, big seas
- Set the line as perpendicular to the average wind direction as possible
- The first leg should be upwind
- Determine the wind direction from a drifting boat with a compass. Move the boat to be directly down wind from the first mark
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4. Setting the Windward Mark (when not a government mark)

- A temporary (inflatable) mark may be used for the windward mark and be designated as mark “Z”. Committee boat will provide heading and distance from starting line to “Z” using the white board. Record Z coordinates on scoring sheet.

5. Choosing a Course – See NIGHTHAWK SERIES CHART

- Determine the course distance based on weather
- Set a course with upwind and downwind legs
- Do not use legs 4 to 2 or 2 to 4, if possible, due to shallow water.
- Do not use mark 6
- Finish at a lighted buoy if poor visibility or darkness. You can finish at B (Bowleys)
- Determine the distance from the Yellow Book, minimum of 2 miles

6. Posting the Course

- Prior to the Warning Flag (class flag and signal)
- Put the Course Boards on the Course (starting line) side of the Race Committee Boat
- Make sure the boards read correctly from left to right. Read it from the Course side of the boards, not from the Boat side (from the back).
- Attach the Course Boards to the lifelines (with twist ties or wire)

7. Before the Warning

- Check the time
- Check-in all boats., use the check-off list
 - Important for Safety
 - Helpful for finishing and scoring
- **Make note of any boats sailing non-spin.**
 - They should inform you and fly a white flag.
- Check the Course Boards
- Check the horns (use 2 horns simultaneously)
- Radio Check – Announce Courses
- Have all signal flags ready to raise

8. When to Postpone (DO NOT POSTPONE UNLESS ABSOLUTELY NECESSARY)

- Race Committee is not ready at the scheduled time for the Rendezvous and Warning
- Race Committee discovers that it has made an error
- There is insufficient wind to race – 4 knots of wind is recommended. If there is enough wind for the racers to make way and steerage, start the race; you can then shorten the course if necessary.
- There is a major wind shift during the starting sequence. If there is only a minor change, do not postpone
- If either end of the starting line comes adrift during the starting sequence.
- If all the competitors are unavoidably not going to be in the racing area by the time of the Warning signal

9. When Not to Postpone

- When a starting signal's sound is absent; the race is started by the signal flags
- When some competitors are not in the starting area but could have been.
- Prior to the first Warning Signal.

10. Procedure for Postponement

- Raise “**AP**” Flag for temporary postponement. Announce intentions for “**AP**” over radio.
- Lower one minute before warning Signal.

- Raise “AP” over “A” Flags for postponement of all races not started, no more racing today (or use Abandonment)

11. Warning Signal (5 minutes to start)

- Display the Class Flag with one sound.
- After the warning signal be prepared to postpone if necessary.

12. Preparatory Signal (4 minutes to start)

- If possible, countdown the last 5 seconds over the radio, “5, 4, 3, 2, 1, **Papa flag up.**”
- Display “P” Flag with one sound.
- Boats are now considered to be “racing” and are governed by the RRS.

13. One Minute Before the Start

- If possible, countdown the last 5 seconds over the radio, “5, 4, 3, 2, 1, **Papa Flag down.**”
- Lower the “P” Flag with one long sound.
- Begin recording the line sighter’s observations.
- **BE prepared for recall procedures and likely “OCS.”**
- **Verify that all possible signals are ready, including recalls.**
- Verify that the recall signaler can hear the person who is making recall decisions.

14. Starting Signal

- If possible, countdown the last 5 seconds over the radio, “5, 4, 3, 2, 1, **Start Division X.**”
- Lower the Class Flag with one sound and raise the next Class Flag (if applicable).
- **If an individual recall is needed, raise “X” Flag with one sound - immediately.**

15. Recalls – RRS 29

- Individual recall – RRS 29.1
 - Recall one or more boats.
- General recall – RRS 29.2
 - Recall all boats.

16. Individual Recall – RRS 29.1

- Required when boats are OCS at the starting signal (RRS 29.1).
- Note that the starting line is between the flag on the RC boat and the COURSE SIDE (i.e. “front”) of the starting mark. If you can still see any part of the mark they aren’t over early!
- Much preferred if you know which boat(s) are OCS.
- **Individual Recall signals:**
 - **Raise Flag “X” with one sound, immediately.**

- **Use the radio to announce the sail number(s) of the OCS boat(s), if possible.**
- If the Race Committee fails to follow this procedure, do not score boats as OCS.

17. After an Individual Recall

- Keep track of all OCS boats, recording when they properly re-start.
- Leave “X” Flag up until all OCS boats have re-started, or for 4 minutes, whichever is sooner.
- Lower “X” Flag after OCS boat(s) have properly re-started or after 4 minutes. No sound when lowering “X” Flag.
- Signal a General Recall if appropriate; it is OK after an individual recall.

18. General Recall – RRS 29.2

- May be used when Race Committee is unable to identify boats that are OCS.
- Or there has been an error in the starting procedure,
- Or there has been a major wind shift affecting the windward leg.
- General Recall signals:
- Raise “**First Substitute**” Flag with two sounds.
- Use the radio to announce, “General Recall for Division X”, if possible.

19. After a General Recall

- Verify the proper signals were made.
- If necessary, make starting line adjustments.
- Re-start the sequence by lowering the “**First Substitute**” Flag with one sound.
- Next signal (one minute later) is the Warning Signal for the same class. Raise the Class Flag with one sound and continue the sequence.

20. Individual vs. General Recall

- If unable to identify boats, use General Recall.
- Race Committee may (not shall) signal a General Recall.
- Principal Race Officer must decide - quickly.
- Consider what is fair.

21. During the race

- Account for all starters.
- Observe the race.
- Prepare for the finish.
- Decide if the course should be shortened.
- Decide if the race should be abandoned.

22. Reasons to Shorten or Abandon

- Because of an error in the starting procedure.

- Because of foul weather making sailing dangerous.
- Because of insufficient wind making it unlikely that the race will finish within the time limit.
- Because a mark is missing or out of position.
- For any other reason directly affecting the safety or fairness of the competition.

23. Procedure for Shortening the Course - RRS 32

- Only at a rounding mark. Position the Race Committee Boat on the proper side of the mark – on the side the boats would approach to round. (Not after they round.)
- No advance notice.
- Display “S” Flag with two sounds as the first boat approaches (on the same staff as the orange (or yellow) finish line flag. (Remember that you are most likely shortening the course due to lack of wind, so have someone hold the “S” flag, as if it were flying.)
- Raise Class Flag(s) if necessary, if you are only shortening the course some classes.
- The “S” Flag means finish between the nearby mark and the “S” Flag staff.

24. Abandonment - RRS 32

- Required when no boat finishes within the time limit, RRS 35.
- There is no limitation in the RRS on when a race can be abandoned; however, the Race Committee is required to consider the consequences for all boats in the race or series before abandoning after a boat has finished, RRS 32.1.

25. Procedure for Abandonment

- Raise “N” Flag (or “N” over “A”) with three sounds.
- Raise Class Flags if necessary.
- Very difficult to abandon for fewer than all classes.

26. Finishing

- Anchor before any boat rounds the previous mark.
- Sound signals: Only for the first finisher in each class.
 - It is good practice; not required by any rule.
- Record finish time on the finish sheet.
- Record on multiple sheets as a check.
- Observe time limits indicated in the Yellow Book.
- If any boat finishes within the time limit, all boats must be scored.
- Record all finishes, including OCS and multiple finishes by one boat.
- Use spotters to identify boats before and after finishing.
- Record all finishers in order.

- Know the definition of finish, RRS 28.1 and Definitions, and as described in the Yellow Book.
- A boat that fails to finish properly is scored DNF, the finish time should be recorded.
- Record all unusual happenings, such as contact with a finishing mark, RRS 31.
- Record all protest information reported to the Race Committee.
- After the last boat finishes, double-check the results among recorders; make two readable copies.

27. Scorer

- Make arrangements to get the information to the Scorer.

28. Definitions for Scoring

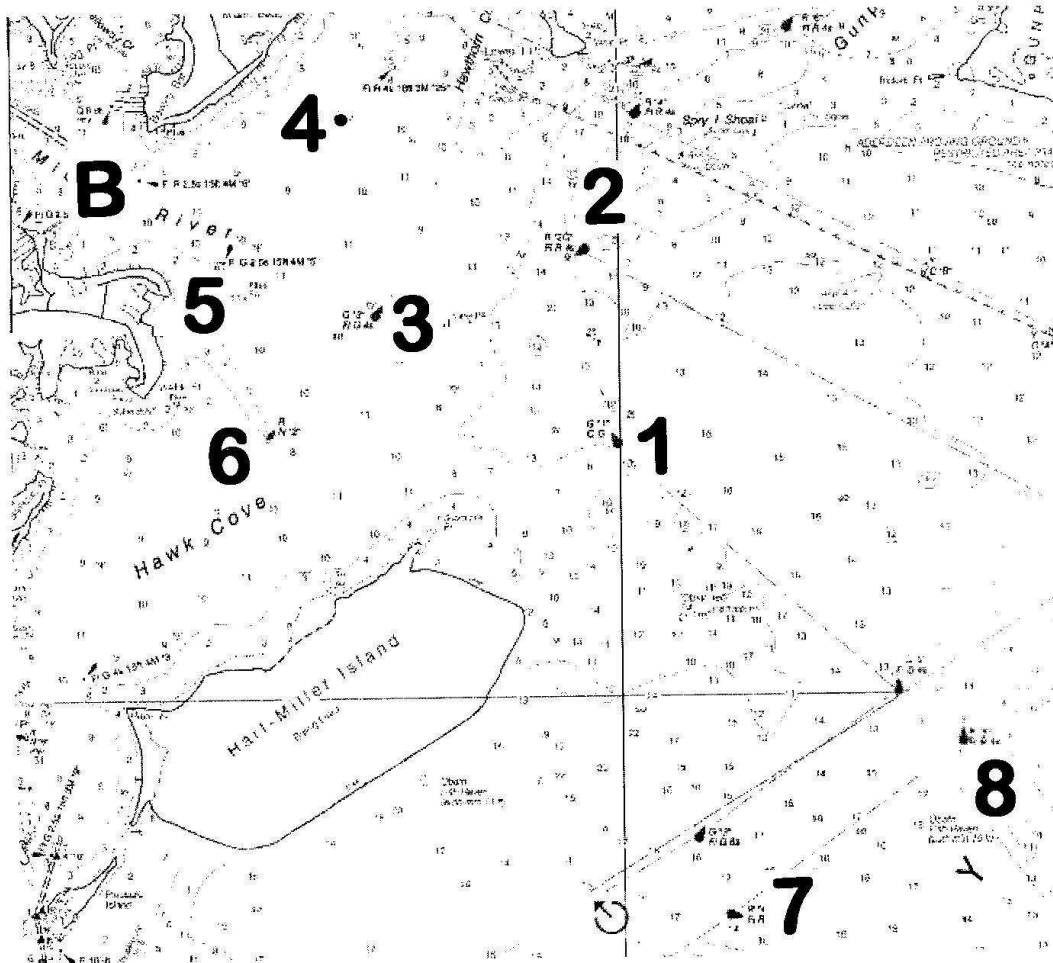
- DNC Did not *start*, did not come to the starting area.
- DNS Did not *start* (other than DNC and OCS).
- OCS Did not *start*, on the course side of the starting line at her starting signal and failed to start, or broke rule 30.1.
- DNF Did not *finish*.
- DSQ Disqualification.

29. General

The use of the radio to announce the race, the start sequence, over early boats and course changes is much appreciated by the racing fleet. Please attempt to do so. Remember to charge radio, if using the GSA Handheld, prior to the race. The VHF and GPS will be in the dock box along with the race equipment. If you need to use the club VHF, you may need to charge the battery – pick up and charge ahead of time! Do not wait until the day of the race as it may take overnight. The combination of the lock at the dock box is “1717”.

Glenmar Sailing Association
NIGHTHAWK SERIES CHART

DO NOT USE FOR NAVIGATION



GSA Nighthawk/Twilight Series Standard Racing Marks

NO.	DESIGNATION	GOV'T SYMBOL	LIGHT (IF ANY)	APPROXIMATE POSITION	
				LAT. N	LONG. W
Y	Drop Mark (Orange Cylinder)				
B	Bowley's Bar Light	R"4"	F1R 2.5s	39 17.630'	76 23.089'
1	Buoy, 1.1 mi ENE of Miller Island	G"1MR"	Q G	39 16.360'	76 20.179'
2	Buoy, 1.7 mi NE of Miller Island	R"2G"	F1R 4s	39 17.260'	76 20.218'
3	Buoy, 1.3 mi ESE of Middle River	G"3"	F1G 4s	39 16.916'	76 21.563'
4	GSA Race Mark		F1Y 4s	39 17.902'	76 21.029'
5	Booby Point Light	G"5"	F1G 2.5s	39 17.212'	76 22.543'
6	Nun, 0.9 mi NNW of Miller Island	RN"2"		39 16.234'	76 22.260'
7	Buoy, 2.5 mi SE of Miller Island	R"4"	F1R 6s	39 13.891'	76 19.352'
8	Buoy, 2.1 mi SW of Poole's Island	R"6"	F1R 4s	39 14.755'	76 17.808'

NOTE: Marks 6 should not be used for Divisions A & B. EVER!

Distances Between GSA Marks in Nautical Miles


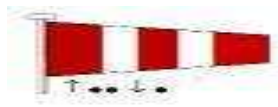




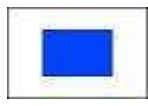
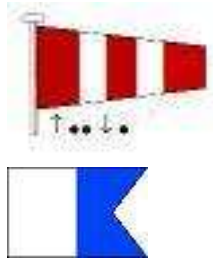
MARK	B	1	2	3	4	5	6	7	8
B	X	2.6	2.26	1.38	1.03	0.6	N/A	N/A	5.03
1		X	0.89	1.21	2.01	2.02	1.62	2.56	2.45
2			X	1.08	1.41	1.81	1.82	3.42	3.13
3				X	1.01	0.82	0.81	N/A	3.64
4					X	0.89	1.62	4.46	4.44
5						X	0.92	N/A	4.44
6							X	N/A	N/A
7								X	1.48
8									X

Enjoy your turn as committee boat and running the race! Have fun but take it serious too. You oversee the fun and fair racing the other boats are having. Although a boat cannot protest the RC, a boat can request redress for an RC error. So, then we still end up in the Hearing room. Be prepared and do your best!!

Thanks,
Michael Johns
PHRF Fleet Captain

APPROXIMATE BEARINGS BETWEEN MARKS										
	TO	B	1	2	3	4	5	6	7	8
FROM	B	X	130	110	132	086	144	N/A	N/A	138
	1	310	X	009	309	332	306	280	177	142
	2	290	189	X	264	308	280	250	180	154
	3	312	129	084	X	004	304	232	162	137
	4	266	152	128	184	X	228	206	167	147
	5	324	126	100	124	048	X	180	N/A	135
	6	N/A	100	070	052	026	000	X	N/A	N/A
	7	N/A	357	000	342	347	N/A	N/A	X	065
8	318	322	334	317	327	315	N/A	245	X	

Signal Flags

- Starting Line Flag  orange (or yellow)
- “AP”  Postponement
- “P” Flag  Preparatory
- “X” Flag  Individual Recall
- “First Substitute”  General Recall
- “L” Flag  Come within hail and follow this boat.
- “S” Flag  Shortened Course
- “AP” over “A” Flags  Races not started are Abandoned, no more races today

“N” over “A” Flags



Abandon all races



“Y” Flag



Wear personal buoyancy