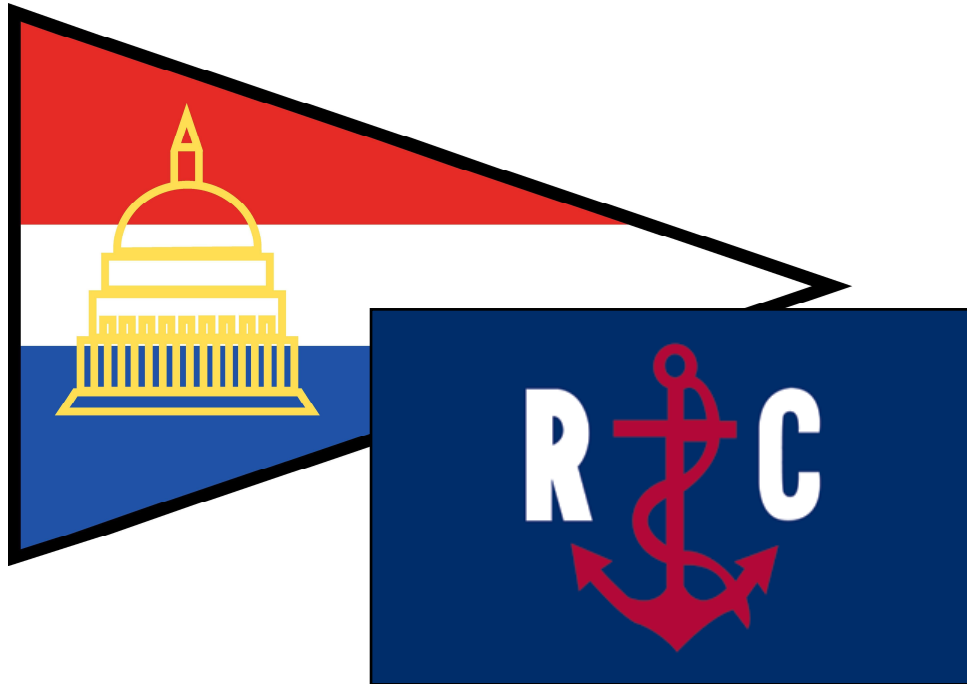


Daingerfield Island Sailing Club




Race Committee Manual

January 1, 2026

I. Prior to Departure




a. Weather

- i. If the weather is questionable for sailing, coordinate with DISC's standing weather committee. DISC's standing committee, executive officers, or the volunteer Race Committee (RC) may postpone or abandon a race in the event of severe weather, or other unusual circumstances. DISC may also give the RC guidance on course selection, if desired.
- ii. If conditions warrant, the RC may require all participants to wear life jackets in accordance with the Sailing Instructions (SIs). Signal this requirement by raising the Y flag () and sounding one horn blast.

b. Gather RC Equipment

- i. Retrieve the DISC RC gear from Washington Sailing Marina behind *Black Dog's* trailer in aisle K, dry slip 01. The combination is 3472 ("DISC"). Pick up the gear at your convenience, but ensure it's available for any weekend races that require an RC. Return it as early as possible after the race. The DISC RC kit inventory includes:

1. RC bag containing:

- a. RC flag () , DISC burgee () , and start line flag ()
- b. Automatic Sailboat Race Starter (ASRS) device and two chargers
- c. Two air horns
- d. Two clipboards
- e. Bag of fasteners
- f. Document binder
- g. Bag of canvas course markers (21 numbers and letters)

2. Course board

3. Flag set (bag with 13 flags ) and one flag holder)


- ii. The RC should also have:

1. A GPS-synchronized watch, clock, or timer
2. VHF radios, cell phone
3. Access to real-time weather information
4. Course sheets (available at <http://discsailing.org> and in the RC binder)
5. Binoculars (helpful for reading sail numbers, especially in low light)
6. Pens/pencils

II. On-Station Preparation

- a. Arrive at the start line at least twenty minutes before the first start (i.e. 18:00) and anchor.

- i. Middle Course – Anchor west of Light 4, on a 292° magnetic heading from the light. Allow as wide of a starting line as possible while leaving ample passageway between the RC and the shore.
- ii. North Course – Anchor between the airport and GR "HP" to the south of Hains Point. Allow more time for the fleet to arrive and, if necessary, postpone the start time. Note that there are two different RC anchor positions depending whether the course starts toward the Anacostia or Potomac branches (see North Course chart).

- b. If a delayed start is necessary, you may postpone by displaying the AP flag () . Record the actual start time for each fleet.

- c. Fly the Race Committee flag (R/C) from a main or burgee halyard. Set the course board on the side of the boat facing the course line. Ensure horns (ASRS device and a back-up air horn), class flags (blue, green), preparatory flag (blue square), single recall flag (blue square with white cross), general recall flag (yellow triangle), and check-in sheet are readily at hand.
- d. Assign race committee positions. (A single person can fill multiple roles.)
 - i. Principal Race Officer – determines the course, manages the crew, monitors weather and river conditions, makes final decisions.
 - ii. Recorder – logs boats as they check in, records finish times.
 - iii. Timer – tracks the timing of the starting signals and announces the time of each boat as it crosses the line.
 - iv. Line Judge – observes the line at the start at notes any vessels that are over early, observes the line at the finish and announces the sail numbers as boats cross the finish line.
 - v. Flag Signaler – raises and lowers the appropriate flags.
 - vi. Sound Signaler – starts and stops the ASRS device, sounds manual signals.
- e. Record the name, sail number, and fleet (spinnaker or non-spinnaker) of competitors as they check in.

III. Course Selection

- a. Feel free to ask any DISC officers to assist in course selection, especially when tides or weather are a concern.
- b. Use the wind speed on the course charts at discsailing.org to select an appropriate length of course. For Tuesday evening races, the fastest boat in each fleet should finish in about 1 to 1¼ hours. Use the table below to determine an appropriate distance for a given wind speed:




Wind Speed (knots)	Spinnaker (miles)	Non-Spinnaker (miles)
3 – 4	3.9	2.9
5 – 9	5.2	4.5
10 – 14	6.1	5.2
15 – 20	6.7	5.6

For example, if the wind speed is 7 knots, the fastest boat in the non-spinnaker fleet should finish a 4.5-mile course in just over an hour.




- c. Consider how easily a course can be shortened if there's a potential for the winds to decrease.
- d. During the lower third of the tide cycle, marks 5, 7, and 9 may leave insufficient depth for larger boats, which may need to use virtual marks.
- e. Consider the effect of the current, which moves north as the tide rises, and south as the tide falls. In light winds, making way against the current can be difficult or impossible.
- f. After selecting a course, post the appropriate numbers/letters on the course board.

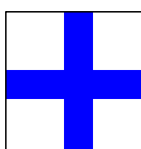
IV. Start

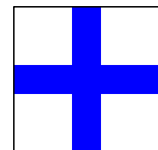
a. Automatic Sailboat Race Starter (ASRS) device instructions

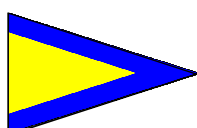
- i. To turn the device on, press the power button  at the top right. (To turn the device off, press and hold the power button for two seconds.)
- ii. Test the horn using the horn button .
- iii. When the device is powered on, quick-press the mode button  to ensure that it reads P:52. That means it's set up appropriately for a Rule 26 five-minute start with an attention signal. If the mode is incorrect, hold the mode button until it beeps and starts flashing P:XX. Quick-press the mode button until it cycles through to P:52 and wait until the display resets to 6:00.
- iv. At any time when the device is on, pressing the horn button will sound a horn blast.
- v. The manual is available at www.balboaracing.com/docs/owners_manual.pdf.

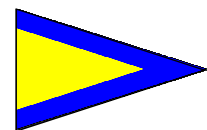


- b. Assign a person to raise the flags and another to operate the ASRS device. (If the ASRS device fails, use the air horn as a backup.) Ensure the line judge is watching the line for boats that cross early, and have the single recall () and general recall () flags ready for immediate use.
- c. Radio communications from the RC are helpful, but are not required except as noted below for a recall or shortened course. In any case, monitor channels 16 and 69 in case a boat calls in. The RC is not required to answer questions for the racers and should not during the start sequence.
- d. At 18:14, timed from a GPS-synchronized clock, press the start button  on the ASRS device to begin the spinnaker start sequence. (Repeat at 18:24 for the non-spin start sequence.) This will blast an attention signal and the six-minute timer will begin. After pressing start, the remaining horn blasts will sound automatically at the correct intervals. The ASRS device will also give out beeps to help sync the flags with the horn blasts. When a flag will be raised or lowered (5, 4, 1, start), the ASRS will beep 3 times with 30 seconds until action, 2 times with 20 seconds until action, and 1 time with 10 seconds until action. It will then give a beep countdown from 5 seconds until the horn blast at which time the appropriate flag should be raised or lowered.

- e. Individual Recall. If a boat is over the line early at start, sound one horn blast and immediately raise the single recall X flag (). This must be done quickly, within ten seconds. A radio call is not required, but is a helpful courtesy. Identify boats by sail number. For example, "Sail #'s x, y, and z, over early." After all over early boats have properly re-crossed the start line or after four minutes (whichever comes first), lower the recall X flag. Record over early boats as OCS, and note if they properly restarted or not.







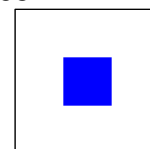
- f. General Recall. When it is not possible to identify all boats that are over early and the RC decides that a race should be restarted, notify the fleet with two horn blasts and hoist the general recall flag (). A radio call is encouraged. After all boats have returned to the starting area and the RC is ready to restart the race, lower the general recall flag.
- g. Record each fleet's actual start time, particularly if the start is delayed.






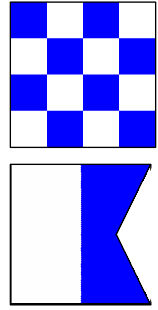
Time	Minutes till Start	Signal	Flag and Horn	Radio (optional)
Start the ASRS countdown to start the spinnaker sequence at 18:14.				
18:14	6	Attention		"Starting sequence will begin in one minute"
18:15	5	Warning		
18:16	4	Preparatory		
18:19	1	One-Minute		
18:20	0	Start		"Sail # x over early"
Restart the ASRS countdown to start the non-spinnaker sequence at 18:24.				
18:24	6	Attention		"Starting sequence will begin in one minute"
18:25	5	Warning		
18:26	4	Preparatory		
18:29	1	One-Minute		
18:30	0	Start		"Sail # x over early"

V. During the Race


- Monitor weather and river conditions.
- The RC may protest a competitor for rule infractions, interfering with commercial traffic, failing to wear life jackets when the Y flag  is displayed, etc.
- Record any notable events along with the time, including protests, penalties, protest flags flying on finishing boats, wind speed, sea state, etc. Take note of boats that retire, fail to start, fail to finish, and anything else of significance.
- If a race must be shortened, shorten it before the first boat in the affected fleet crosses the finish line. Sound two short blasts, raise the S flag  and the class flag of the impacted fleet (, , or both), and announce the change on channel 69.





- e. If a race must be abandoned (such as due to hazardous weather, lack of wind, or other unexpected factors), sound three blasts and make an announcement on channel 69. If the race may be re-sailed, hoist the N flag (). If boats should return to shore with no further racing, hoist the N flag () with the A flag () underneath.
- f. The Sailing Instructions (SIs) for the KISS series set a two-hour time limit for each race; see the SIs for time limits for weekend races. If boats are still completing the course beyond the two-hour time limit, the RC may allow them to continue the race at their discretion, but is under no obligation to remain beyond two hours. If the RC chooses not to extend, sound three horn blasts to conclude the race and notify the fleet on channel 69.





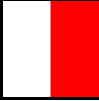


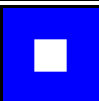
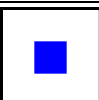


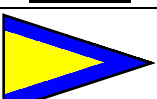
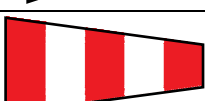



VI. Finish

- a. The line judge calls the sail number of each boat crossing the finish line and sounds the horn when any part of the hull crosses the line between the buoy and the RC's mast (or orange flag () , if used). The time keeper will announce the time and the recorder will write it on the score sheet. Use the time of day (including seconds) from a GPS-synchronized clock or watch. Do not record elapsed time or rounded-to-the-minute time. (For example, record "19:36:15," not "1:06.") If a boat crosses the finish line multiple times, record each crossing.
- b. If the course is shortened, the finish line extends from shore to shore. Post additional spotters to call finish times for all boats if necessary.

VII. Post-Race

- a. Ensure that all vessels that checked in are accounted for, either with a finish time or having retired or otherwise discontinued racing. Any boats remaining on the course after two hours (or extended time as determined by the RC) are scored "TLE." (For weekend races, the SIs may specify a different time limit.)
- b. Note any protests that skippers bring to the RC's attention. The protesting vessel must fly a red protest flag (). Protest forms and procedures are posted on DISC's website. Instead of taking a one- or two-turn penalty, the offending boat may opt to fly a yellow flag () indicating acceptance of a 20% penalty; note this on the score sheet. If a vessel files a protest form with the RC, record the time it was received and deliver it by email to officers@discsailing.org.
- c. E-mail the results to officers@discsailing.org as soon as possible. Include a scan or photo of the original score sheet and any other pertinent details.
- d. Return the RC gear to dry slip K01 as early as possible. Check the inventory against the list on the front of the binder and report any missing items to the DISC officers.

VIII. Flag Signals

Flag	Name	Meaning
	Race Committee	identifies the race committee boat
	A	no more racing today
	H	return to shore
	L	come within hail
	N	abandonment
	P	preparatory
	S	shortened course
	X	individual recall
	Y	all participants must wear life jackets
	First Substitute	general recall
	Answering Pennant	postponement
		spinnaker fleet
		non-spinnaker fleet
		start line (If not displayed, the RC's mast defines the start line.)



DISC Race Committee Recording Sheet



Race Information

Series	Race	Date
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Race Committee

Boat	Principal Race Officer	E-Mail
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Weather

Wind Direction	Wind Speed	High Tide	Low Tide
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Remarks (rain, wind shifts, current, etc)

Fleet	Course	Number Checked In	Start Time	Shortened Course	Number Finished	Boats Retired / OCS
Spinnaker						
Non-Spinnaker						

Protests

Protestor	Offender	Penalty Taken	Notes
Protestor	Offender	Penalty Taken	Notes
Protestor	Offender	Penalty Taken	Notes
Protestor	Offender	Penalty Taken	Notes

Remarks

