

## Chelmarsh Sailing Club - OOD's guide to ... Setting a course and Start line

### The Golden Rules of Setting a course.

- Wind direction and the lee shore - avoid setting legs that take sailors under the lee shore. e.g.
  - Buoy 3 to 4 if shadowed by trees.
  - Buoy 1 to 9 if shadowed by clubhouse hill.
- First leg - a long beat - but only if possible.
- First mark - **port** rounding (the rules are written for port rounding at the first mark)
- Try to have
  - a run (gives sailors decisions to make downwind)
  - a reach (beware: spinnaker boats struggle if too tight)
  - at least one good beat.
  - NO fetches (a leg when fairly close hauled between two marks but no tacks needed)

Marks to **avoid** and **use**.

**6 - avoid, unless the wind is blowing from 2 down to 6. This is 'cos the wind is too fluky down there.**

**E & W - use them instead of 4 & 5 / 8 & 9 if wind shadowed by the trees / hill**

Put the course into the courseboard:

**Red** numbers = **port** roundings, **green** = **starboard**.

Number of laps - use the **black** number boards.

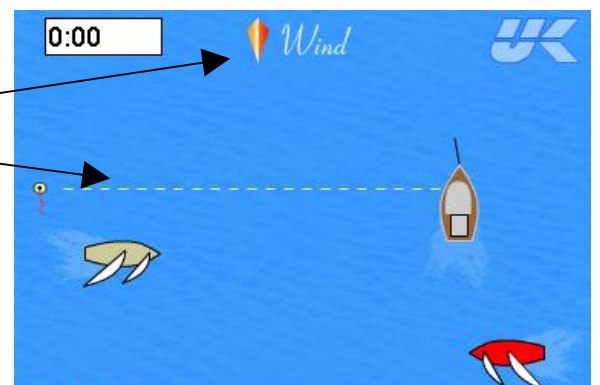
Check it twice - make sure no loops

### Setting a Start Line

The Start line must be

- Perpendicular to the wind.
- At least 10 boat lengths long.

To set a start line, drop your anchor well upwind of where you want the committee boat to end up. This allows movement upwind and downwind to ensure a good start line.



When you are ON STATION,

- ✓ Display Course Board
- ✓ Raise Orange Flag

Don't hang around long for boats. They are probably waiting for you.