

Bill's Racing Checklist

Before the race

- Get to race venue at least 3 hours before start (by 10 am for 1 pm start)**
- Check: gear, clothing, food, water, sunscreen**
- Launch at least 1 hour before (by noon)**

Before the start

- Find the weather mark**
 - *Sail up the first beat*
 - *Determine favored tack (split tacks with partner)*
- Find the leeward mark**
 - *Sail downwind on both jibes*
 - *Determine favored jibe*
 - *Determine wave angle*
- Find the line**
 - *2 line sights (if nothing to sight, use pin end committee boat)*
- Find the favored end**
 - *from midline, sight through jam cleats*
 - *sail close hauled from each end*
- Know the course**
 - *check the board!*
- Get on the clock**
 - *stay close to committee boat*
 - *sync with prep flag*

Start

- Get close to favored end but away from pack**
 - *leeward of pack at weather end*
 - *windward of pack at leeward end*
 - *beware of mid-line sag!*
- Set up on the line**
 - *set up with 30-60 seconds to go (could be longer in big fleet)*
- Make room to maneuver (hole to leeward)**
 - *luffing with sail out*
 - *discourage poachers with aggressive movements*
 - *hug boat to weather*
- Accelerate 3-5 seconds before gun**
 - *adjust all controls for max. speed*
 - *hit the line at full speed!*

1st hundred yards

- Win a lane**
 - *pinch off boats to weather*
 - *drive over boats to leeward*
 - *hike harder!*
- Get on the right tack**
 - *be quick! be sure!*

Bill's Racing Checklist

1st beat

- Look up the course**
 - *look for shifts*
 - *look for pressure*
 - *look at where fleet is going*
- Get between fleet and advantaged side**
 - *right or left of middle*
 - *know where you are on the course*
 - *know where the mark is*
- Sail to win your side**
 - *tack on the headers*
 - *consolidate when you can*
- Stay away from corners**
 - *except Alamitos Bay!*

Weather mark

- Approach from middle**
 - *don't get to layline too early*
 - *big gains possible in last few shifts!*
- Look for holes in parade and/or boats overstood**
- Clear sheet for rounding**
- Adjust controls for reach**
 - *Cunningham off*
 - *vang off 50%*
 - *outhaul off 50%*
 - *strap tight*
- Maintain speed in rounding**
 - *smooth round using sail and boat trim, minimum rudder*
- Head for clear air (high or low?)**

Reach

- Maintain clear air (don't let boats drive over!)**
- Get on a wave (stay on!)**
- Fine tune controls**
 - *board up 12"*
 - *vang?*
 - *outhaul?*
- Concentrate on boat speed**
 - *go high to build speed or in lulls*
 - *go low to gain ground or in puffs*
 - *steer with sail & boat trim, minimum rudder*
- Determine favored side for run**
- Adjust controls for run**
 - *vang off 100%*
 - *outhaul off 100%*

Bill's Racing Checklist

Reach mark

- Maintain speed in rounding**
 - *smooth roll*
- Get to favored side quickly**
 - *reach up to go right*
 - *jibe to go left*

Run

- Move out to favored side**
 - *maintain clear air!*
- Work to develop pressure on rig (heat up or go low)**
 - *steer with sail & boat trim, minimum rudder*
- Work to stay on the waves**
- ride pressure down to mark**

Leeward mark

- Determine favored side of gate**
 - *approach from middle*
 - *avoid laylines until last minute*
- Determine favored tack for next beat**
- Adjust controls for beat**
 - *outhaul in*
 - *Cunningham down*
 - *board down*
 - *strap loose*
 - *vang on*

2nd beat

- Find a lane on favored tack**
- Tack on the headers**
- Catch one boat at a time**

Finish

- Sail to 1st layline (do not sail past!)**
- Determine favored end**
- Sail to favored end**
- Sail home and have a beer! (don't forget water, carbs, and stretching too!)**