

Running the PYC Race Committee Boat - **Lindsay Lord** - 2017

A PYC MEMBER MUST BE ONBOARD PRIOR TO AND DURING ANY USE OF THE LINDSAY LORD FOR ANY PURPOSE. NO MEMBER – DO NOT LEAVE THE DOCK!

Battery Switch – Starboard side steering station just under side deck.
Pointer UP = OFF, Pointer Down = BOTH ON.

Key – Hangs on a **YELLOW** horseshoe – take and leave at dock house when done.
Check oil, bilge for water and fuel levels prior to departure.

Start/Stop buttons

To start, turn the key on, push the black **START** button.

To stop, push the red **STOP** button, turn the key off.

Exhaust water discharge after starting – CHECK IT!

Electric Panels

GPS	Accessory
VHF	Head
Port Wiper	Horn
Stbd Wiper	(empty)

Idle speed of 800 RPM = 4 kts.

Anchorage speed of 1200 = 6 kts.

Running speed of 2200 RPM = 9.5 kts.

Windlass Operation

The windlass is not designed to pull the boat up to the anchor, use the boats engine to do this as the windlass takes up the slack. **DO NOT USE THE WINDLASS TO BREAK OUT THE ANCHOR** either, use the main engine please!

Anchor and chain are held taught by the chain latch, ease off the tension by flicking the windlass switch “OUT” a second. When in position to drop anchor,

Press “OUT” switch until all 30’ of chain goes overboard, then pull the line out by hand to let out scope, set the anchor and tie line to the bow cleats.

To haul anchor back up, have the main engine do all the work it can, do not place unnecessary strain on the windlass or it will burn out.

GPS/Chart-plotter Operation

Info to come.

VHF

Ch. 09 for Handy Boat

Ch. 68 for Club use

Ch. 71 for J/24

Ch. 72 for Etchells

On/off/volume – upper right button

Squelch – lower right button

Loudhailer

Info to come.

Regatta Pro-Start Operation

Sequence Start Use to start the normal 5 minute sequence.

Sequence Select DO NOT USE

Shape Alert Select DO NOT USE

Manual Horn Use to signal boats over early or finishing.

Putting Lindsay Lord to bed:

Signal flags down and put away in proper locations. Halyards wrapped.

Course board clear and letters/numbers stored. Ensign stowed below.

All RC materials collected.

Head cleaned and pumped.

Find mooring, PYC 3, LL, has red **STAR** on top.

Slip pennant through middle of cleat then around both horns of cleat. Use small tiedown line over pennant and pickup buoy stowed through anchor.

Call Launch on VHF 68.

Companionway top slid into place, drawers latched, door shut.

Electric panel switches to "OFF". Power switch to "OFF".

Remove engine key, deposit in dock house.

Leave a list of parts missing, lost, broken, or needing repair with key.

BASICS OF FLEET NIGHTLY RACE COMMITTEE

1. Get to the Club early, check the conditions, wind, tide, fog, rain, approaching weather, your fleet attendance.
2. Check out the Lindsay Lord and Mark Boat for fuel, correct necessary equipment, marks, etc. Check VHF and other electronics you might need that day.
3. Talk with your team, get everyone on the same page. Assign positions and areas of responsibility to each of your crew. Set out and rig your flags and signals, have horn/gun ready. When you feel ready, head out to your starting/racing area. Announce your departure by hailing the fleet on channel 72 and optionally firing a single blank.
4. At the starting area, cruise around a bit, again, check the conditions, decide the best area for your course to provide fair sailing for all.
5. Send the mark boat off to weather for the first mark distance and course.
6. Set your anchor, make sure it will hold. Monitor the winds, shifts, etc.
7. Set your windward mark, then the starting line (sometimes reversed).
8. Set your other marks as you check in the boats.
9. Prepare your starting crew, get the sequence rolling, watch the boats, watch the line, listen for problems, adjust as needed, send the fleet away.
10. Take a short breather, continue to monitor the fleet, marks, and conditions.
11. Receive the finishers as they return having your mark boat adjust the course as needed. Next start(s) if desired then head in for the day after a great day on the water.
12. Pick up your equipment, put things away in their correct spots, inform the dock crew of any problems. Do not leave with the key in your pockets!

