

**Forward** (Bow)

**Middle** (Tactician)

**Driver**

**Before Warning Signal**

input  
time to enter (subtract 4 from time to start)

input

Gameplan (Right or Left)

Likely First Move

**In Last Minute before Entering...**

TIME (every 5 seconds to 0:30;  
then every second to entry)

reminder of likely first move

**After Entering...**

Are we / they (Blue) crossing?  
Relative boat speeds?

Say when WE have fully entered  
Display Y flag whenever appropriate

what will happen:  
(cross, Dial Up, etc.)  
Whether to Slow

**Dial Up**

Did Blue get to close-hauled???  
our speed / direction through the water  
  
in second DU, where we are relative to  
middle of the line

which tack to sail on...  
(point to which way to back  
jib; or say "right" or "left")

**Middle Section**

TIME (every 15-30 seconds and after  
each major maneuver)

reminder of Plan (Right or Left)

what will happen (circle,  
extend, lead, etc.)

Where we are relative to  
Boat and Pin layline

Time back to Middle of line  
(or the end you are starting at)

Changes in Pressure / Shifts

**Final Approach**

TIME (final minute) -  
every 5 seconds to 0:30;  
then every second to GO

Time to Burn (jib trimmer can help)  
Distance from Boat and Pin laylines  
Distance to line  
Where we are relative to center of line  
Can we start on port yet?

what will happen...  
speed or slow

At ~1:00, reminder of Plan (Right or Left)  
Are they "locked"?  
Can they start on port?

**Off the Line** (Jib trimmer...how far out from max after tack; talk it in to max trim)

speed / height reports – constant  
(with net gain / loss comment)  
keep mode or change?

nearby Pressure changes  
(puff in 5, etc.)  
Shifts

**On the Beat**

Where we are relative to Center  
Which side we like  
Time to nearer layline  
Call 90 degrees on each hunt

speed reports  
if they tack...  
where are they relative to layline

if ahead: if they tack, we...  
if behind: hang or attack?

**Nearing Top Mark**

What side of run do we like initially  
(based on course axis and breeze)

time to layline; count down from 1:00

type of set:  
(bear away, bear away and immediate gybe, or gybe set)

“Top Mark Meet” – if close

type of set  
Top Mark Meet?

count down to hoist

**On the Run** (Jib trimmer\*...speed reports (height & speed); location of apparent wind (theirs and ours))  
**Flies Y flag...**

Wind pressure / shifts  
Where are we relative to Center  
Time to nearer layline  
Jib Up? Pole Down?

angle of boat relative to pressure on sheet

if they gybe, we...  
what will happen???

if nearing a corner with other boat, “Shitfight”  
display Y flag in shitfight

**Nearing Bottom Mark**

Initial thoughts for beat

\*jib trimmer – in “shitfight” -  
watch layline for jib up, etc.

what will happen  
Likely drop scenario  
(default is starboard side)  
Display Y flag if needed  
Countdown to drop  
Countdown to gybe/turn