

Forward**Before Warning Signal**

input

Middleinput
time to enter (subtract 4 from
time to start)**Driver**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 appropriatewhat 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 linewhich 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 Boat

Changes in Pressure / Shifts

Final Approach

Time to Burn!

Distance from layline to
Boat or Pin as
appropriate

Distance to line

Where we are relative
to center of line

Can we start on port?

TIME (final minute) –
every 5 seconds to 0:30;
every second to GOAt ~1:00, reminder of Plan (Right or Left)
Are they "locked"?
Can they start on port?what will happen...
speed or slow:
(default is speed)

Off the Line

Where is jib trim at?
(max, out 2, etc.)

nearby Pressure changes
(puff in 5, etc.)

Shifts

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

On the Beat

Where we are relative to Center

Which side we like

Time to nearer layline

Call 90 degrees on hunts

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)

type of set

Top Mark Meet?

count down to hoist

“Top Mark Meet” – if close

On the Run

Wind pressure / shifts

Speed reports (height & speed)

Location of apparent wind (theirs and ours)

Where are we relative to Center

Time to nearer layline

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

what will happen

Likely drop scenario

(default is starboard side)

Display Y flag if needed

Countdown to drop

Countdown to gybe/turn