

Final Minute (1:00) scenarios / puzzles to solve – the Premie Hook / Lock near the RC Boat

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January 2010

1) Premies

A premie HOOK is one that happens before the LEADER passes the Port Layline to the Boat (Port Lay).

A premie LOCK is one that happens before the LEADER passes the Shut Out line (directly downwind of the Boat). Ideally the PUSHER would not choose to get LOCKED unless they could start on port tack.

a) HOOK happens before Starboard Layline to the Boat (Boat Lay):

This is better for LEADER:

- i) than being hooked after the Boat Lay
- ii) if it happens with 30 seconds or more to start
- iii) if it happens 1-2 lengths down from line extension, or more than 4 lengths down

LEADER's moves:

- i) Luff & Linger (luff away from Pusher quickly; no foul!) and go just past head to wind (linger)
 - ii) Try to slow in the turn to get Pusher max overlapped with you; the more, the better
 - iii) Let the boats get as slow as possible
 - iv) Wait til around 25 seconds to start (a little more if deeper away from line extension; less if closer), then Tack & Look...
- if PUSHER does not tack, then center the tiller immediately, build speed and tack back when appropriate to the situation:
 - if Pusher is above Shut Out line, need to tack sooner and push them down line;
 - if not, plan to be right at the Boat at speed at the gun
 - if PUSHER does tack...
 - if you are within a couple lengths of the line extension, roll right into a gybe if Pusher is close enough to deny your gybe if you wait; or if free to gybe when you want, then plan to arrive right at Boat on time
 - if you are deeper, then sail a thin close-hauled course on port and try to sail away from the Pusher and drop them astern so you can tack and cross and win the start.

PUSHER's moves if they get prematurely LOCKED:

The above thoughts also apply when the PUSHER gets LOCKED before the Shut Out line.

Once the LEADER passes the Shut Out line, the PUSHER can get LOCKED and still start on starboard (Close to Leeward start), or even on port (Split Start) depending on how far down or close to the line the LOCK occurs. If the LEADER luffs the PUSHER hard and gets slow, the PUSHER can also roll onto port tack in the final 10 seconds or so, build speed and turn the start into a Windward with a Gap start.

(more)

b) HOOK happens after Starboard Layline to the Boat (Boat Lay):

LEADER's moves:

- v) Luff & Linger (luff away from Pusher quickly; no foul!) and go just past head to wind (linger)
 - vi) Try to slow in the turn to get Pusher max overlapped with you; the more, the better
 - vii) Let the boats get as slow as possible
 - viii) Wait til around 20-25 seconds to start (a little more if deeper away from line extension; less if closer), then Tack & Look...
- if PUSHER does not tack, then center the tiller immediately, build speed and tack back when appropriate to the situation:
 - if Pusher is above Shut Out line, need to tack sooner and push them down line;
 - if not, plan to be right at the Boat at speed at the gun
 - if PUSHER does tack...
 - if you are within a couple lengths of the line extension, roll right into a gybe if Pusher is close enough to deny your gybe if you wait; or if free to gybe when you want, then plan to arrive right at Boat on time
 - if you are deeper, then sail a thin close-hauled course on port and try to sail away from the Pusher and drop them astern so you can tack and cross and win the start.

PUSHER...

This is better for PUSHER:

- i) than hooking the LEADER before the Boat Lay
- ii) if it happens with less than 25 or so seconds to start
- iii) if it happens about 3-4 lengths down from line extension

PUSHER's moves:

1) delay the HOOK until the LEADER is past the Boat Lay (so if they tack and gybe immediately, they will be below the Boat Lay. That way, you can tack, cross over and then tack back when appropriate to get a Windward with a Gap start, or at least be the windward boat in a Close to Leeward start if you want the right)

2) delay the HOOK as long as possible, but do it before the LEADER reaches the Port Lay (so they can't tack and start on port tack or be up to speed at the start). It is preferable to do the HOOK when there is less than 15 seconds to start (so they don't have time to tack and gybe and be on time to start.

3) keep the HOOK (overlap) shallow (minimal hook). Control your speed! You want to preserve the option of stepping up with them (tacking when they tack), and you'd love to be able to deny their immediate gybe after they tack

4) DECIDE whether to "step up" with them when they tack. If you choose not to, your options are:

- a) half tack (to make them think you are tacking and to keep from going towards line any more than you must), and/or then bear away hard (big windward heel) on starboard tack to keep from going towards line. Go as deep as the situation allows, even throwing in two quick gybes if space and time and speed permit.