Communication Chart for 3

**Forward**

**Before Warning Signal**
- input
- time to enter (subtract 4 from time to start)

**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 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 GO
- At ~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? speed / height reports - constant
(max, out 2, etc.) (with net gain / loss comment)

nearby Pressure changes keep mode or change?
(puff in 5, etc.)

Shifts

**On the Beat**

Where we are relative to Center speed reports
Which side we like if they tack…
Time to nearer layline if ahead: if they tack, we…
Call 90 degrees on hunts where are they relative to layline if behind: hang or attack?

**Nearing Top Mark**

What side of run do we type of set:
like initially type of set
(based on course axis and breeze) (bear away, bear away and
immediate gybe, or gybe set)
time to layline; count down Top Mark Meet?
from 1:00 count down to hoist

“Top Mark Meet” – if close

**On the Run**

Wind pressure / shifts angle of boat relative to pressure on sheet if they gybe, we…
Speed reports (height & speed) what will happen???
Location of apparent wind (theirs and ours) if nearing a corner with other
Where are we relative to Center boat, “Shitfight”
Time to nearer layline 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