

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