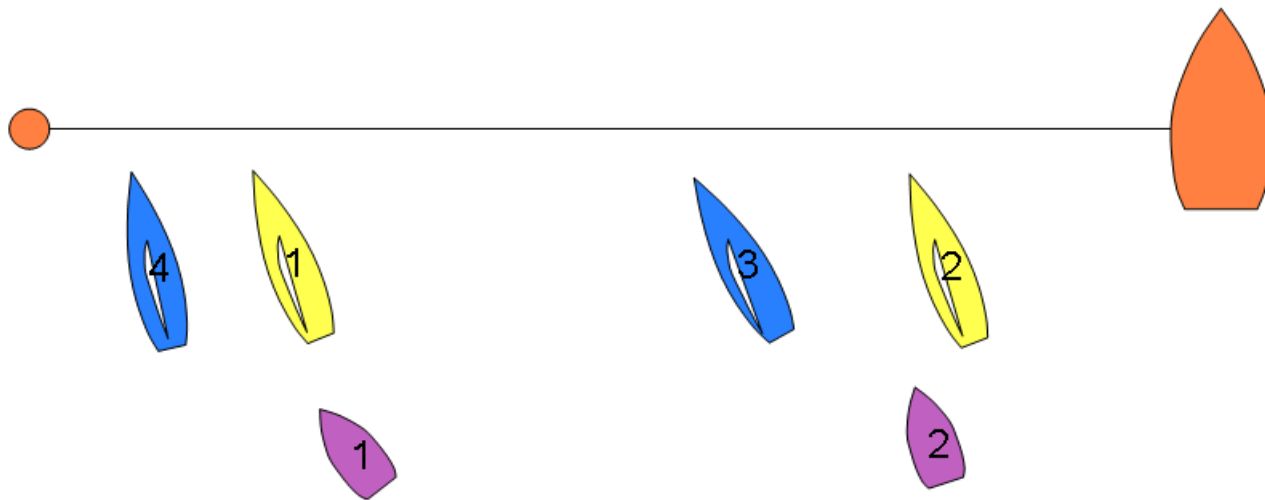


UMPIRING



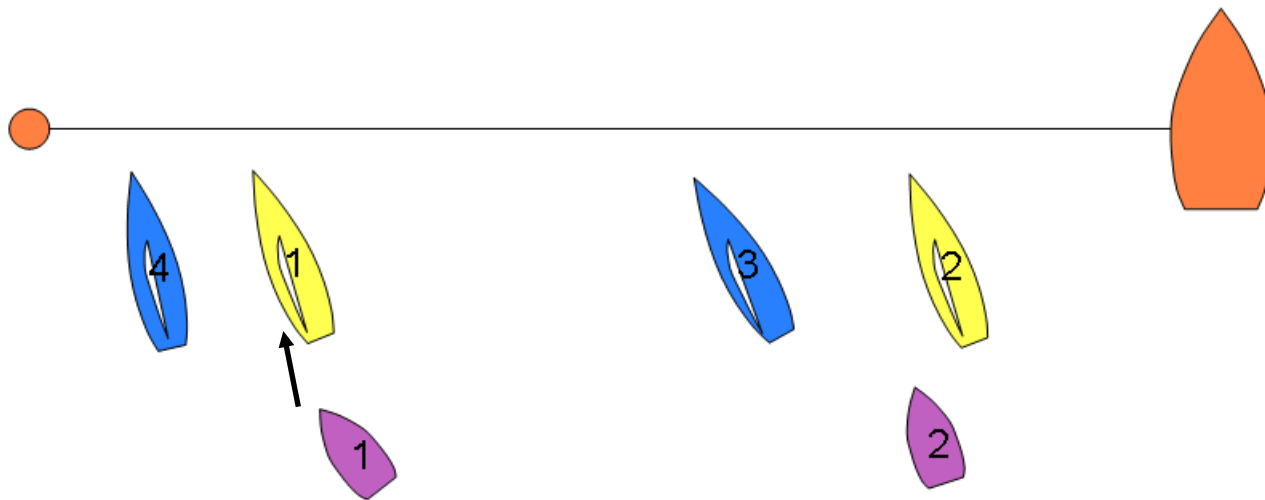
2K Team Racing

Boat Allocation



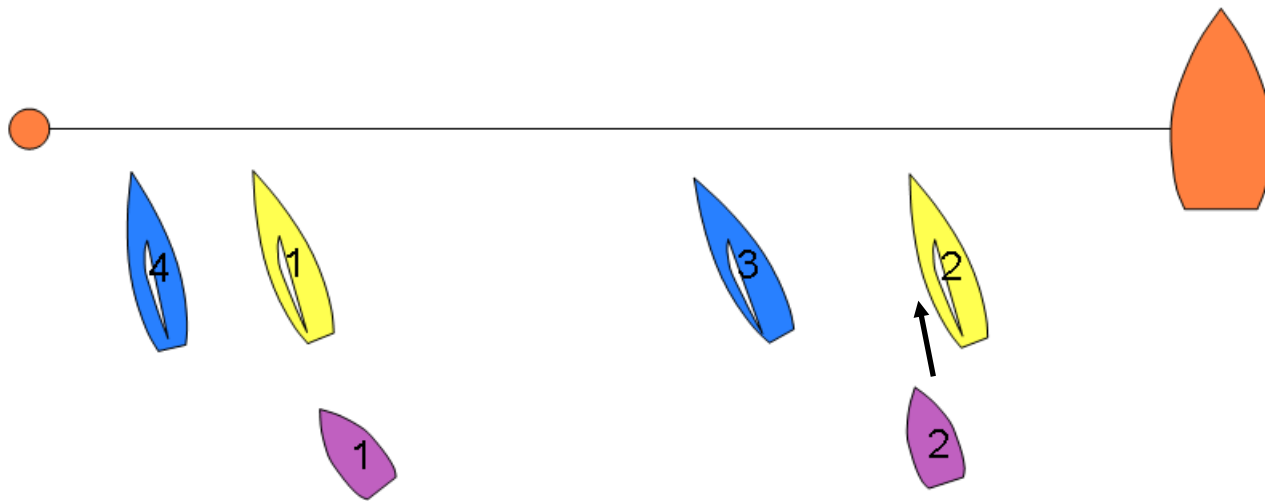
We track the boats with the lowest numbers...here
Yellow 1 and Yellow 2

Boat Allocation



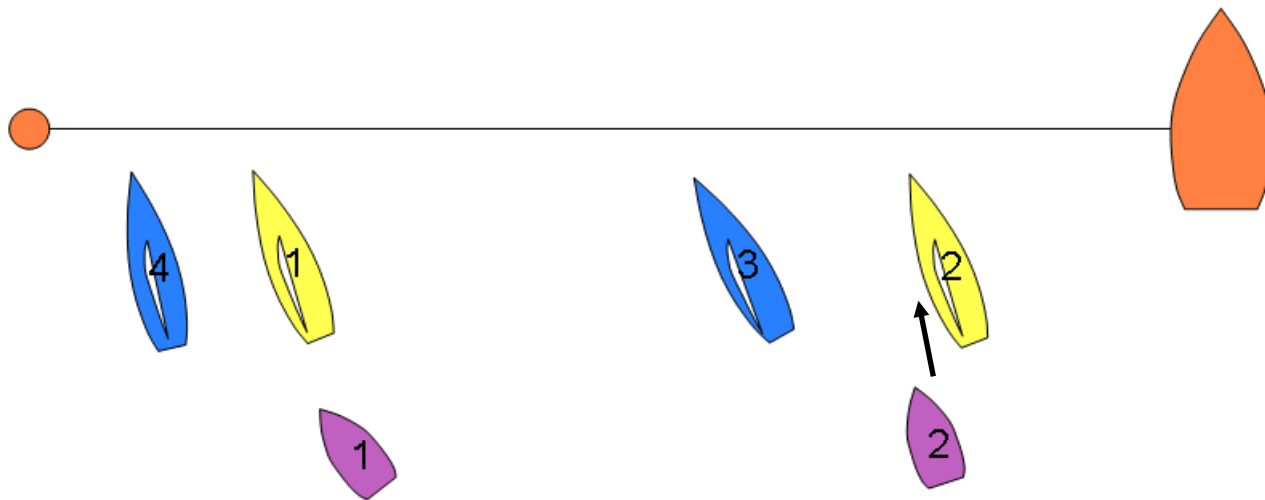
The Lead Umpire takes the lower of the
low...Yellow 1

Boat Allocation



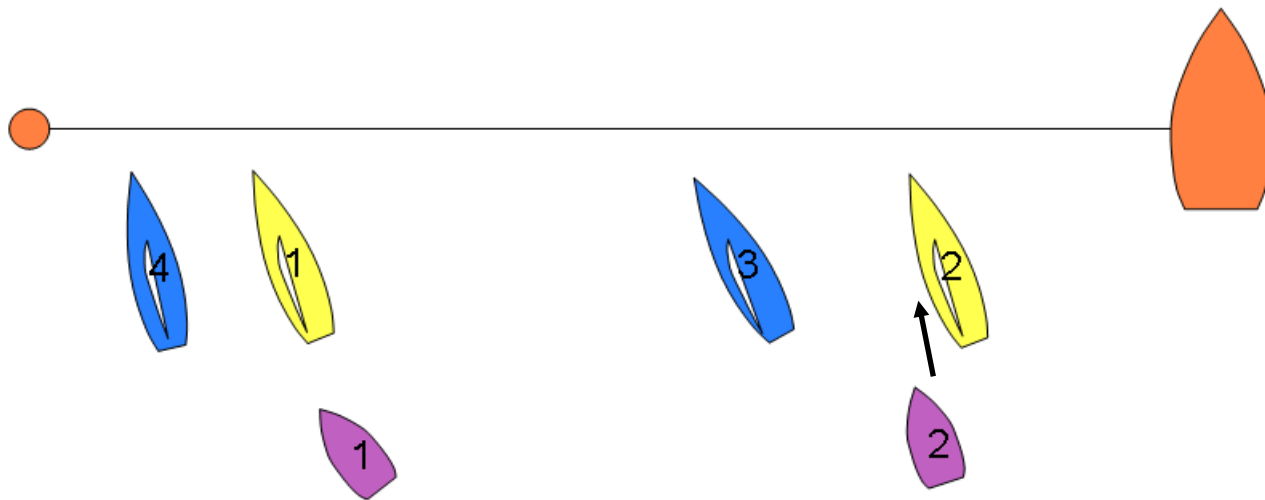
The Second Umpire takes the higher of the low...Yellow 2

Tracking and Calling



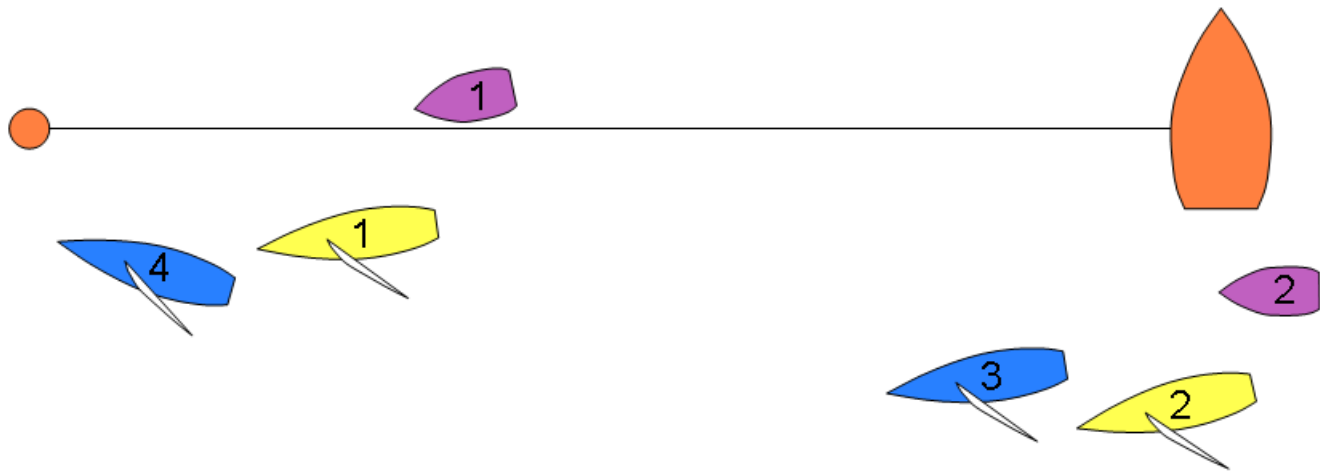
The Driving Umpire tracks and calls the Yellow boat

Tracking and Calling



The Non Driving Umpire tracks and calls the Blue boats that become an issue to the Yellow boat.

Prestart

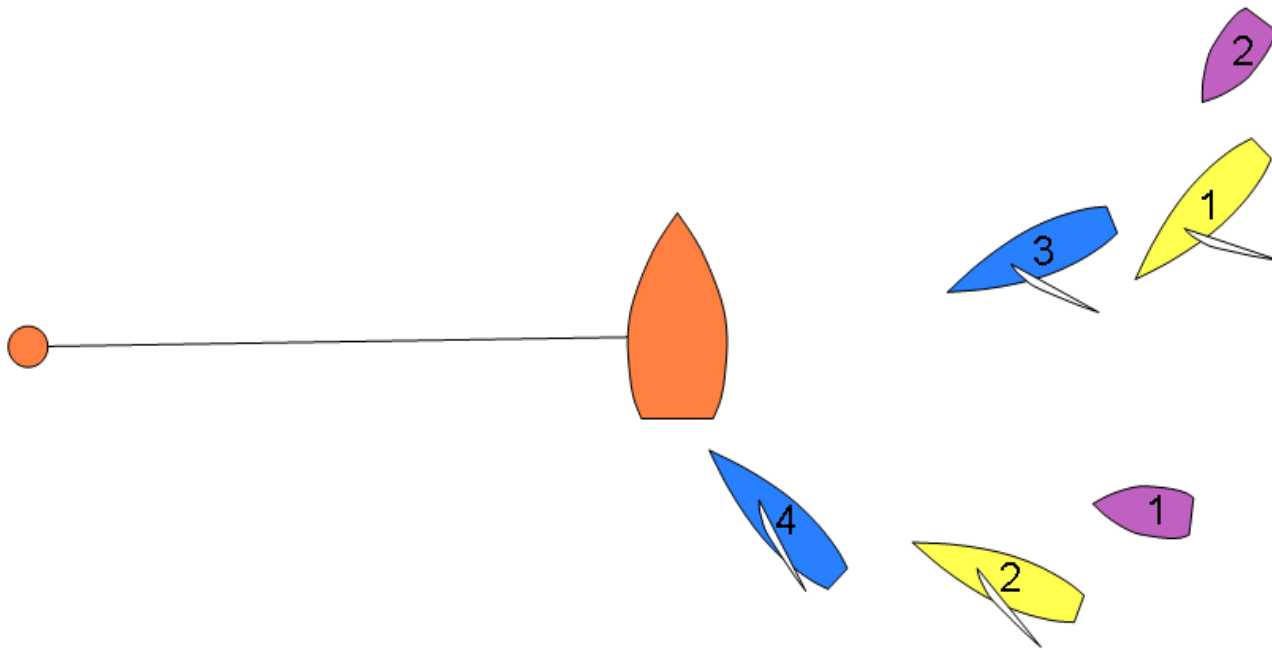


Each Umpire tracks his own boat.

Its seems just like Match
Racing...

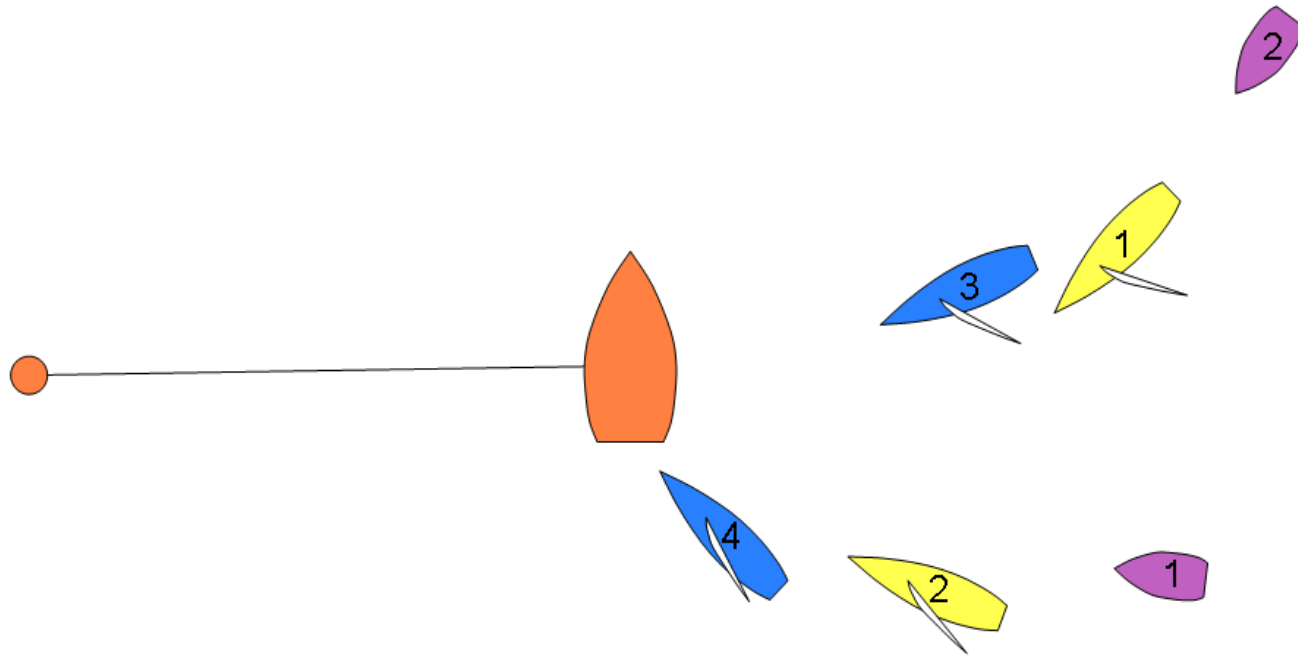
But there is another pair

Approaching the Line to Start



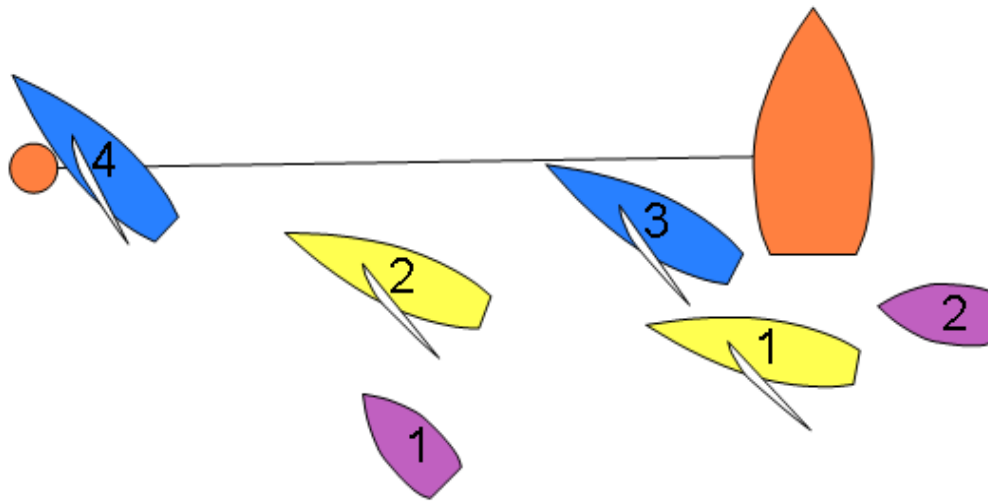
... if Match Racing

Approaching the Line to Start



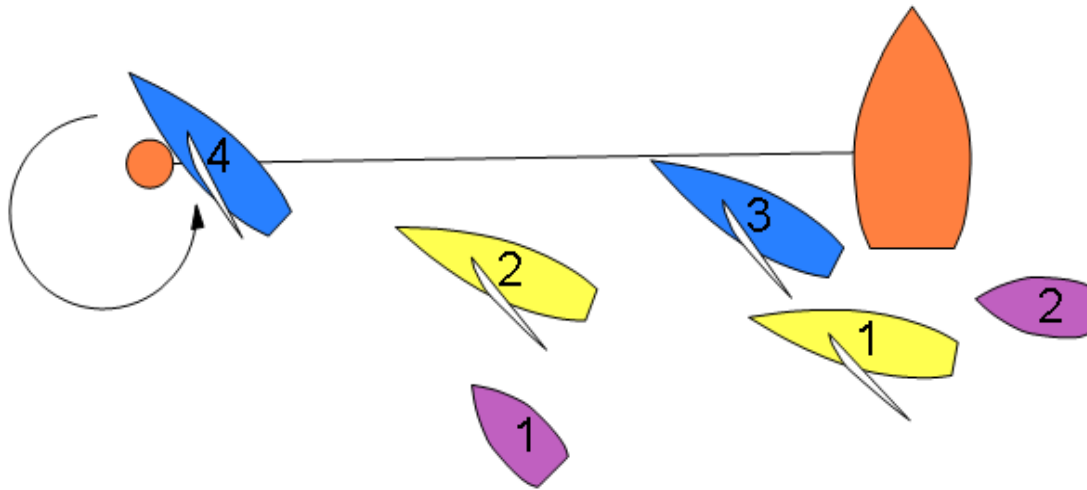
... if Team Racing

At the Start



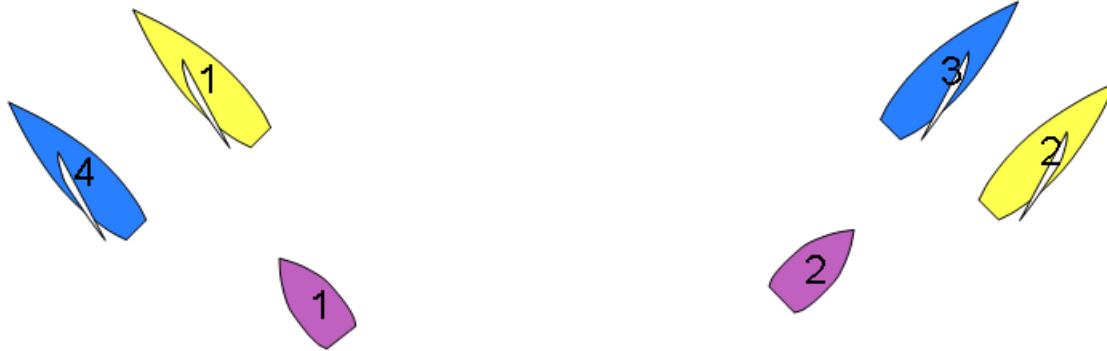
If a boat hits a mark...

She can spin round the mark...



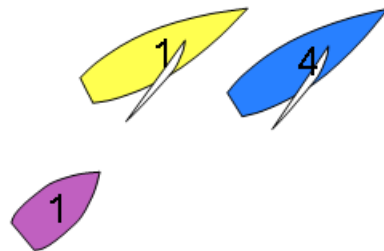
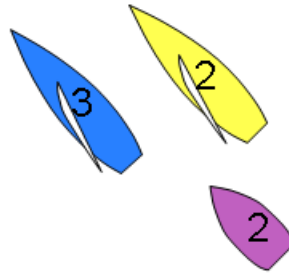
One gybe and one tack and all OK

After the Start



Umpires keep with your boat...left and right.

Crosses



Keep with your pair.

Dial Downs

Upwind Rule 16.2

“In addition, when after the starting signal a port-tack is keeping clear by sailing to pass astern of a starboard tack boat, the starboard-tack boat shall not change course if as a result the port-tack boat would immediately need to change course to continue to keep clear.”

This is a conditional rule:

- *after starting...* therefore this does not apply in the pre start period
- *a port-tack is keeping clear by sailing to pass astern of a starboard tack boat*

Fig 1

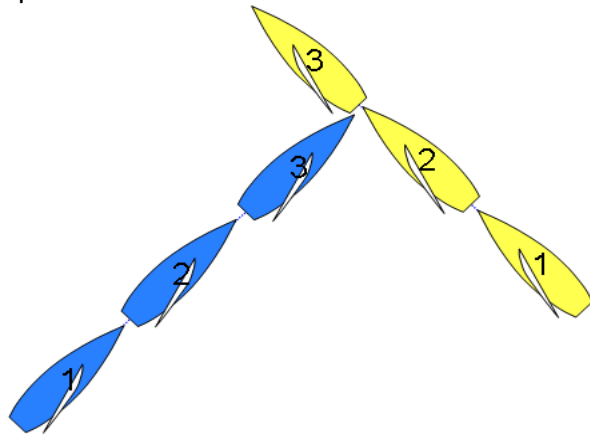


Figure 1 meets the first two conditions as does figure 2.

Fig 2

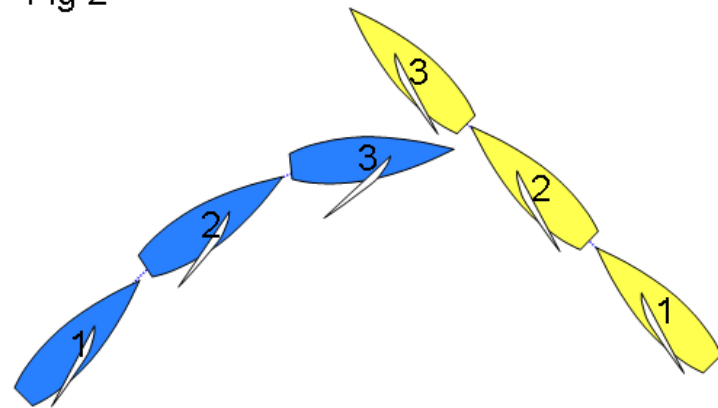


Fig 1

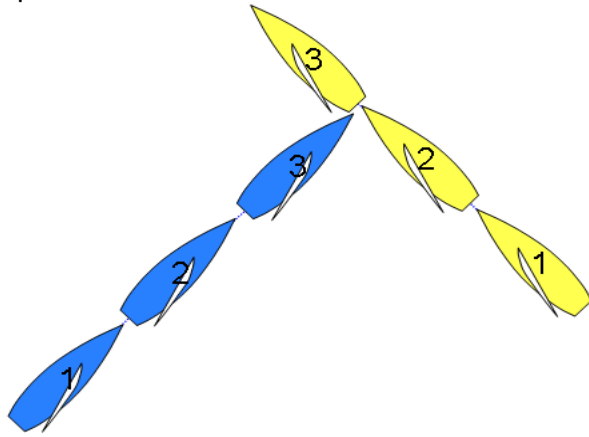
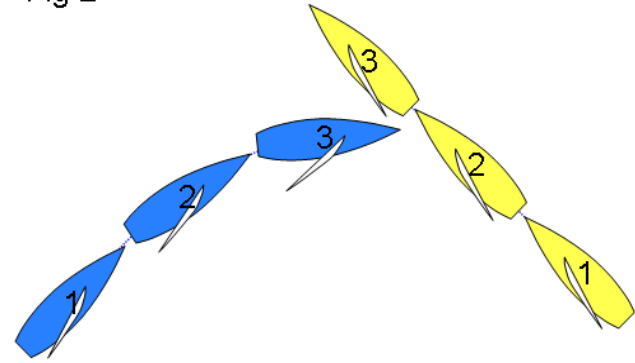


Fig 2



Then:

- if the starboard-tack boat changes course and
- if as a result the port-tack boat would immediately need to change course to continue to keep clear.

Then the starboard tack boat breaks
rule 16.2

Fig 3

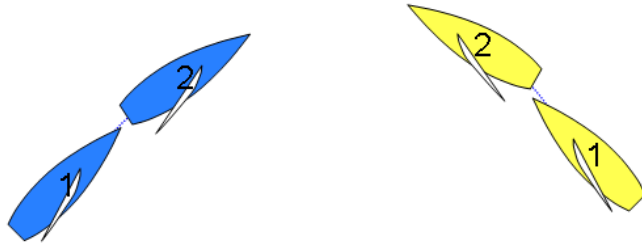
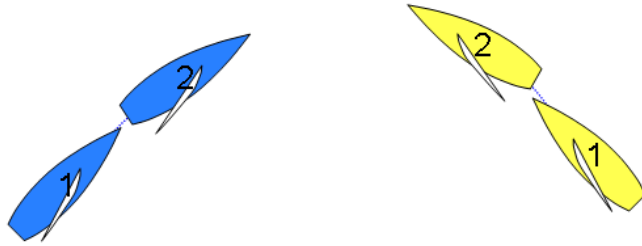


Figure 3 shows the starboard-tack boat bearing away towards the port-tack boat

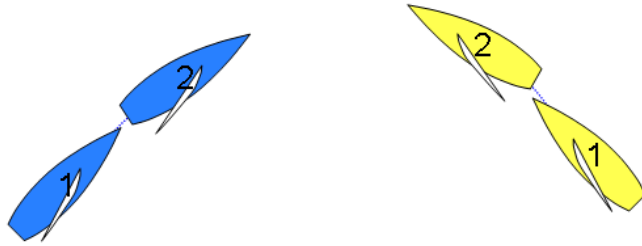
Fig 3



And now the umpires need to decide if as a result of this change of course by the starboard-tack

*the port-tack boat would **immediately need to change** course to continue to keep clear*

Fig 3



If the answer is **Yes** then Starboard
breaks 16.2

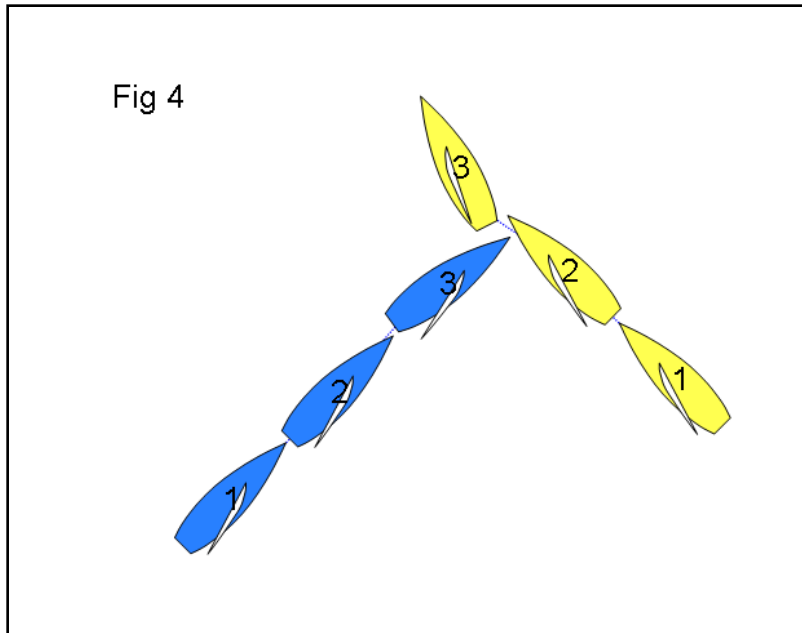
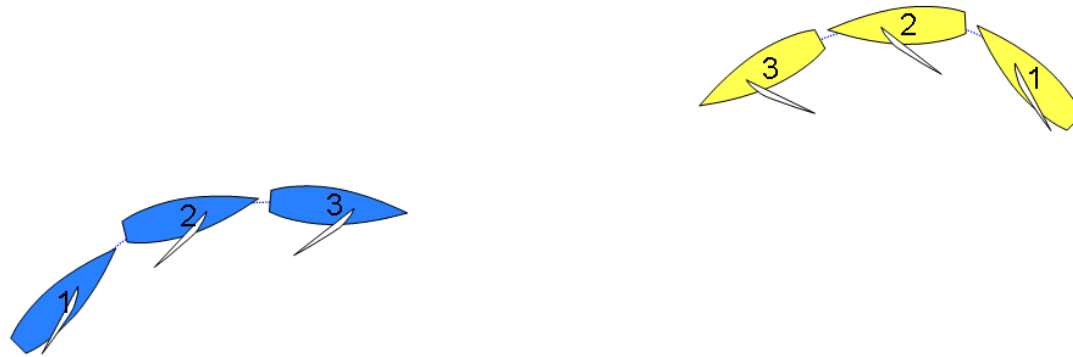
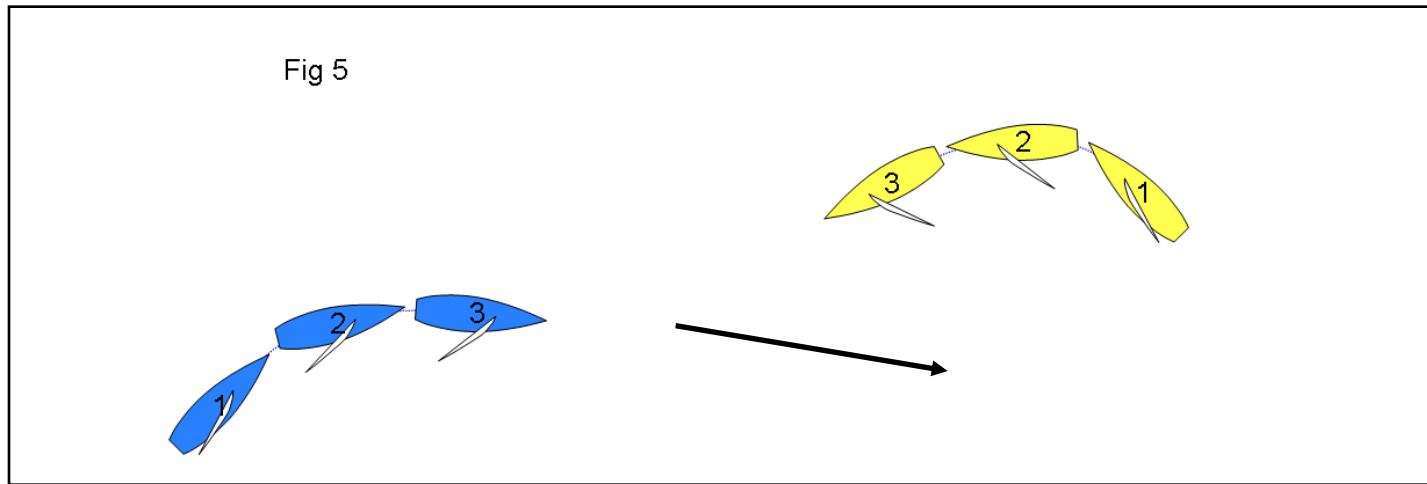


Figure 4 also shows 16.2 being broken by the starboard-tack boat. Here the starboard-tack boat luffs and as a result the port tack boat has to immediately change course as a result of the stern swing.

Fig 5

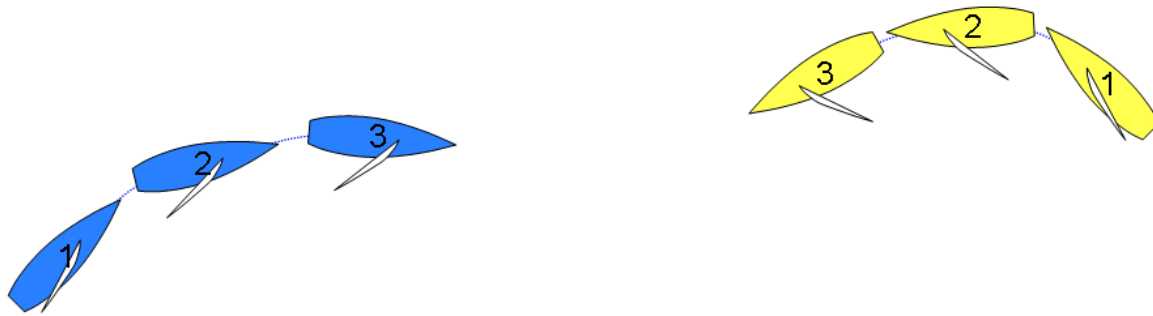


In Figure 5 we have the first three conditions met, but assume not the fourth, then rule 16.2 no longer applies.



Instead at position 3 the port-tack boat is now sailing a course to pass ahead of the starboard-tack boat. So now any change of course by the starboard-tack boat must give the port-tack boat room to keep clear. (rule 16.1)

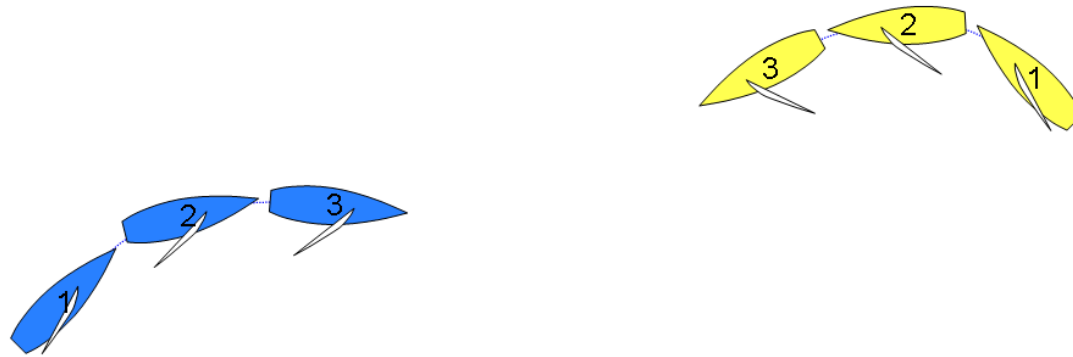
Fig 6



In figure 6 to keep clear the port-tack boat (blue) may have to luff rather than try to bear away further across the starboard-tack boat's bow. Going the wrong way may result in the port-tack boat breaking rule 10.

So how do we call this?

Fig 5

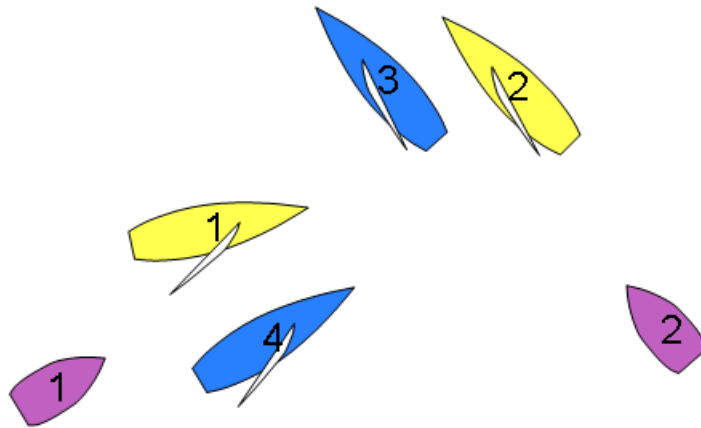


Yellow Umpire must call course changes

Blue umpire needs to call when 16.2 on and off.

Back to positioning

Close Crossing

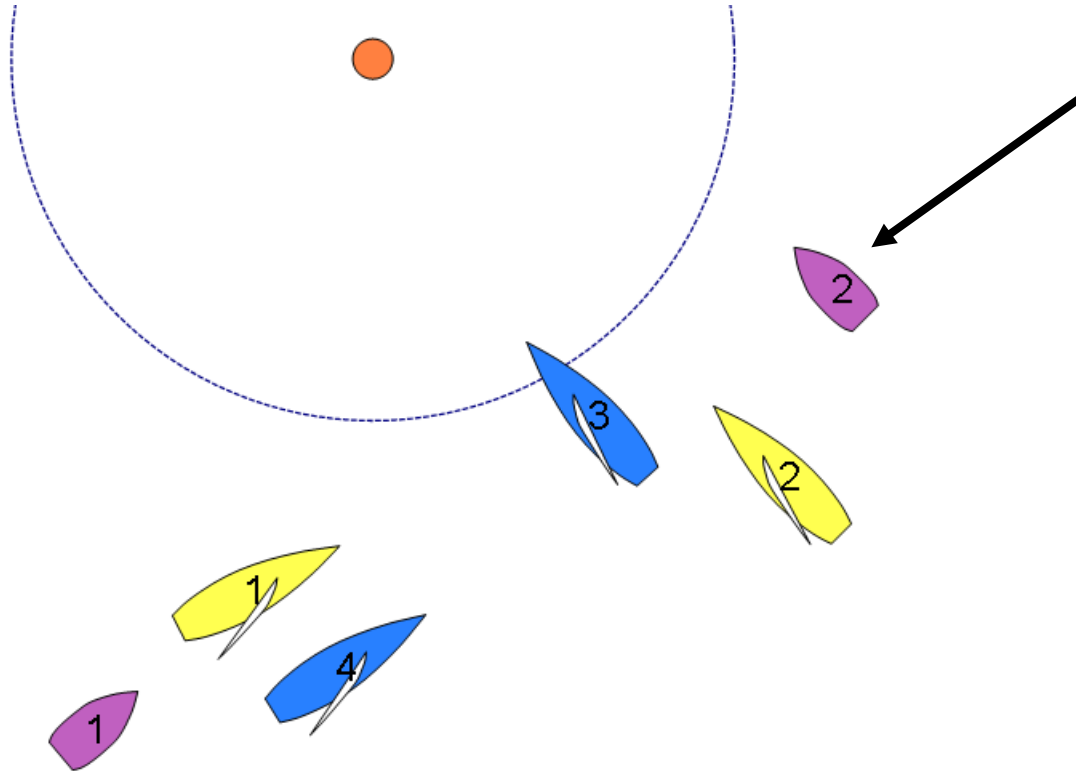


Track own boat..and keep with your pair
but watch the other pair

Helping the Other Umpire

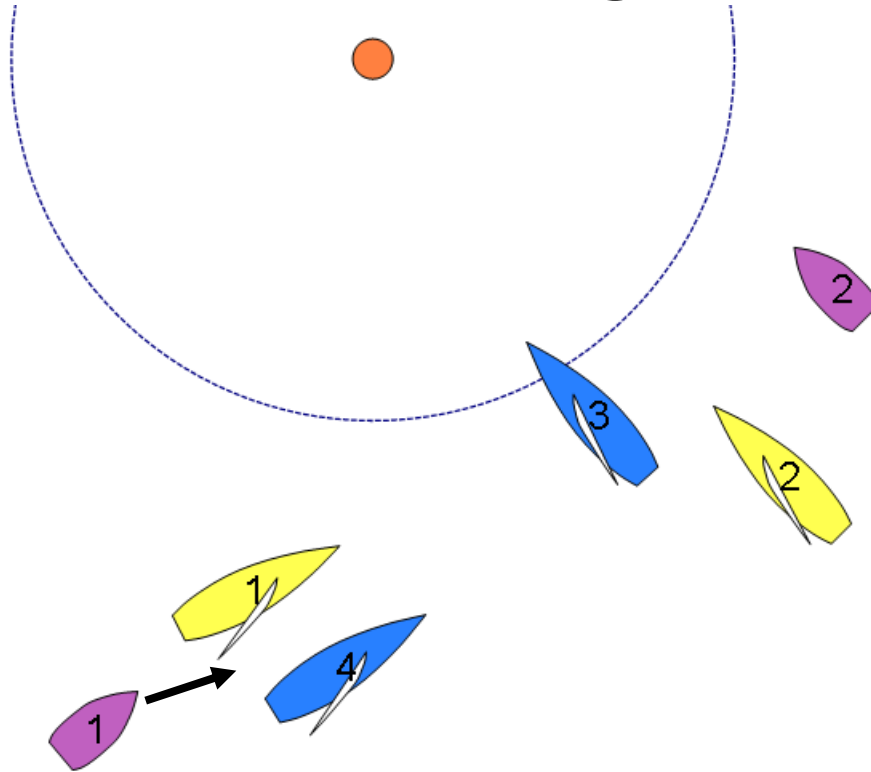
- With keelboats often very easy to become unsighted.
- Keep your head out of the boat and be aware of the other pair.
- Radio “Contact”
- Radio “I can Call”
- Reply “You Call”
- If no reply... beware of calling unless...

Approaching the Zone



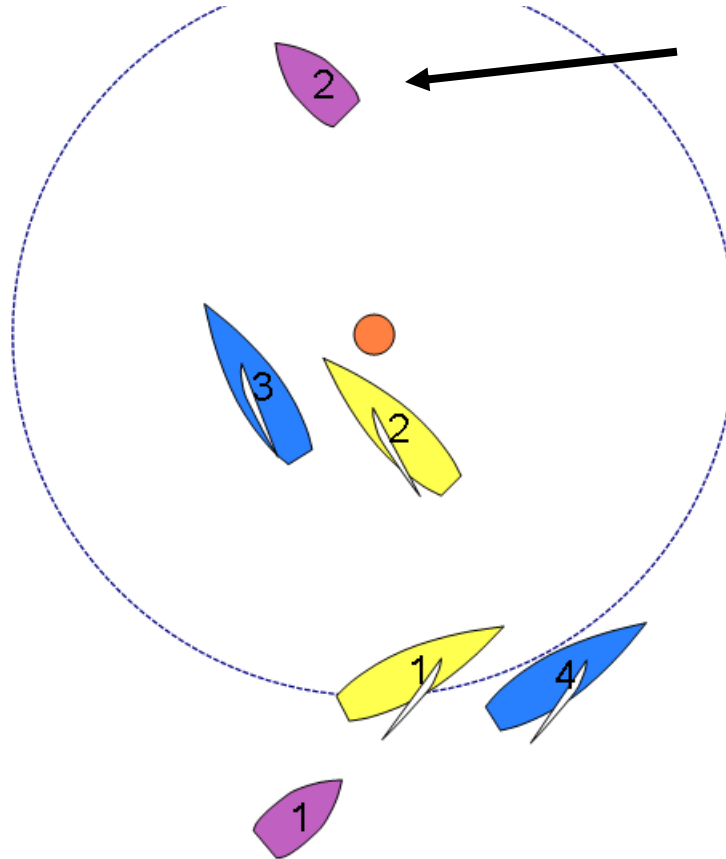
Umpire of lead pair goes outside

Approaching the Zone



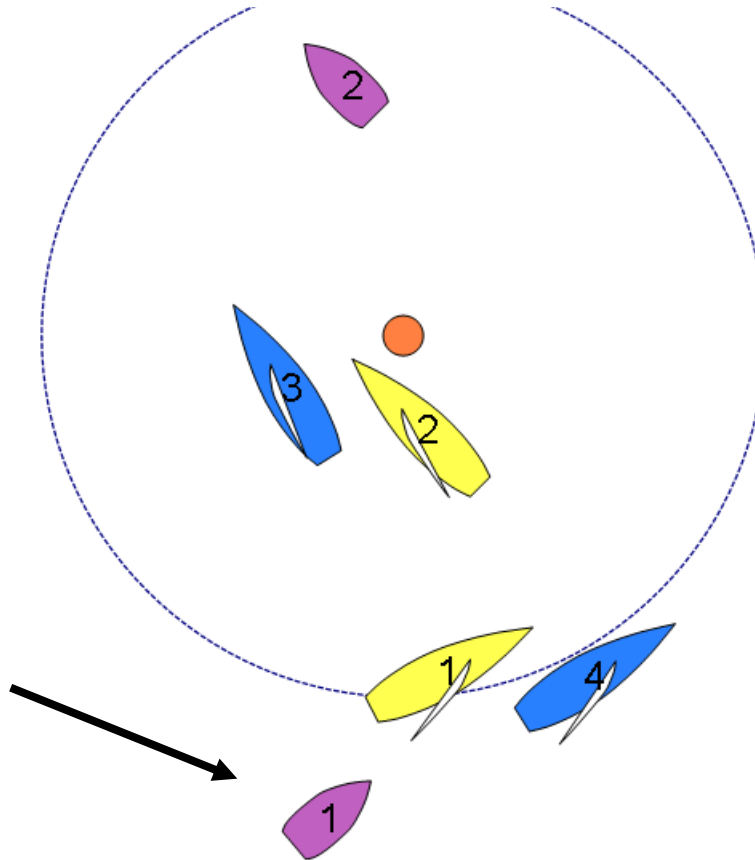
Umpire of trailing pair tracks from astern

At the mark



Umpire of lead pair goes above mark

At the mark

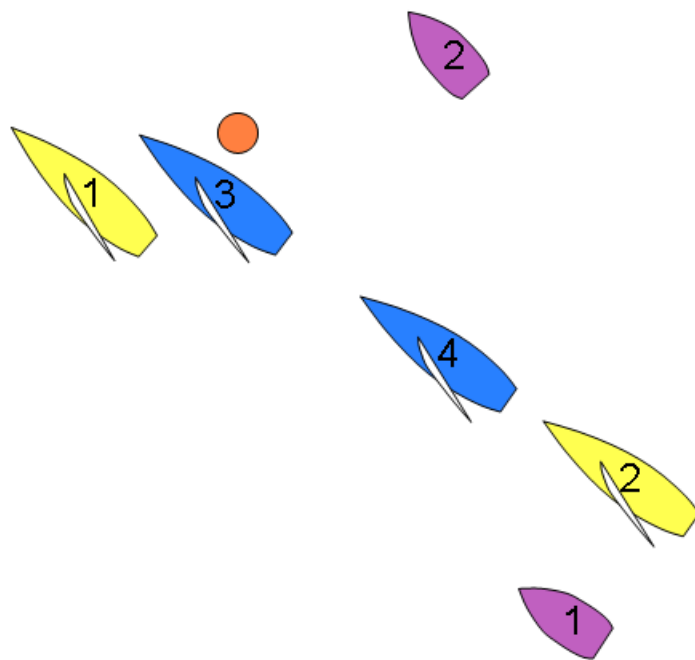


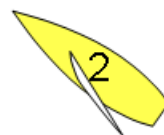
Umpire of trailing pair keeps back...avoid the "V"

What to expect!

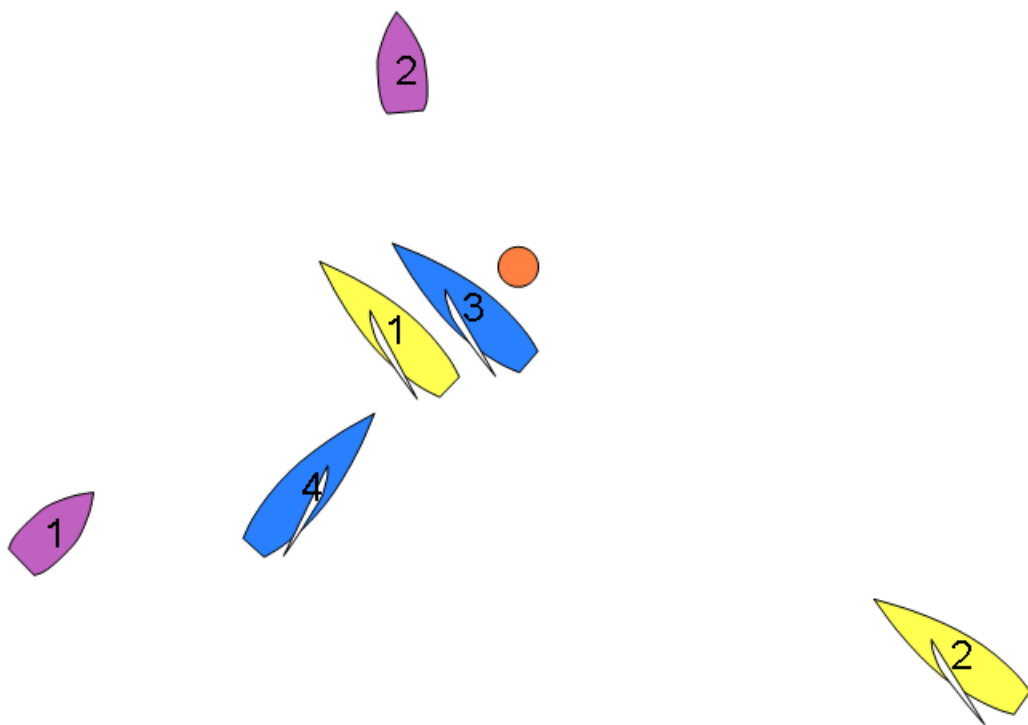
Hold out - same tack

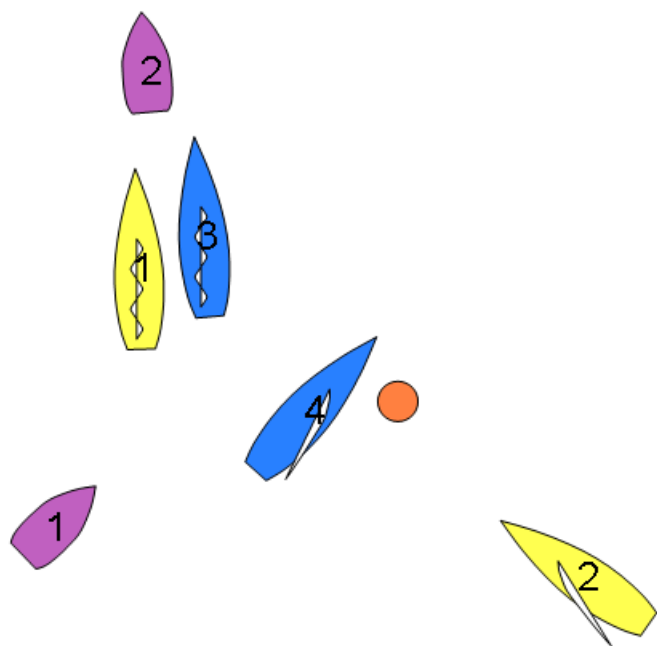
RT



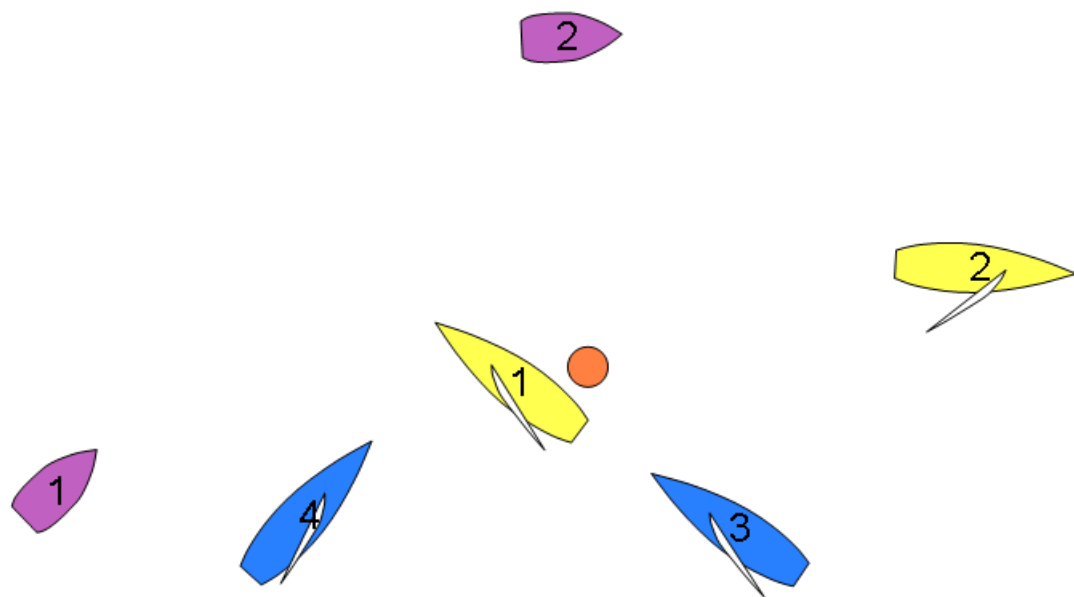


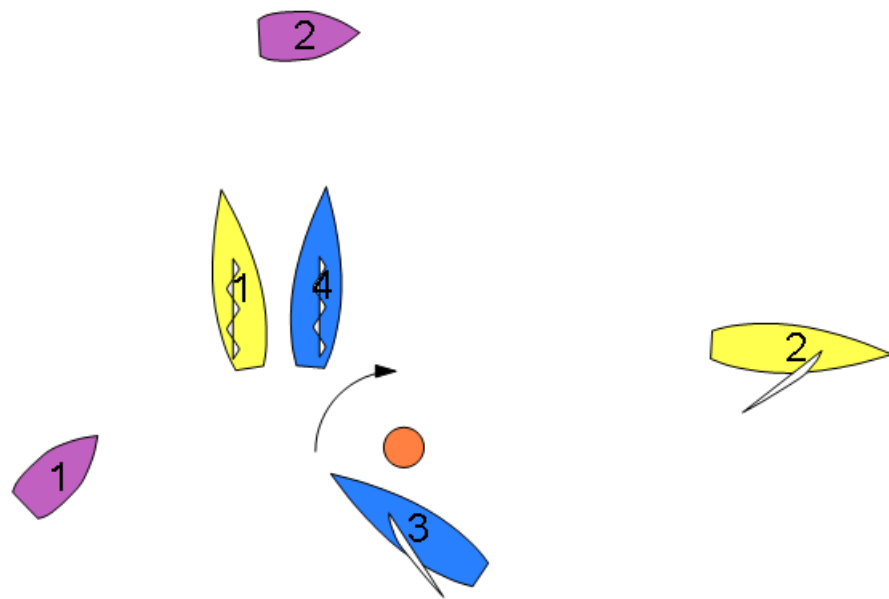
Hold Out –Opposite Tacks



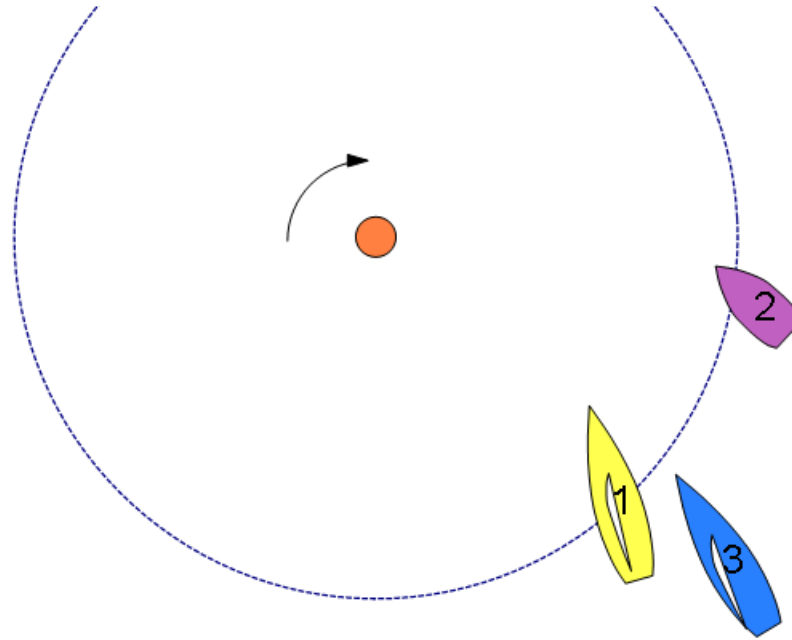


Clever Port



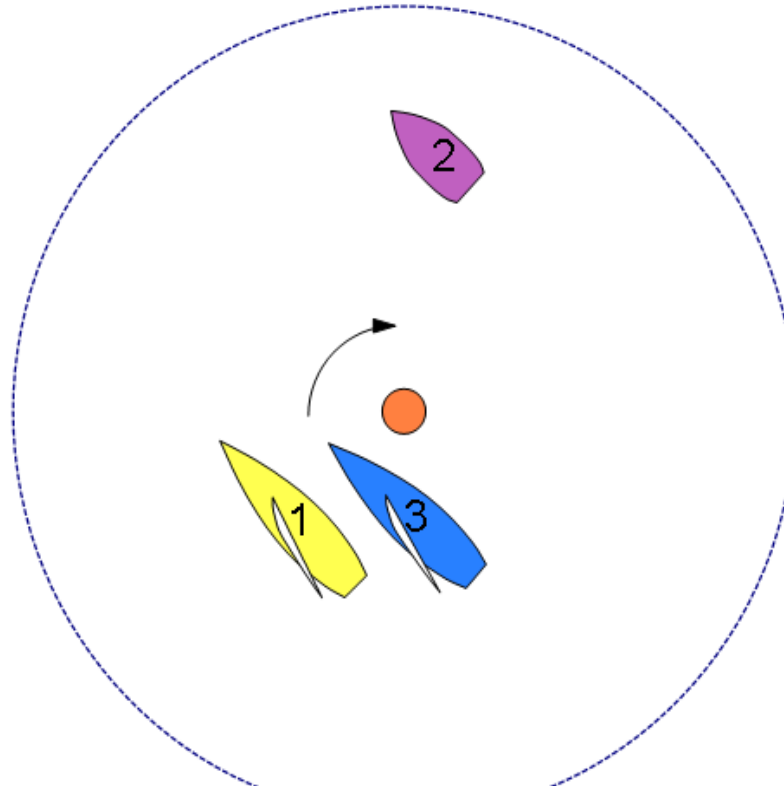


The Simple Stuff



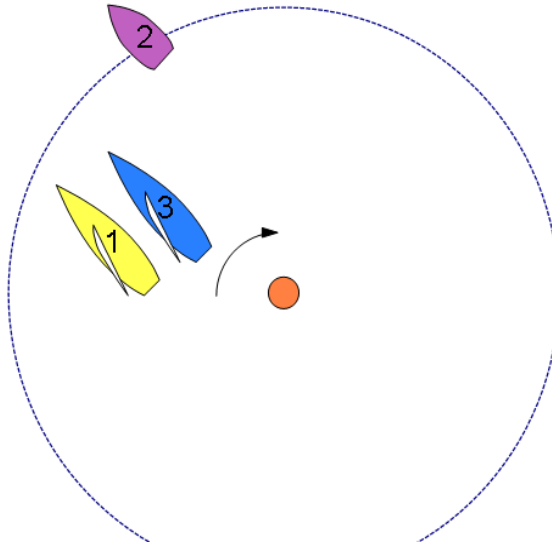
If Yellow luffs in the zone and later has to bear away to give room Yellow infringes.

Changing Obligations



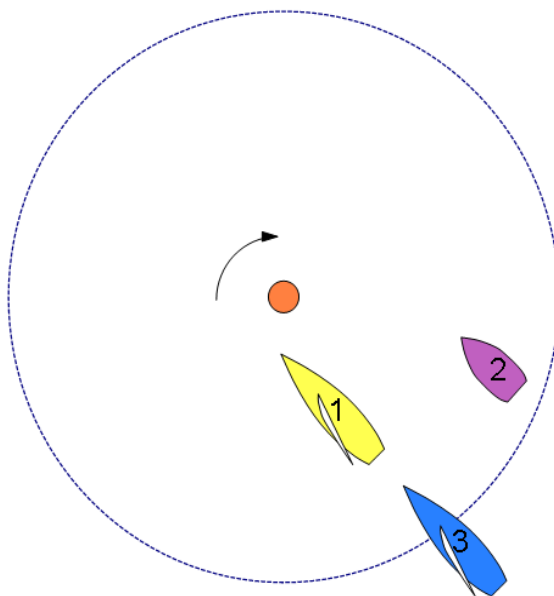
Here Yellow has to give Blue room and that includes room to tack

But here.....



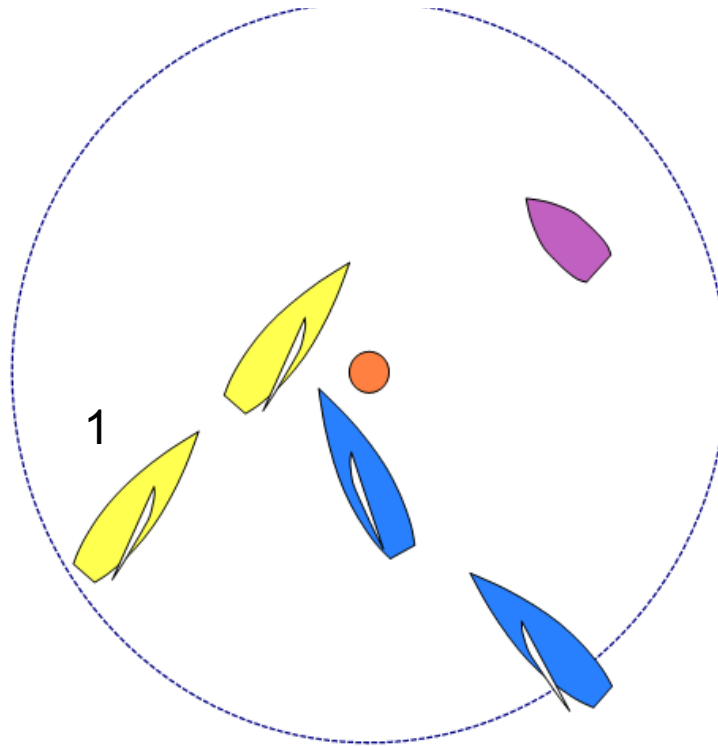
Blue has chosen not to tack, and is no longer at the mark... so she no longer has room to tack..but must keep clear.

And here...



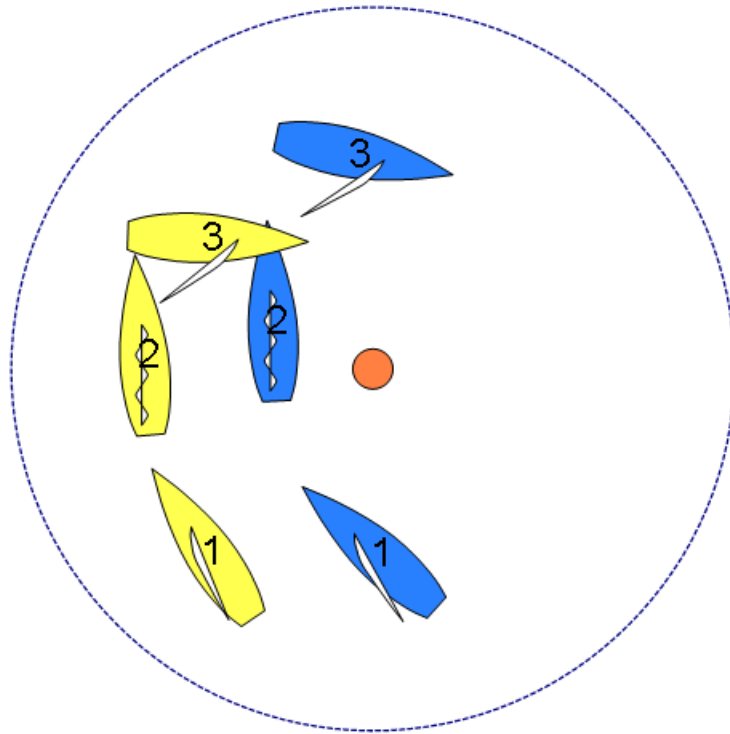
Yellow has room to sail to the mark...but not room to tack... unless Blue becomes overlapped outside her.

Keeping Clear and Changing Course

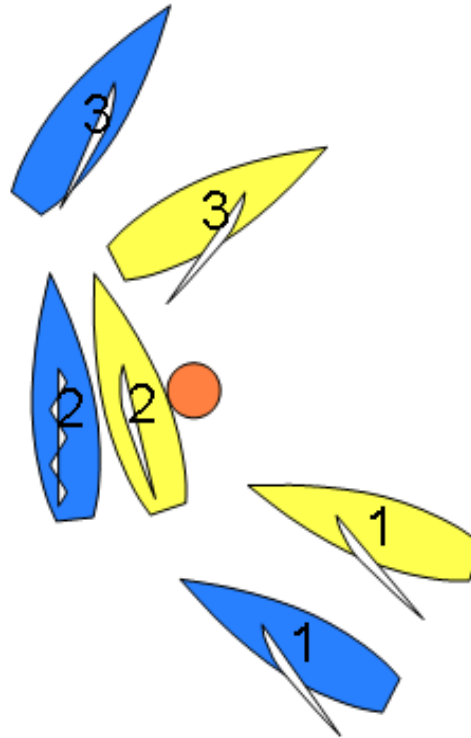


If at Pos 1 you have decided Yellow is not keeping clear... the change of course by Blue is irrelevant.

Has yellow got Room at Position 3?



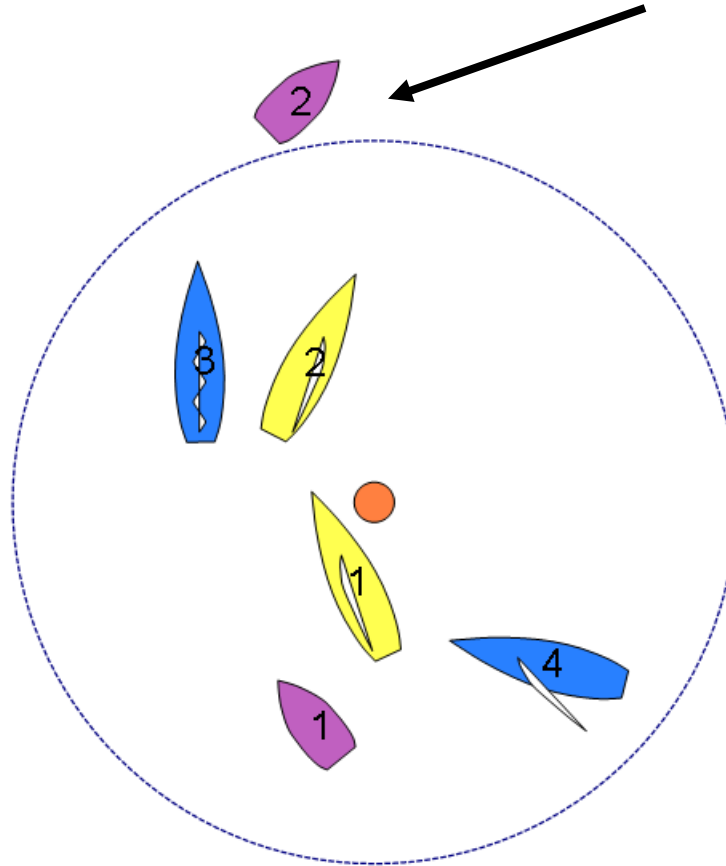
No one protests!



What do you do?

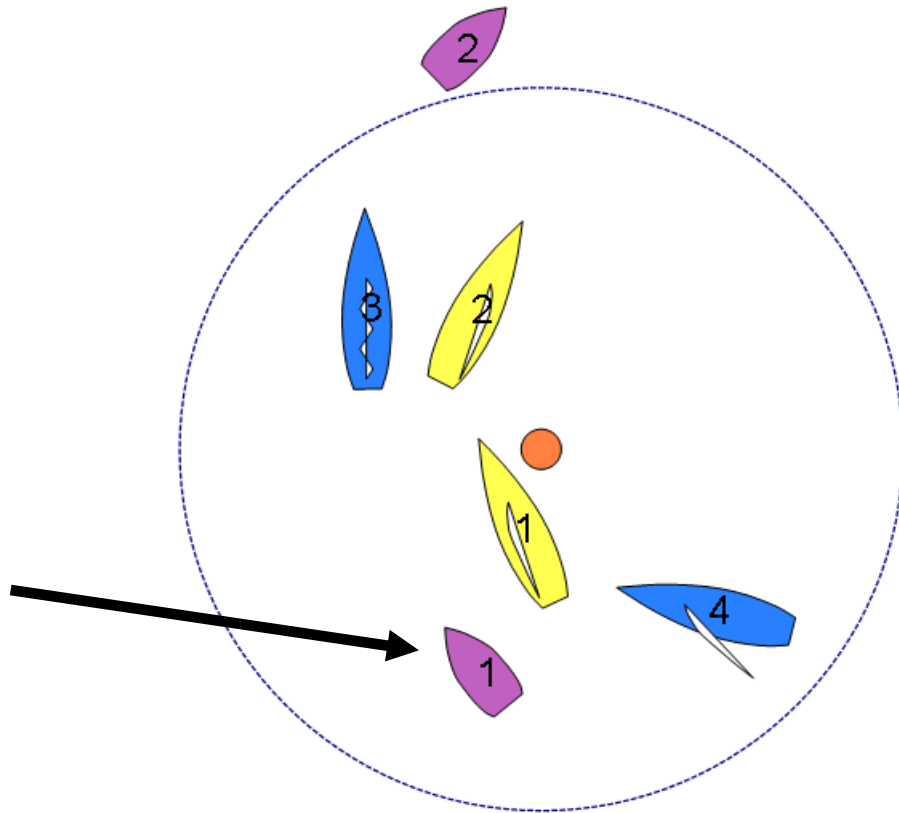
How do we see all of this?

Leading Umpire



Keeps watching the gap.. Be aware of pair swapping... Yellow 1 attacks Blue 3 and Ump 1 may become unsighted.

Trailing Umpire



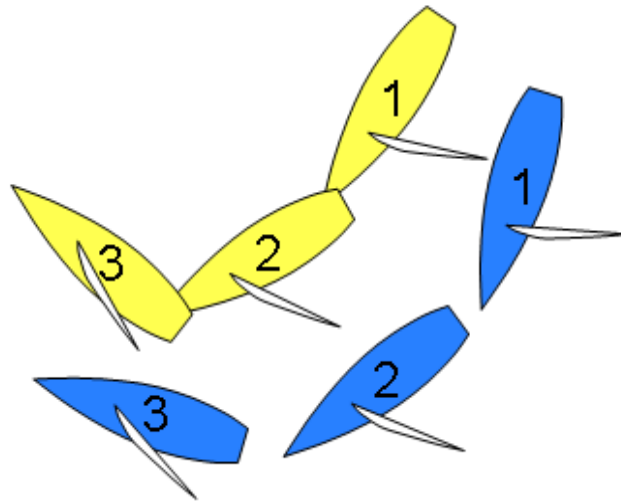
Probably best astern as it places you on the correct side and allows view of tacking incidents.

The Run

What are we going to see?

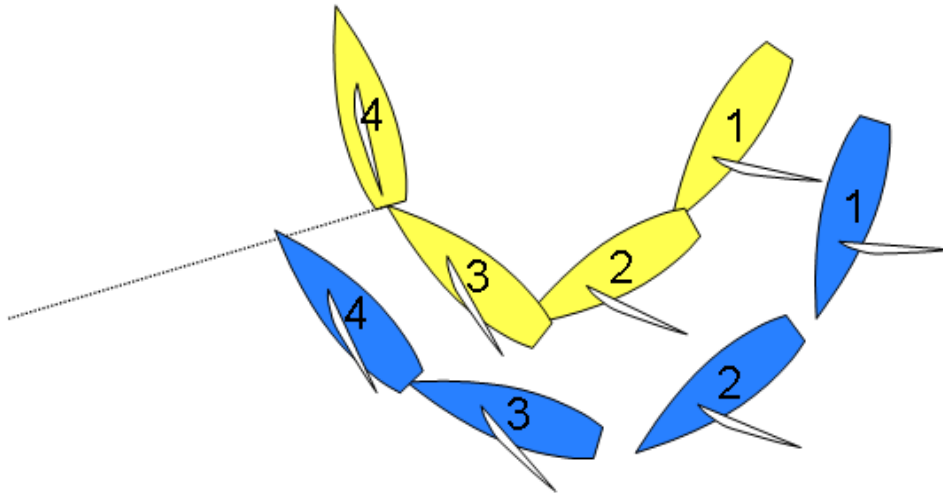
- Teams in 1-3 will try to convert fast to 1-2
- Teams with 1-4 will see 1 attack either 2 or 3 and force opponent to last.
- On a run this is by luffing or slowing when dead ahead (threat of luff)

Luffing

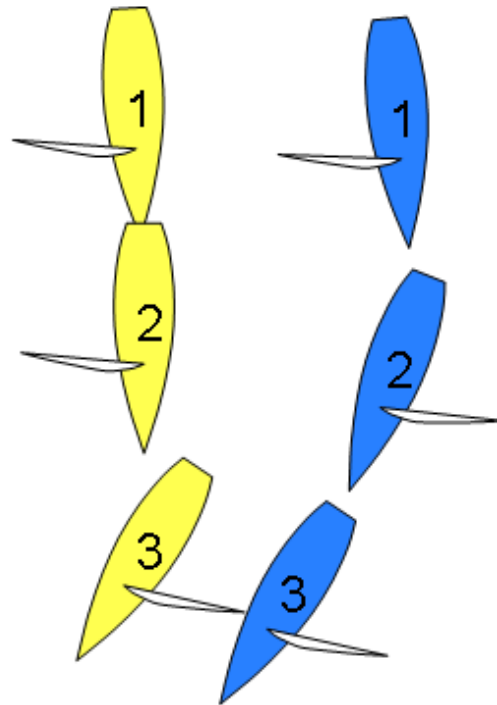


Breaking Overlaps or not...

...17 deleted

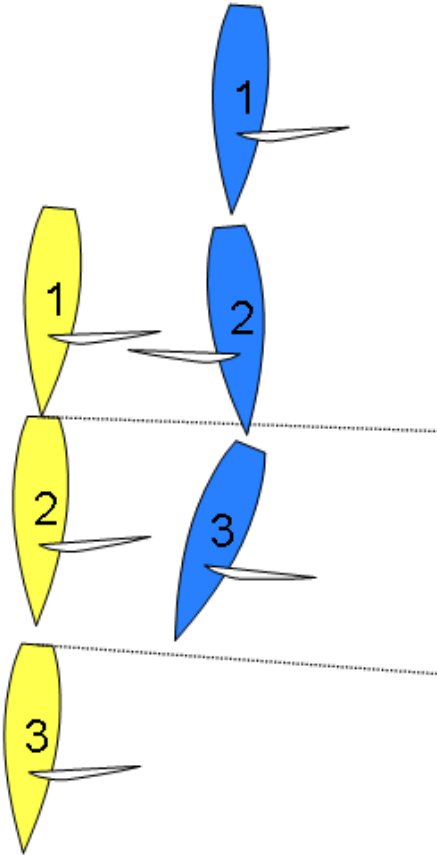


Port and Starboard

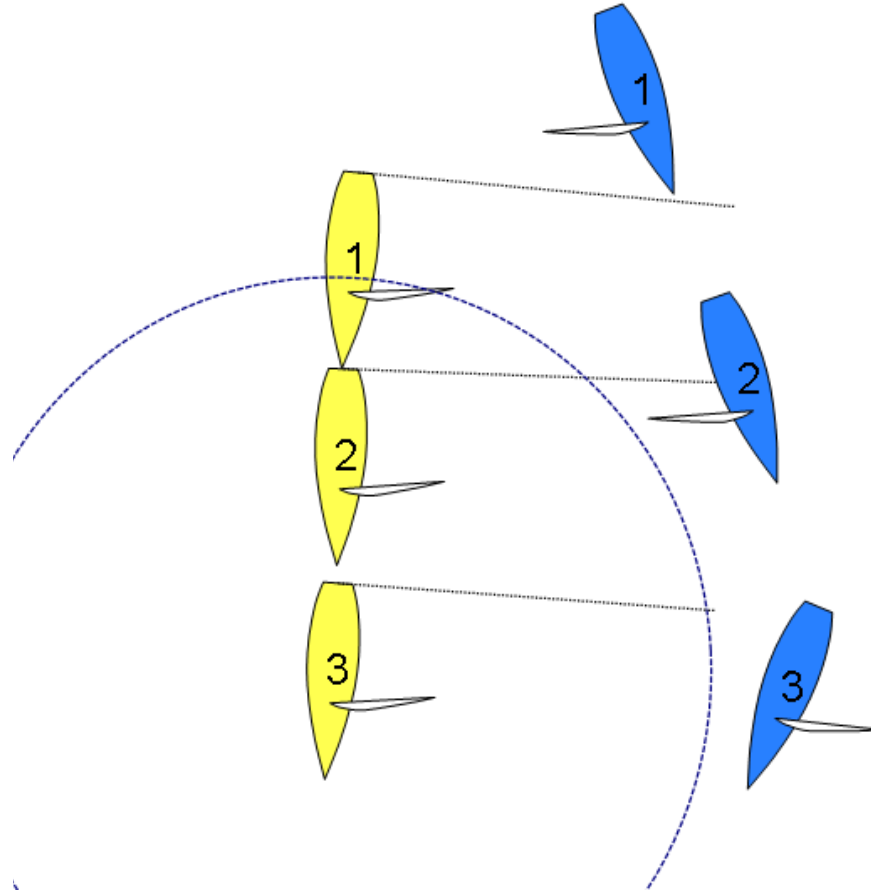


Double Gybing

17 Deleted



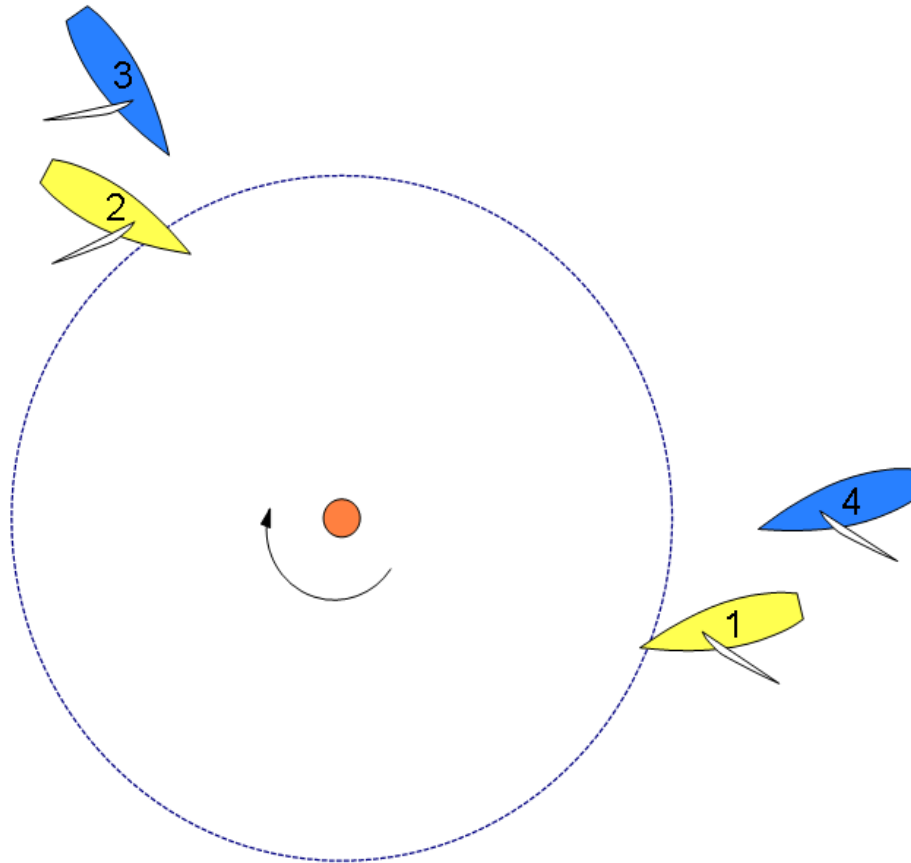
Remember... this is easy in the
J80 – 17 Deleted



What to do?

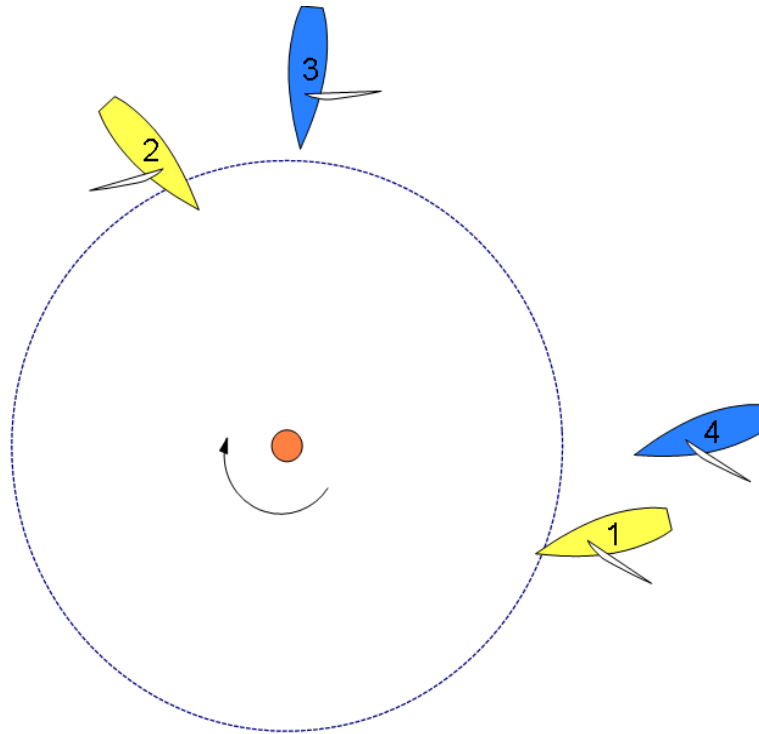
- Stand up
- If gauge is big, move outside
- If you are uncertain ...overlap is not broken.

The Leeward Mark

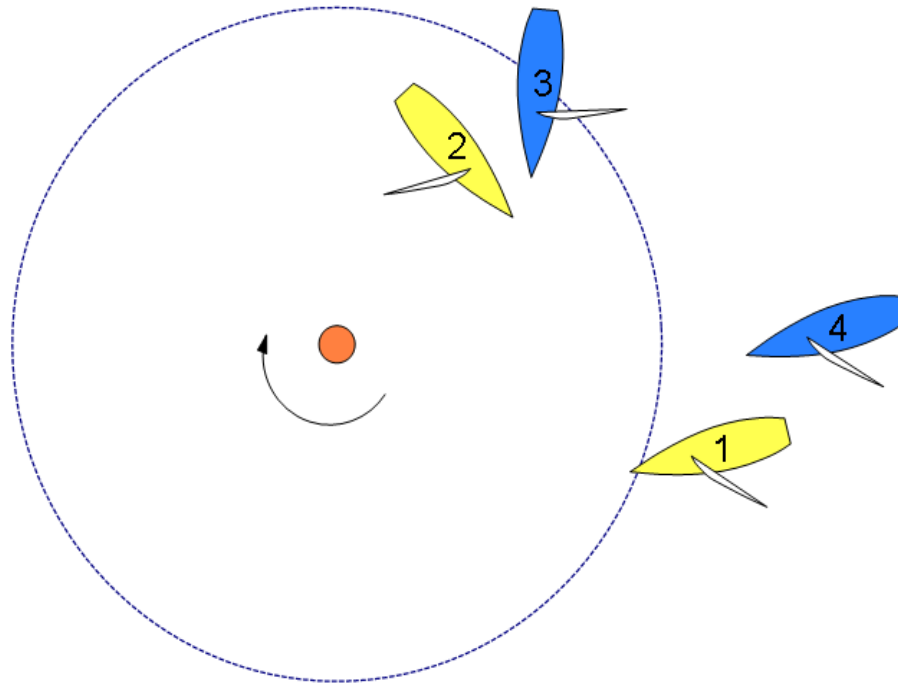


Who has mark room on Yellow 1?

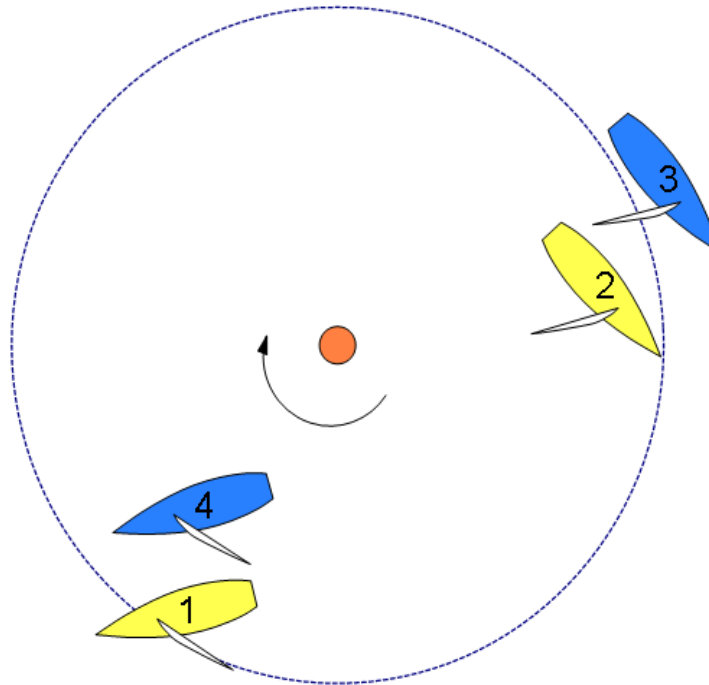
Are you happy?



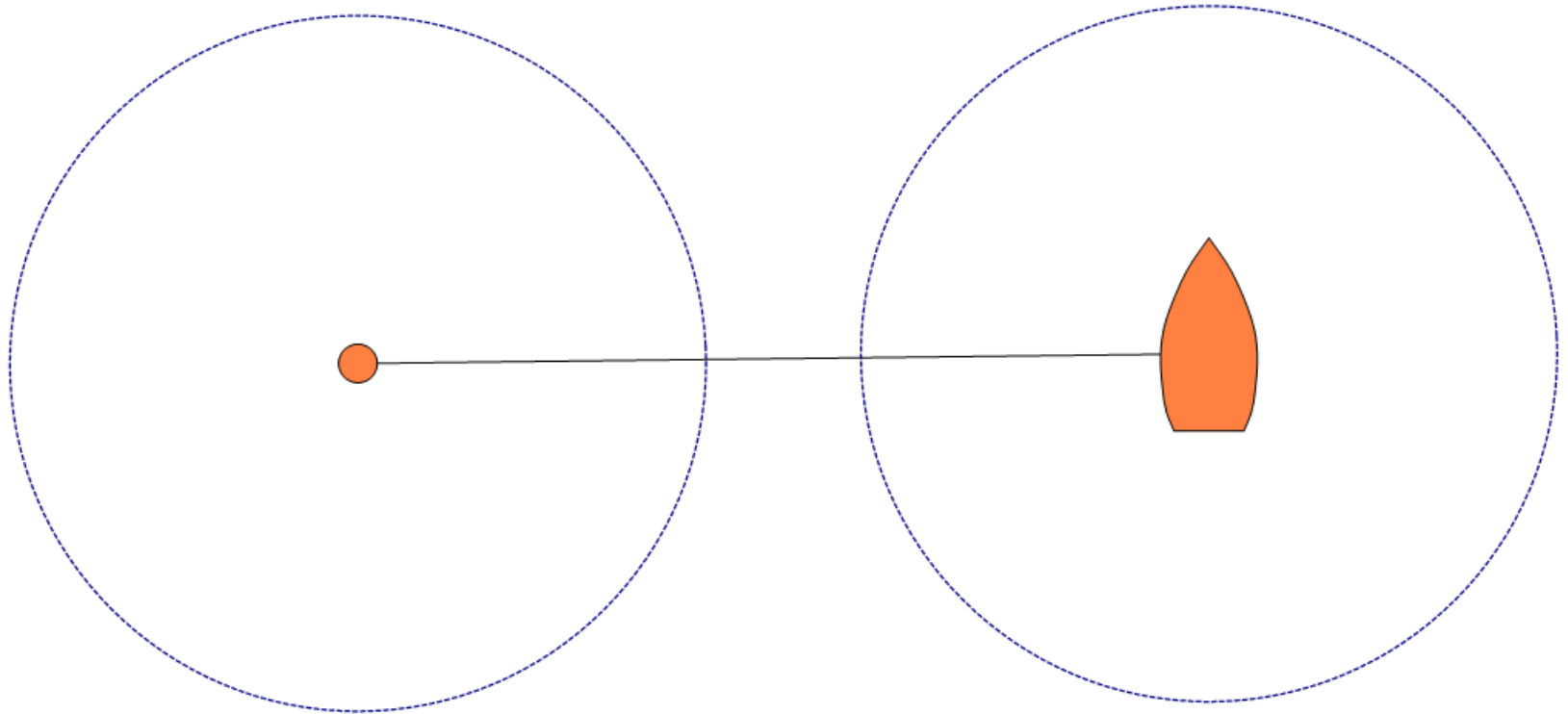
Are you happy?



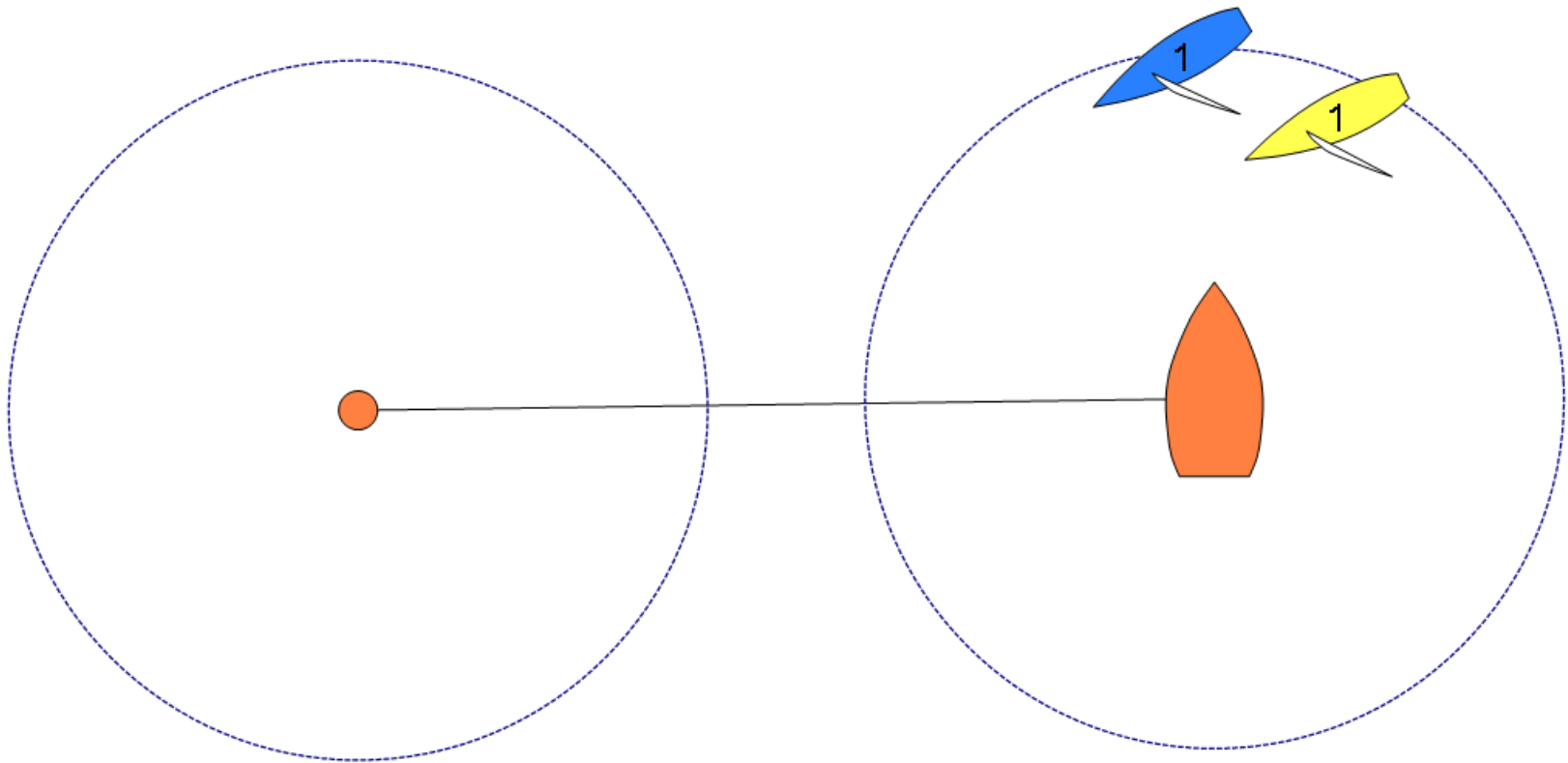
Are you happy?



The Finish Line

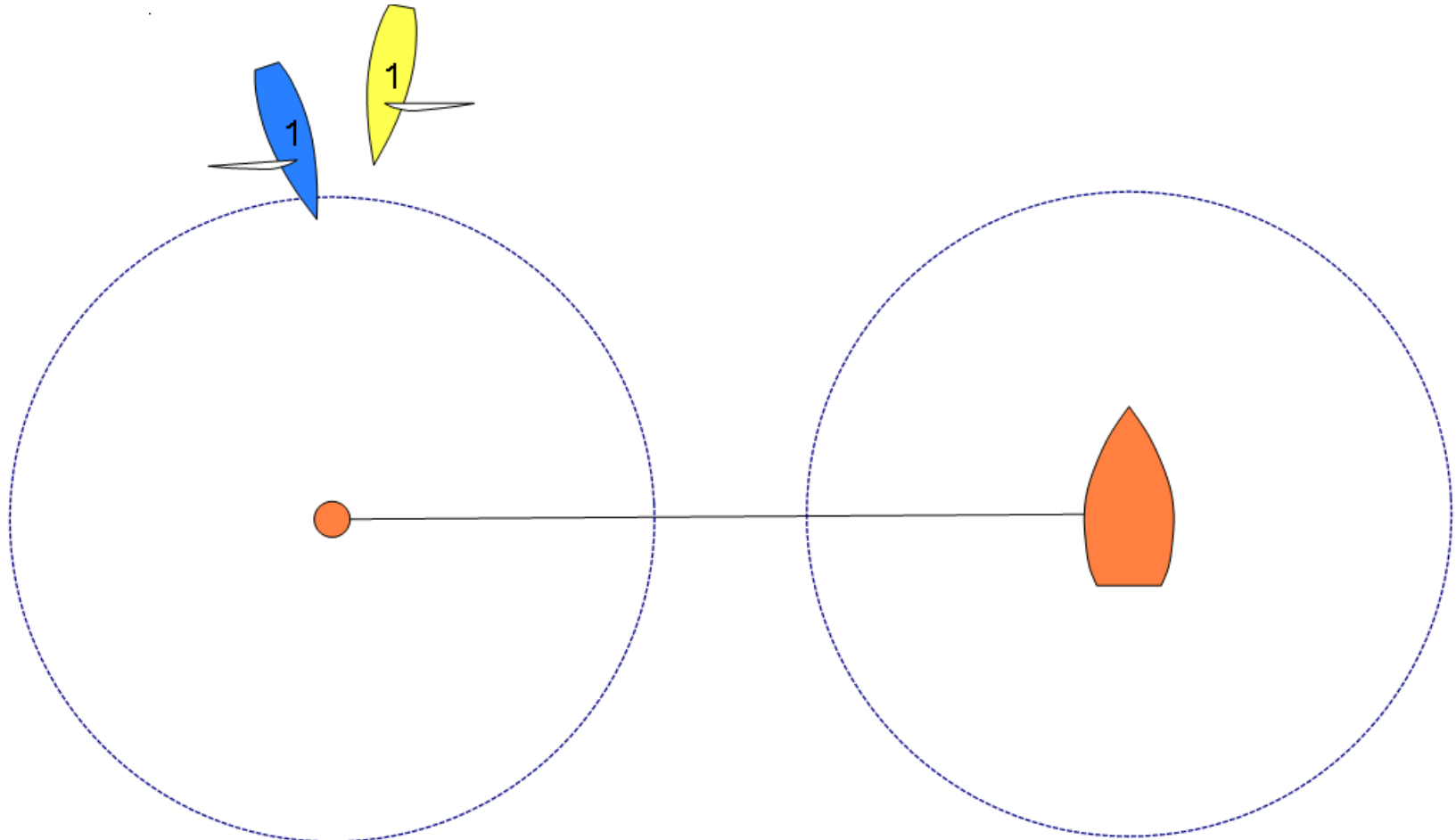


The Opportunities 1



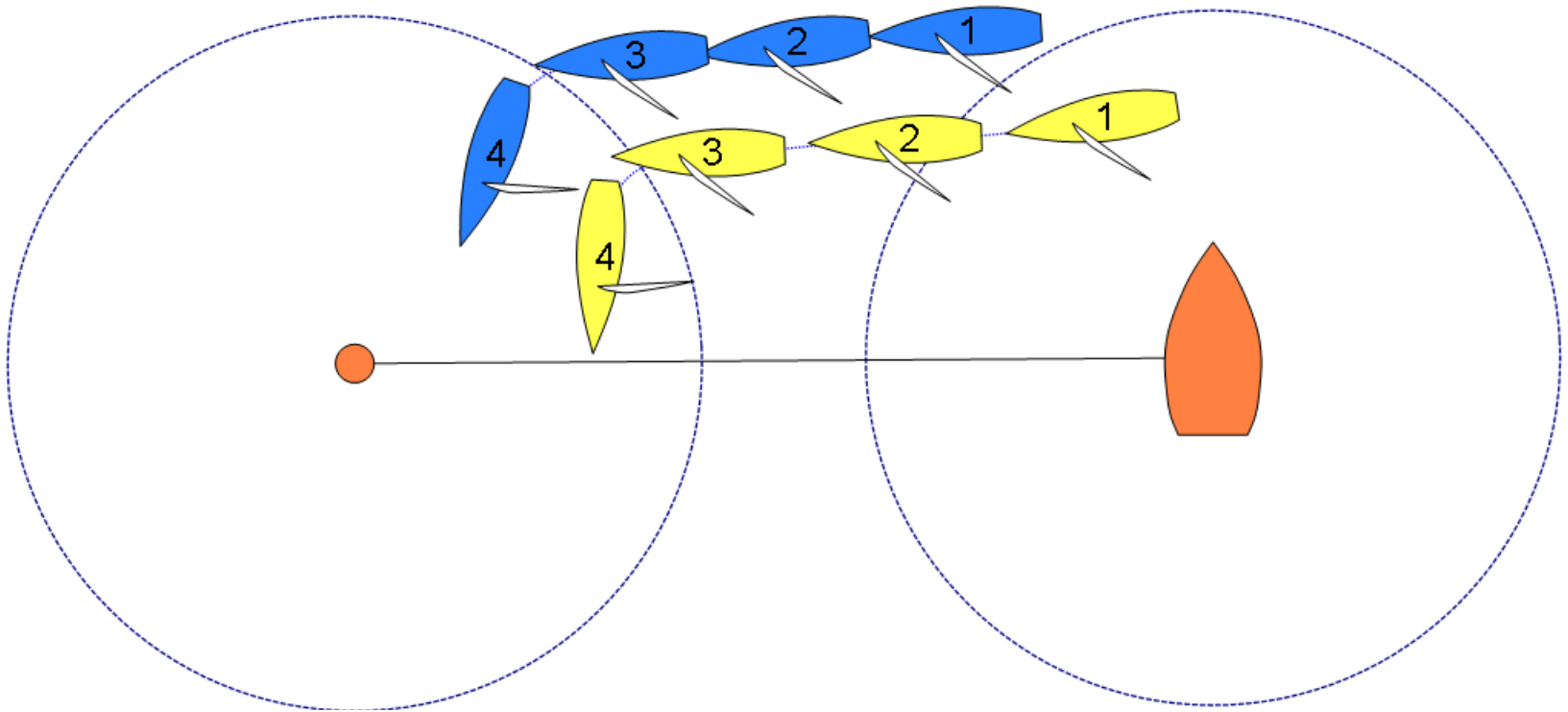
Yellow: Inside Starboard...can luff? Remember no 18.4

The Opportunities 2



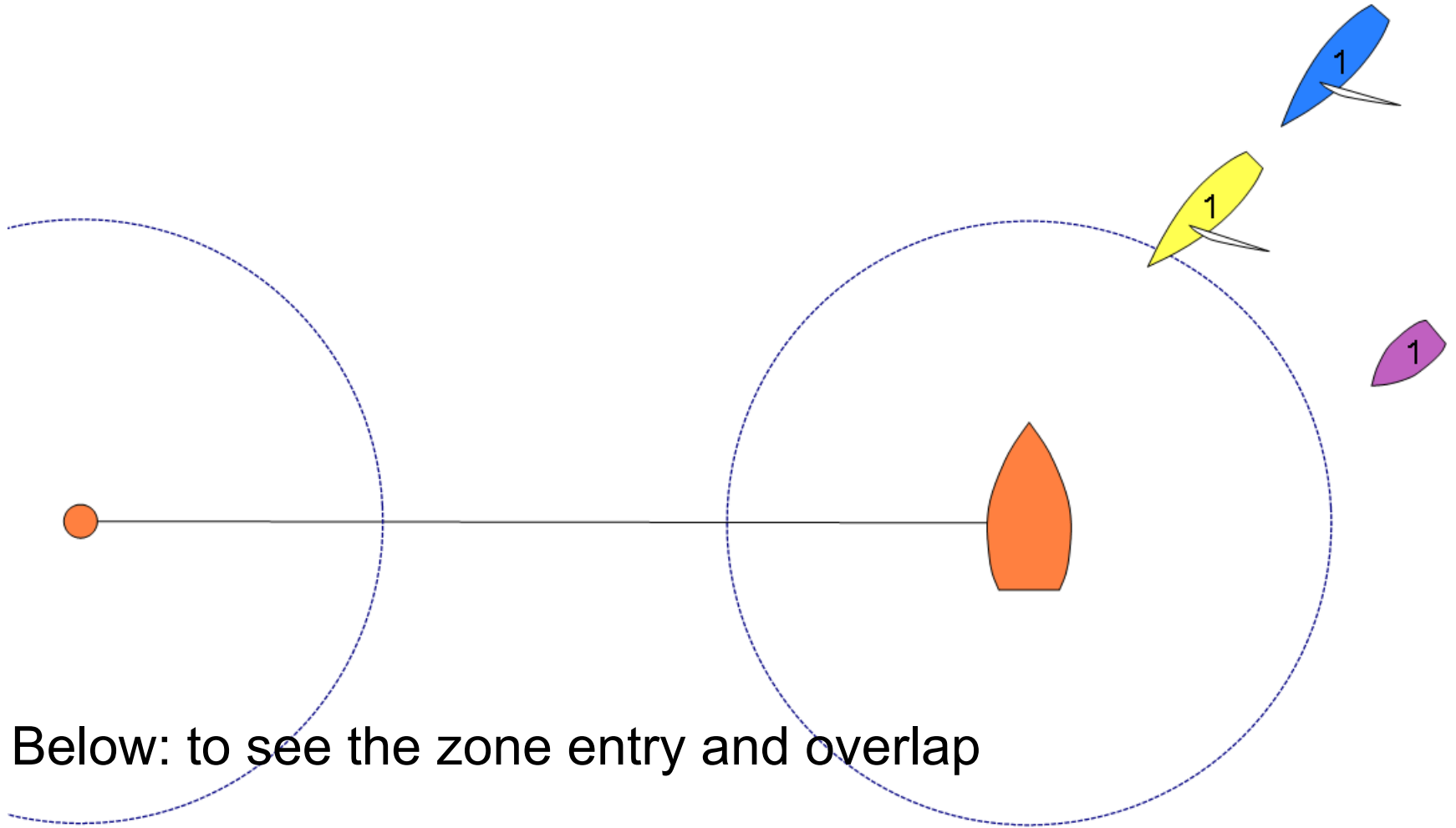
Yellow:Is starboard...but Blue has mark room.

The Limitations 1

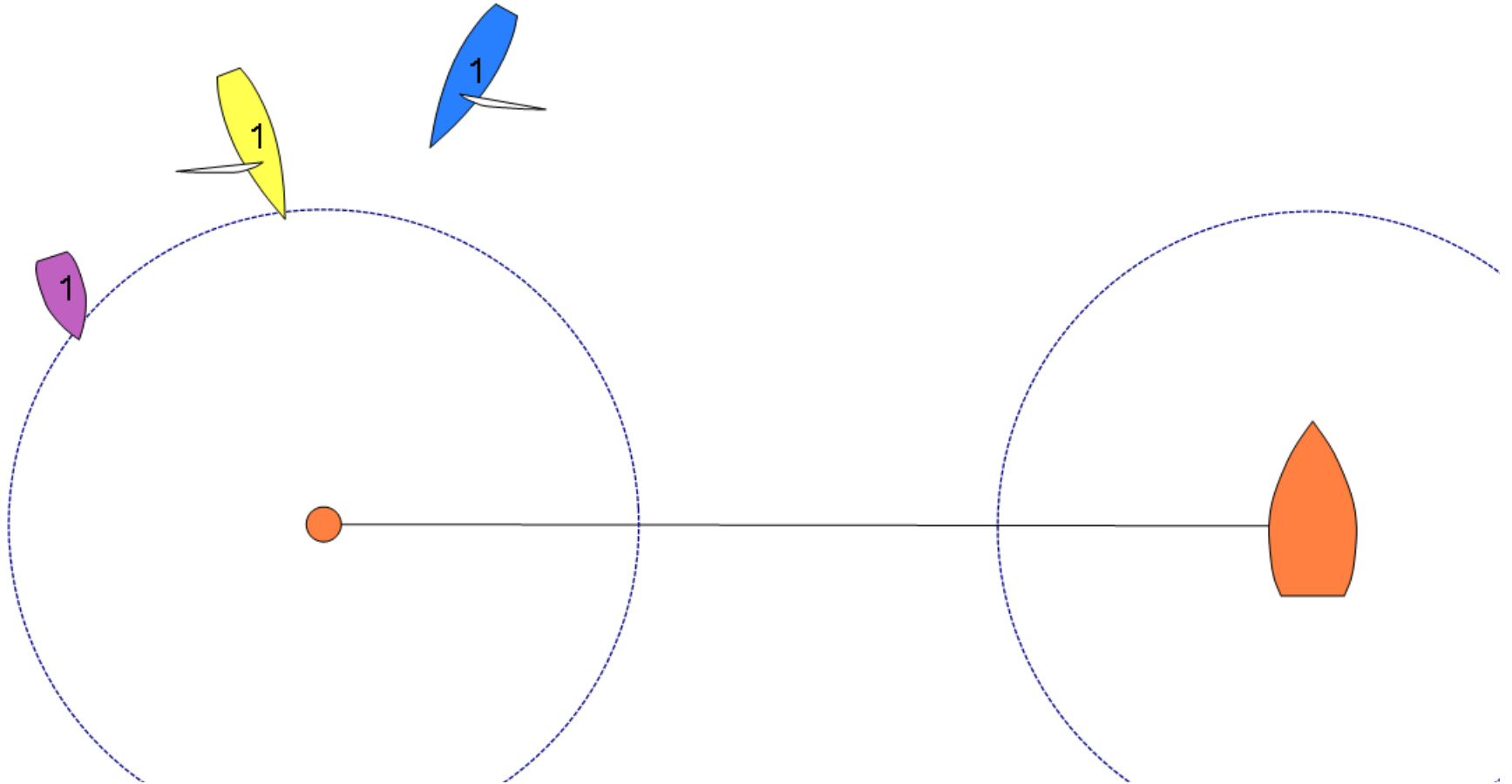


Yellow Is starboard can luff until position 3...but then
Blue has mark room.

Where to be at the finish..Boat End

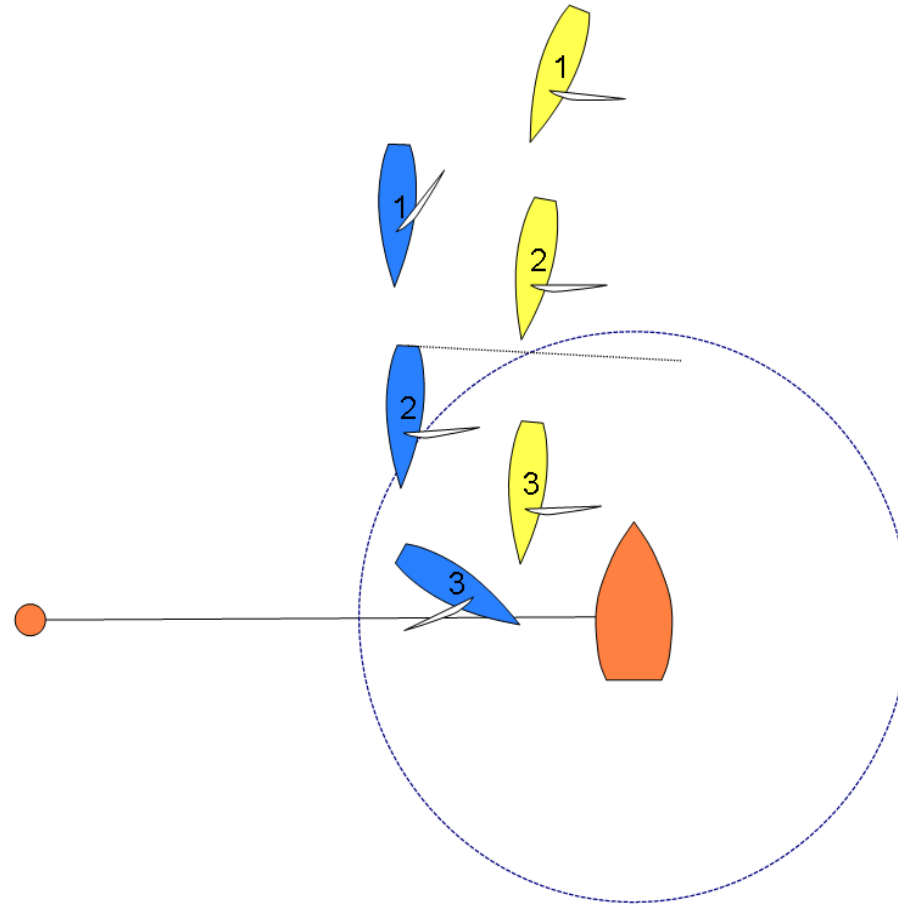


Where to be at the finish..Pin End

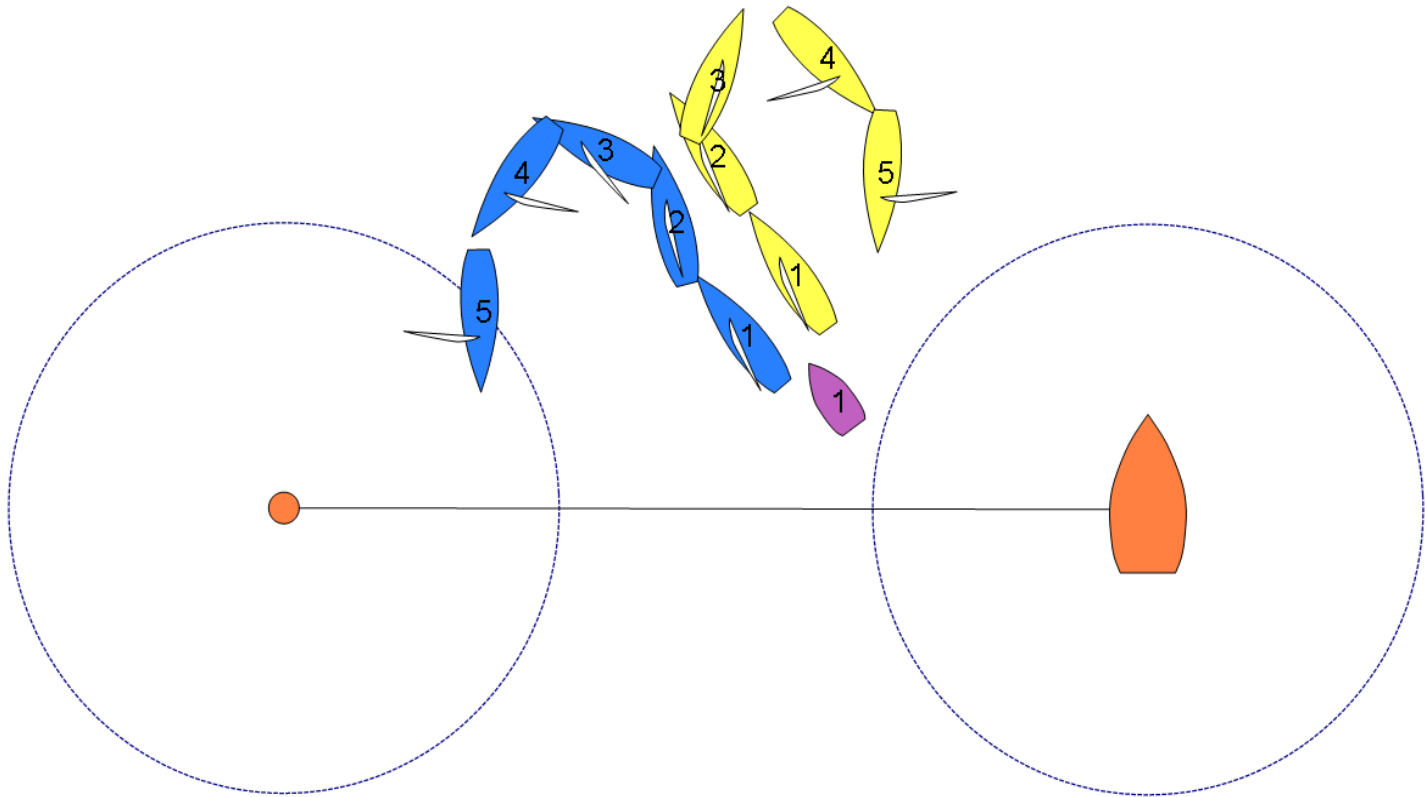


Below: to see the zone entry and overlap / Opposite tacks

What about this?

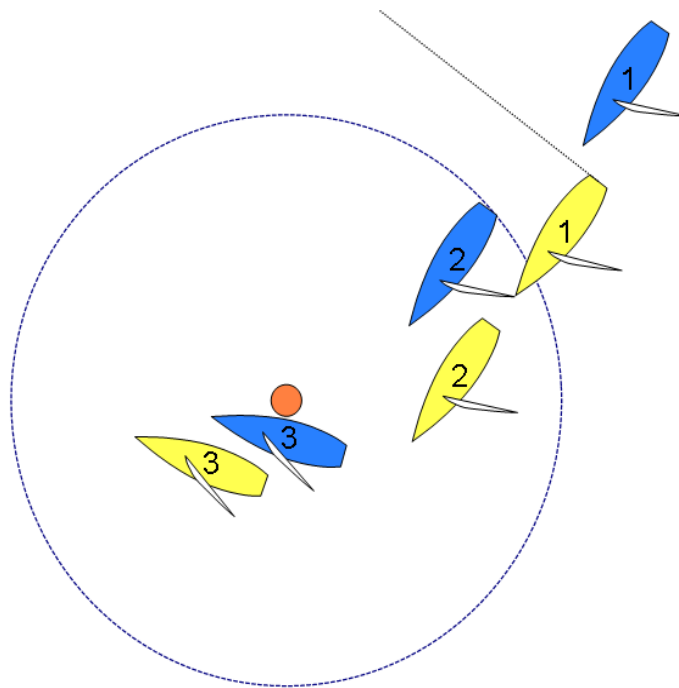


Remember



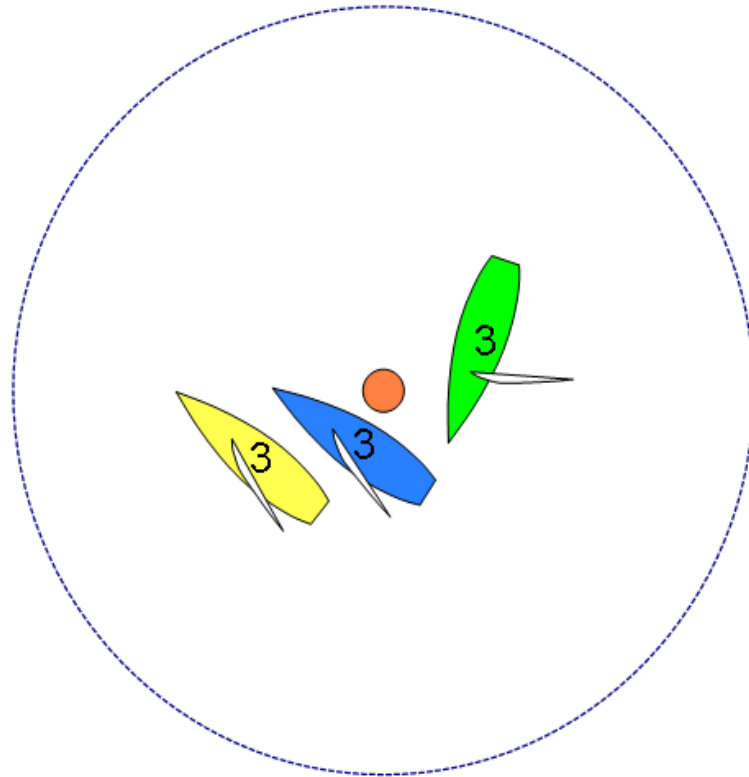
Everything that goes up has to come down

Finally Advantage

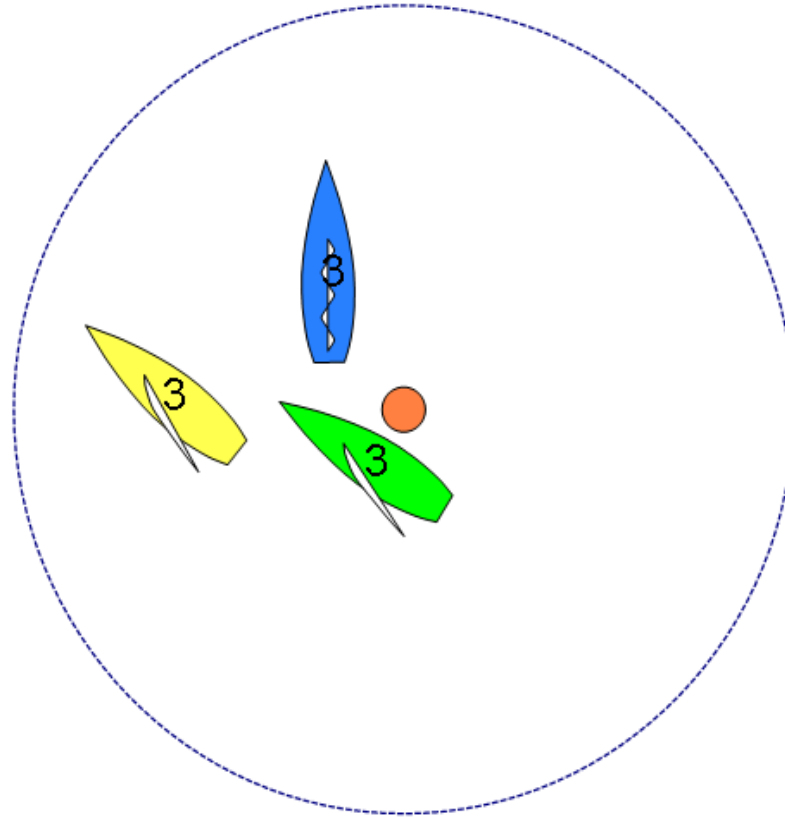


What do you think?

Now add Blue's team mate..

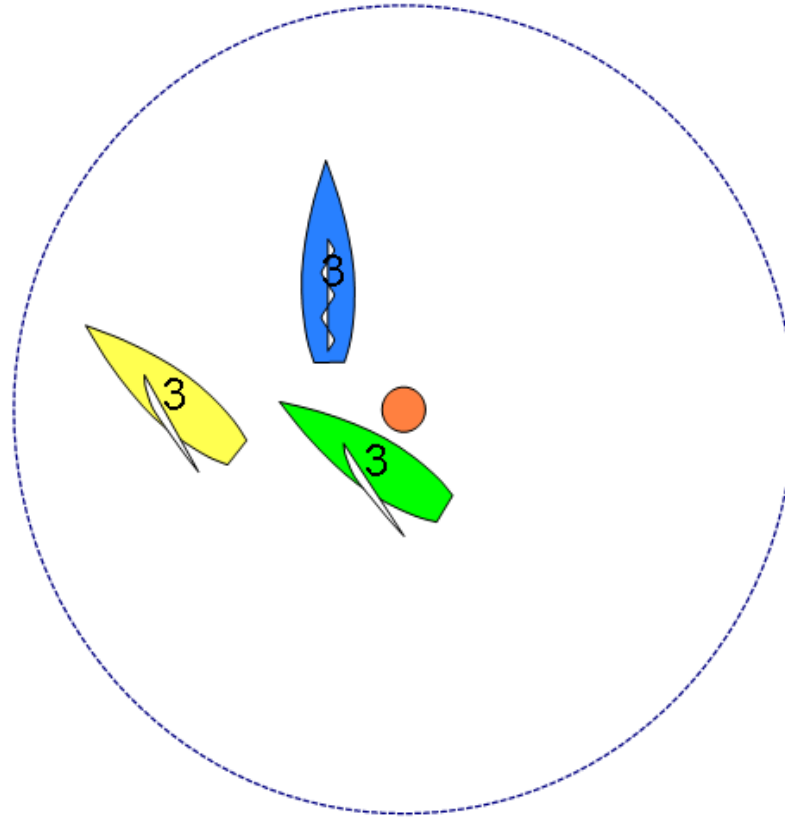


You penalize Blue...but



Green now has control

You penalize Blue...but



And maybe a Black Flag as well.

That's all Folks!



Cartoon Songs From

MERRIE MELODIES & LOONEY TUNES