**The Start Line Overview:** 26 Feb 2023, BFSC

Thomas Graham

Note: this presentation is only a primer for those not familiar with flat starts.

1. **Maxims**
2. Know basic USSAIL RRS for starts and right of way
3. Get to the start area early to study wind patterns (shifts, speed, etc.)
4. Never leave the dock until your boat is fully rigged & crew know their tasks
5. Assign crew member/s to announce/keep track of time (countdown) and flags.
6. Be on the start line when the start horn—not many yards behind it.
7. Never leave the immediate start area when winds are very light (Webster rule)
8. If time before the first start, run the start line both ways and record the time it takes each way.
9. Take note of winds further up the race course. Is the left or right side of the course have more favorable winds?
10. **Which point in the start line?**
11. There are **six possible places** to be on the start line when horn sounds depending on the wind direction, the direction to the windward mark and the start line angle
12. 3 (committee boat, middle of the start line, pin end) on either starboard or port tack (Thus, 3 x 2 = options)
13. **Perfect race course**: middle of the line on starboard (on Lanier, this rarely happens)
14. **Committee boat favored**: before the race sequence, go into irons on the start line to see if the committee boat is forward of the pin.
15. **Pin end**: before the race sequence, go into irons on the start lie to see if the pin is forward of the committee boat.
16. If all else is equal, start on Starboard.
17. **Starboard or Port?** Put into irons on the start line and look for the first turning mark. Then run a test run to see which tack is favored.