



RACING CHECKLIST

PRE-RACING:

1. All hatches closed
2. All seacocks closed
3. Anchor removed
4. Carly float removed
5. Dodger removed
6. Eskies stocked with drinks, ice and glasses
7. All gear stowed and check everything is secured down below
8. Water pressure on switch panel is turned off
9. B&G Instruments & Horn on switch panel is turned on (always leave AUX & Bilge Pump on)
10. Sail selection - which headsail are we using & which one's on? If we need to change we need batten poker & battens ready to go

PRE-RACING (continued)

1. Pole cover off
2. Kicker & topper ready
3. Outboard sheets and blocks set up
4. All lines flaked and ready to go
5. Main halyard connected to head of mainsail
6. Headline set on deck and free to run
7. Sail-ties (white) over boom ready to pack boom bag away
8. Winch handles in pockets
9. Furling line ready to run



RACING CHECKLIST

DURING RACING: Think about -

1. What is going to happen next?
 - Hoist the main
 - Roll the boom bag up
 - Tie off headline
 - Lock jammer for main halyard
 - Tacking
 - Headsail sheet set up
 - Winch handle in
 - Runners ready to grind on or ease off
 - Anybody in a dangerous spot (near mainsheet or headsail sheets)
 - Upwind to downwind?
 - Outboard sheets ready?
 - Ease outhaul?
 - Do we need the pole?
 - Do we want to ease main halyard?
 - Downwind to upwind?
 - Outhaul ready to grind on
 - Inboard sheets ready
 - Is headsail car in right position?
2. Can Paul see boats under us? If in doubt let him know (especially when on port tack)
3. Do we need to turn Nav lights on?



RACING CHECKLIST

POST RACING:

1. All ropes tidied up
2. Kicker tidied up
3. Outboard sheets flaked and in workshop
4. Workshop left tidy
5. Anchor back on
6. Carly float back on
7. Dodger back on
8. Pole cover back on
9. All empty beer bottles tidied away
10. B&G Instruments & Nav lights turned off (always leave AUX & Bilge Pump on)
11. Main halyard on back of boom
12. Mainsail tidied up
13. Headline flaked and on mast
14. Rubbish taken off the boat
15. Glasses put in the sink