

# **Basic Team Racing Playbook**

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**Draft 1**

## Team Racing Basics

<u>Us</u>	<u>Them</u>	<u>W/L</u>	<u>Play</u>	<u>Goal</u>
<b>123</b>	<b>456</b>	W	3	Sail fast, weave on the 4,5
<b>124</b>	<b>356</b>	W	3	Sail fast, 1,2 zone cover 3
				Sail fast, 1,2 balance 3,4, 5 loose covers
<b>125</b>	<b>346</b>	W	1	6
<b>126</b>	<b>345</b>	W	1	Sail fast, 1,2 balance 3,4, 6 loose covers 5 from behind
<b>134</b>	<b>256</b>	W	1	Sail fast, no pass back, 2 can't cover 3 and 4 at the same time.
135	246	W	1	1 must pass 3 through 2 to get 1,2
136	245	W	1	1 must pass 3 through 2 to get 1,2
<b>145</b>	<b>236</b>	W	4	4,5 GAP, 1 looks for opportunity to convert to stronger combo
146	235	L	4	4 passes 6 through 5, 1 keeps the 1
156	234	L	4	5,6 try to pass 4 by speed, 1 looks for the big opportunity
				Sail fast and
<b>234</b>	<b>156</b>	W	2	weave
235	146	W	2	2,3 doubleteam 4 to pass 5 through
236	145	L	2	2,3 doubleteam 4, then balance 4,5 to pass 6
245	136	L	2	through
246	135	L	2	2 passes back 3
256	134	L	2	2 passes back 3
345	126	L	2	2 looks for big opportunity, 5,6 go fast
346	125	L	2	Must get the 1 or the 2
356	124	L	2	Must get the 1 or the 2
456	123	L	2	Must get the 1 or the 2

**Bold = Solid, Stable Combo**

### Plays:

1	12X	Strong combo, 1,2 balance 3,4
2	234	Best combo, 2,3,4 weave to balance 5,6
3	123, 124	Wins even if a protest is lost
4	145	Wins, but is less stable because 2,3 is strong for opponent

### Remember:

A good fleet race start outweighs a good match race start

Fleet race to the windward mark, but balance leverage

If you're not sure what to do, then go fast!

Communicate your play!

Don't get passed, foul, or get the

6!

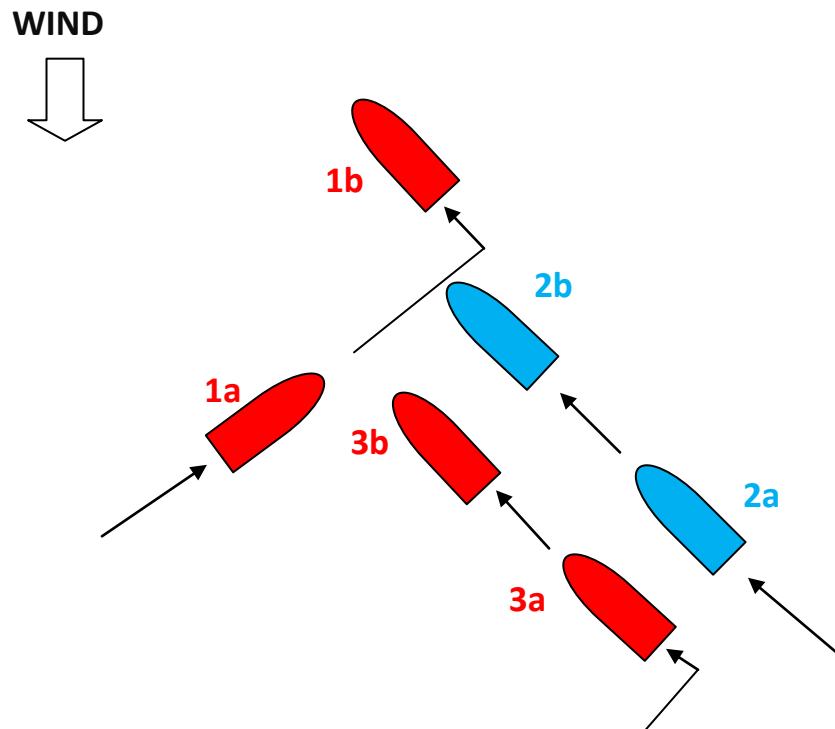
Stay Positive, a loss is a chance to get better.

# Play 1

## 1. Red Team (1,3,X) sets up Play 1 (1,2,X)

In position a, Red 1 and 3 have an opportunity to set up a pass-back on blue 2 to get the more stable Play 1. Note that the exact order of the other 3 boats in the race (4,5,6) does not matter, all red needs is the 1,2. This is why the combination is written as (1,2,X).

**\*3 brings 2 to a position in which 1 can help\***

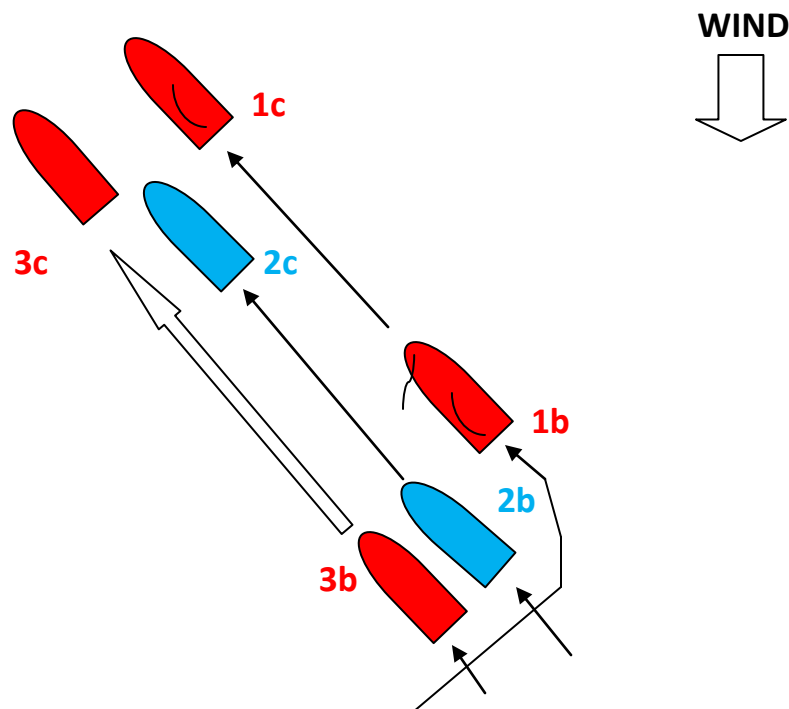


In position b, 1 sets up in a position to windward of 2. 2 must choose to hang on in bad air or to tack away from 3. If 2 decides to tack away, 1 can easily tack to cover and slow 2. If 2 decides to maintain its course, a speed pass-back begins (see next page). 2 must slow this process to give his other two boats a chance to catch up. If 2 can slow 3 before 1 slows 2, 1 must come back to help 3 and the race is slowed.

## 2. Red Team completes a Speed Pass-back to become 1,2

From the upwind pass-back position 'b', red 1 tightens the main sheet and controls speed by luffing the jib. Red 3 goes fast and high to force 2 toward 1. Blue 2 must hang on and 'pass the buck' in order to prolong or avoid the pass-back.

**\*1 and 3 should squeeze 2 out without losing speed\***

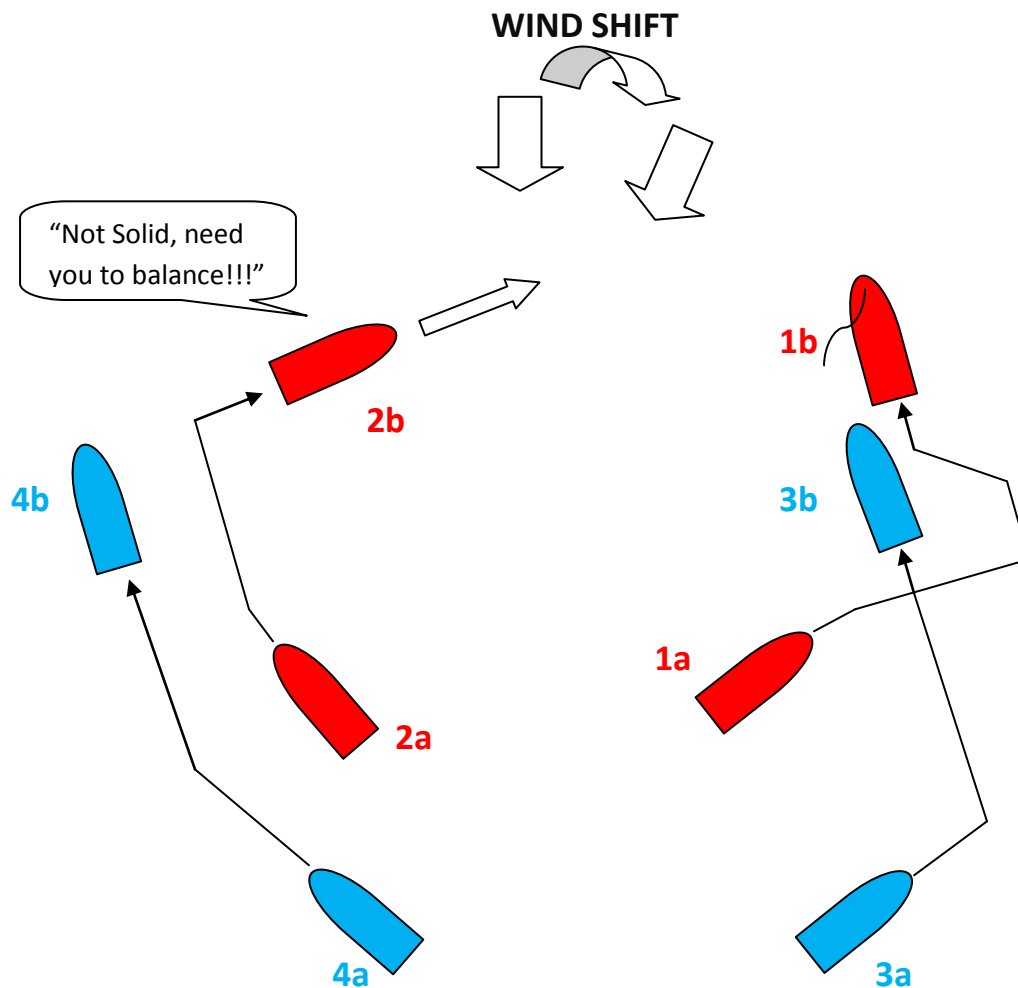


1 should hold on to the pass-back until 3 is far enough ahead to tack and cross 2. Ideally 3 should always come out in front of 2, as shown. Sometimes 3 will fall behind, and may be able to tack out behind 2b. Then the pass-back takes on a new nature where 1 must pin 2. For this reason, when 1 sets up the pass-back, he should prevent 2 from tacking.

Red must recognize that during a pass-back, the other two blue boats are sailing fast. So, they must act quickly and lose as little speed as possible in the process.

### 3. Red Team balances to extend their lead in Play 1 (1,2,X)

With the pass-back complete, all 1 and 2 need to do is cover and balance out any shifts. Each boat will loosely cover the next boat on the opposing team, here 3 and 4. 1 must slow 3 before 3 can slow 2 and change the play. Communication is often the key to quick reactions as a team.



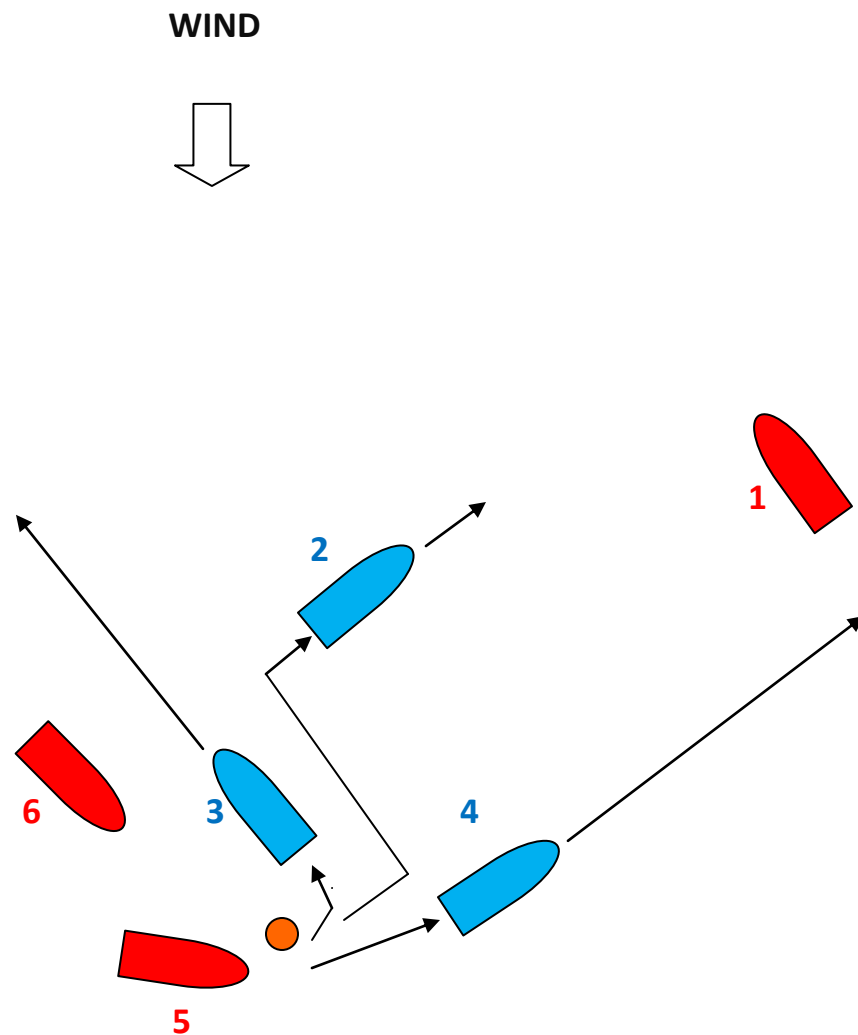
When 3 becomes a threat to 2, the red team must communicate the need to balance. By slowing 3, 1 prevents 2 from losing second place. 4 is not a factor at this point, because they were outside the shift and fell farther behind. However, as soon as Play 1 is re-established, the 1,2 needs to sail fast and resume covering both the 3 and the 4. The wind will eventually shift back.

## Play 2

### 1. Blue Team (2,3,4) sets up to Zone Cover, or "Weave"

Rounding the leeward mark, the 2,3,4 must distribute across the course. Ideally, boat 2 tacks as boat 3 rounds, and tacks again when boat 4 rounds. Boat 3 tacks when boat 4 rounds the mark. Boat 4 does not tack.

**\*2 tacks twice, 3 tacks once, 4 goes straight\***

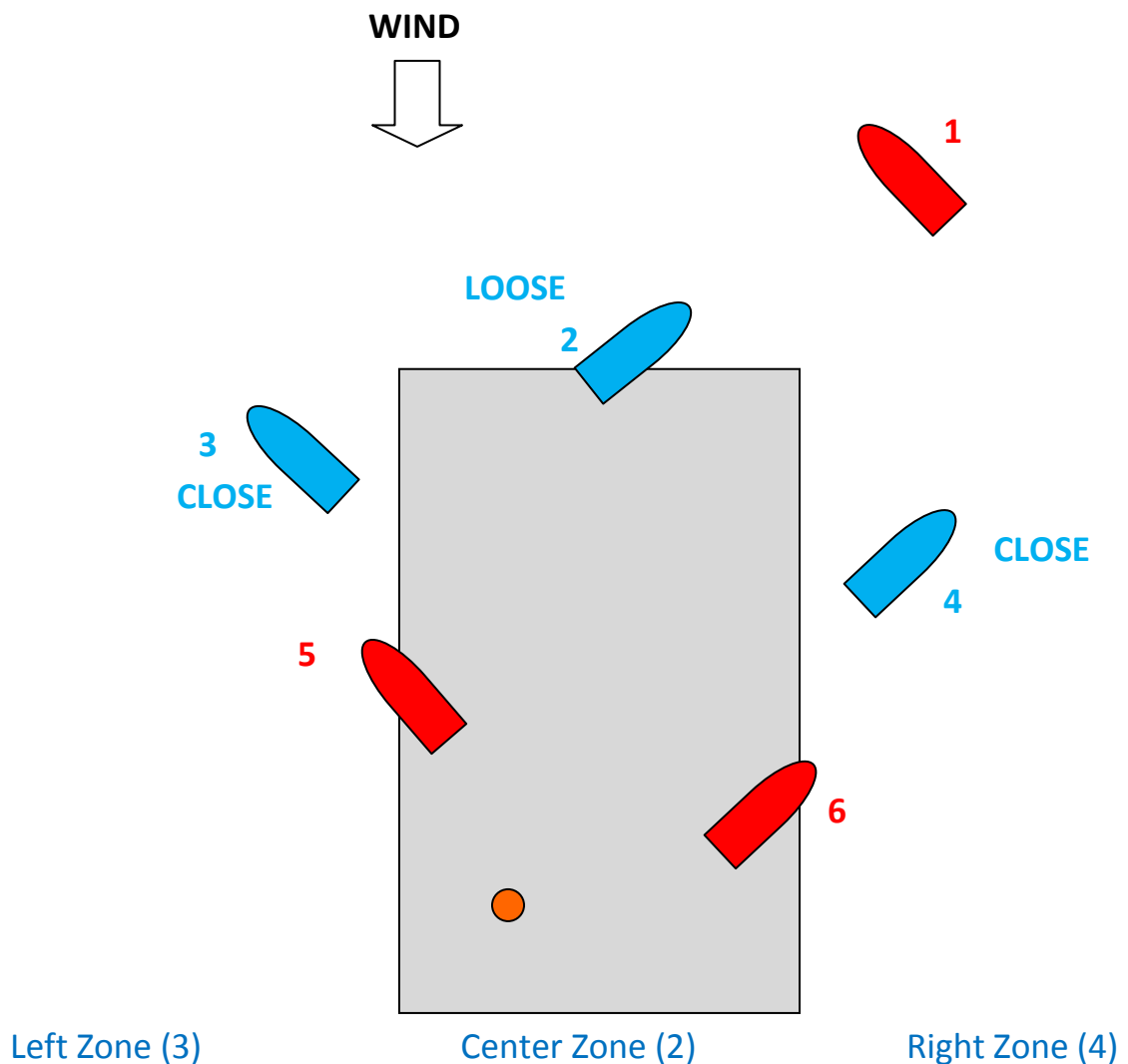


The red team needs to unbalance the 2,3,4 by slowing the boat whose zone is unfavored. Boats 5 and 6 must split tacks, while boat 1 covers the favored side.

## 2. Blue Team (2,3,4) maintaining the Zone Cover, or “Weaving”

Weaving takes advantage of the ability to cover boat 5 and 6 on both sides. Boats 2, 3, and 4 each have a ‘zone’ on the course. Ideally, boats 3 and 4 each cover the side they went to from the leeward mark, and boat 2 takes the middle.

\* Close cover boats entering your zone, loose cover boats leaving your zone\*

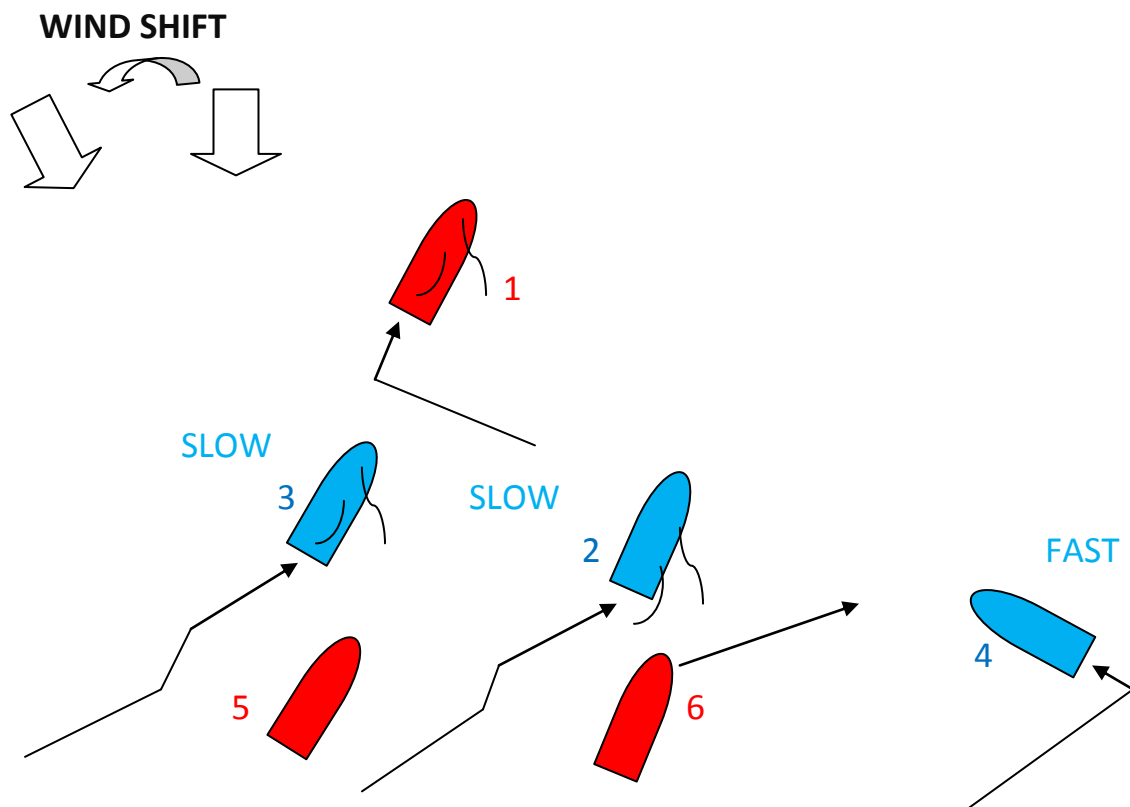


Boats 5 and 6 are in Play 4, and will try to split. The boat on the un-favored side works to slow the closest opponent. On the favored side, the other boat goes fast until it becomes the 4, then sets up a pass-back to achieve the 1,4,5.

### 3. Blue Team (2,3,4) Balances the Race after a shift.

A wind shift to one side will endanger the weaving boat on the other side. To bring that boat back into Play 2, the other two boats stop weaving and tighten their coverage in 1 on 1 pairs. They 'balance' their team mate back into a strong position. Once balanced, the 2,3,4 begins to weave again. It is important that both pairs (3,5 and 2,6) are slowed. If not, 1 and 5 may have an opportunity to convert to Play 1 (1,2,X).

**\*The goal is to keep all 3 boats solidly ahead of the 5,6\***



The first team to execute their play will be the one in a winning combination. If blue reacts quickly and balances 4 back into the race, they will maintain Play 2 (2,3,4). If red reacts first, 6 can now cover 4, changing their combo from the 1,5,6 to Play 4 (1,4,5).

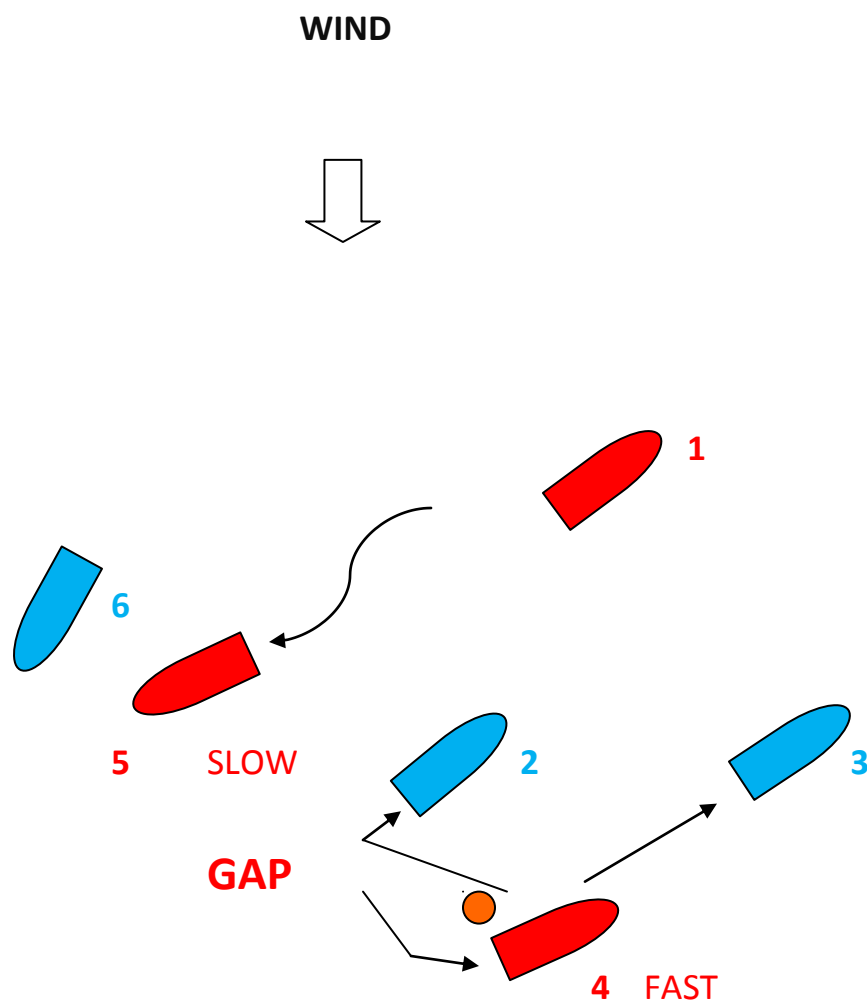


## Play 4

### 1. Red Team (1,4,5) sets up the 4 – 5 Gap

Rounding the leeward mark, 5 should already have created a sizeable gap by 'deep 6ing' the 6. The 4 will have to contend with a double-team from the 2,3 so the 4 needs to push forward as fast as possible.

**\*1 stays ahead, 4 goes fast, 5 'deep 6s' the 6\***

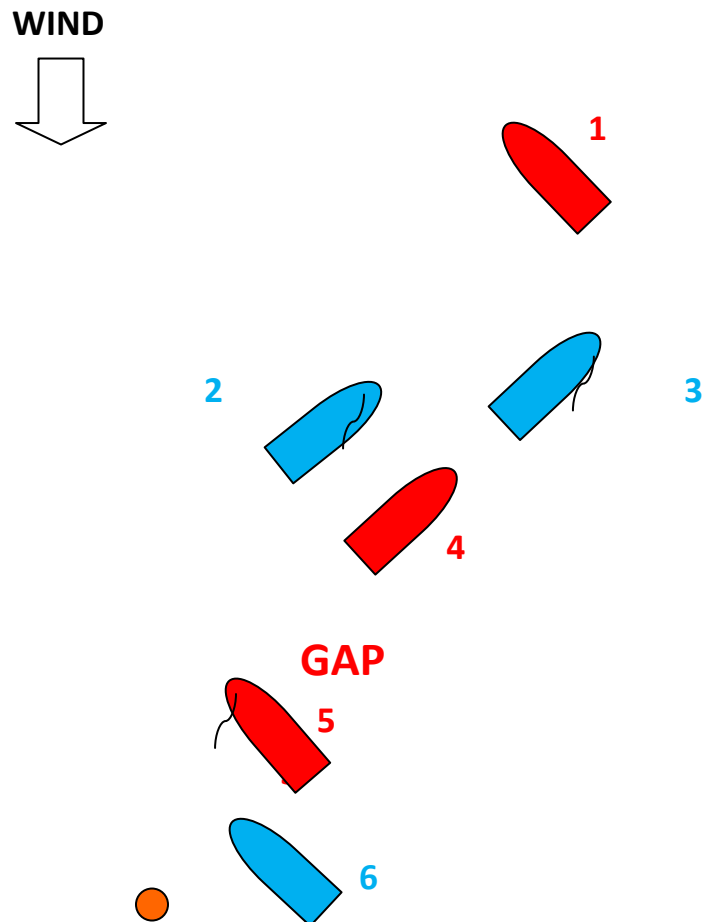


The blue team's 2,3 will 'double team' the 4 and closes the 4 – 5 gap to help the 6. This is a strong move, so 5 must create a big gap early and effectively.

## 2. Red Team maintaining Play 4 (1,4,5)

Weaving takes advantage of the ability to cover boat 5 and 6 on both sides. Boats 2, 3, and 4 each have a 'zone' on the course. Ideally, boats 3 and 4 each cover the side they went to from the leeward mark, and boat 2 takes the middle.

\* Close cover boats entering your zone, loose cover boats leaving your zone\*

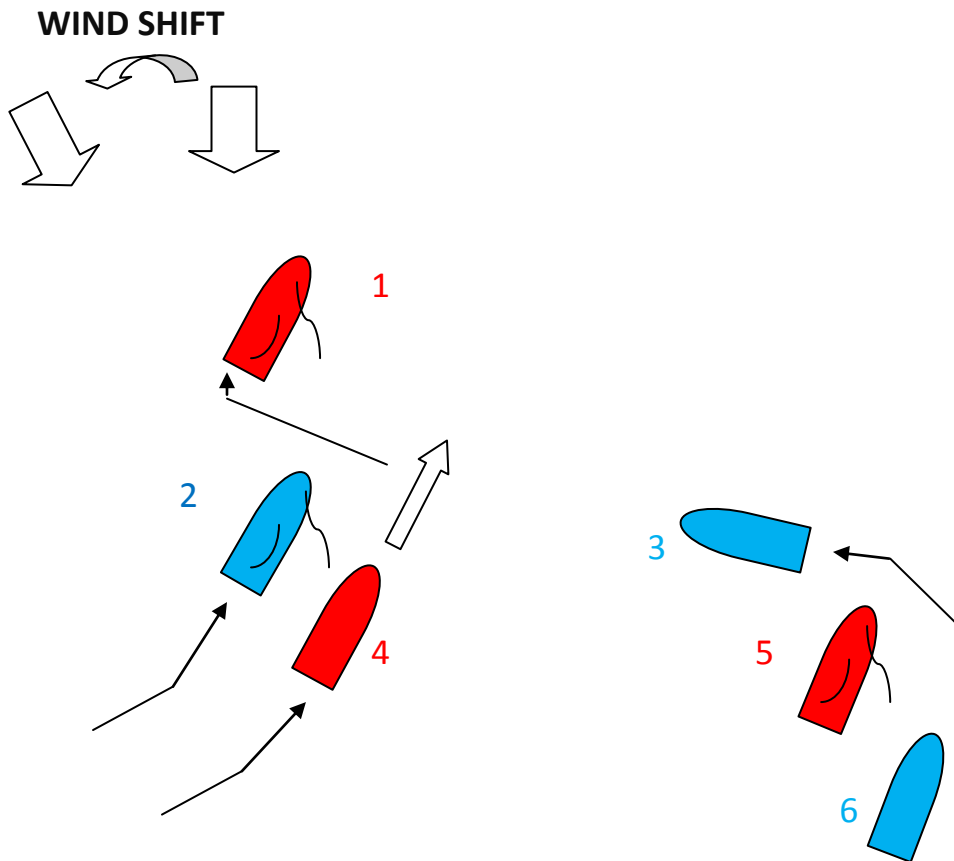


The 2,3 double team should be slower than the 5 covering. This makes Play 4 less stable. Knowing this, 1 must look for an opportunity to convert to Play 1 (1,2,X) when either the 2 or 3 is disadvantaged. This is made even easier if the 4 manages to pass one of the boats in the double team. If 1 gets passed, the red combination is now 2,4,5, and they can convert to Play 2 (2,3,4) by slowing the opponent in 3.

### 3. Red Team (1,4,5) uses a shift to get Play 1

A wind shift to one side will endanger the double-teaming boat on the other side. In response, 2 will drop to cover 4 in hopes of getting 3 back in the race. 1 and 4 have an opportunity here to convert to Play 1 (1,2,X).

**\*For Red: the goal is to get the 1,2 before blue regains the 2,3\***



The team that reacts first will earn a winning combination. If blue reacts quickly and balances 3 back into the race, they will maintain the 2,3 and a chance for Play 2. If red reacts first, 1 can now cover 2, changing their combo from Play 4 (1,4,5) to Play 1 (1,2,5).

Play 1 is more stable than Play 4, and teams rarely attempt to hold Play 4 on the first beat. Instead, try to fleet race into Play 1 (1,2,X). Only go to Play 4 early if the other team aggressively pursues Play 2 early.

**Glossary – See how many you can define on your own...Answers to follow.**

**Deep 6**

**Balance**

**Pairs**

**Plays**

**Fast**

**Slow**

**Gap**

**Weave**

**Pin**

**Mark Trap**

**Zone (2)**

**Pass the buck**

**Bump and run**

**Both tack**

**Bail out (pre start or layline)**

**Pass Back (speed and pin)**

**Rules of Thumb**

**Committed/non**

**Fool's Game**

**Drop**