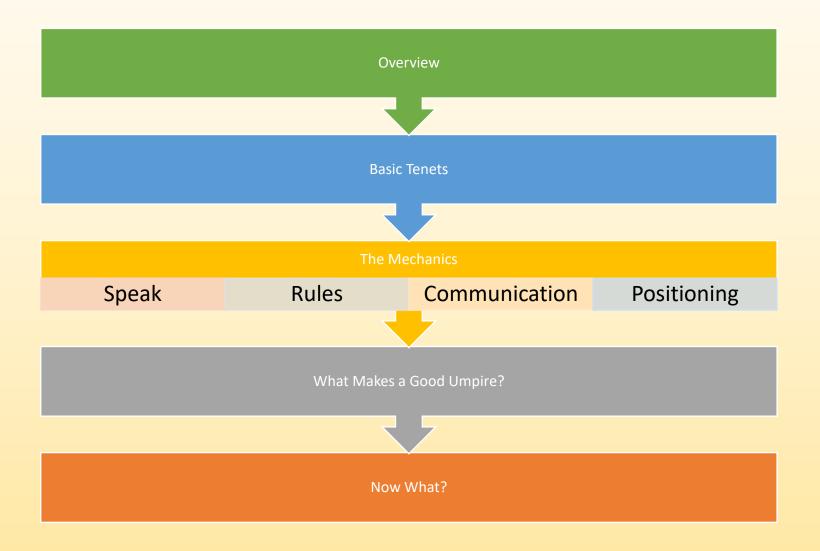
So, You Might Be Interested in Umpiring

A Crash Course





OUTLINE





OVERVIEW



- Difference between Umpires & Judges
 - Judges
 - Observing & enforcing rule 42
 - Umpires
 - Enforcing Part 2, RRS 42, RRS 28, RRS 31 on the water
- What disciplines are using umpires?
 - Match Racing
 - Team Racing
 - Fleet Racing!
- Why?
 - Keep the game on the water
 - In disciplines using rules as a weapon level playing field
 - Fleet avoid the protest room
- Makes the sport more enjoyable



BASIC TENETS

Last Point of Certainty

Be where you need to be

You WILL miss things

Make a decision





How do we do what we do?



Umpire Team

Umpire Speak

Communications

Positioning



Umpire Team



Team of two

- Driver
- "Doer"

• Driver

- Follows 1 boat
- Responsible for being in the right place

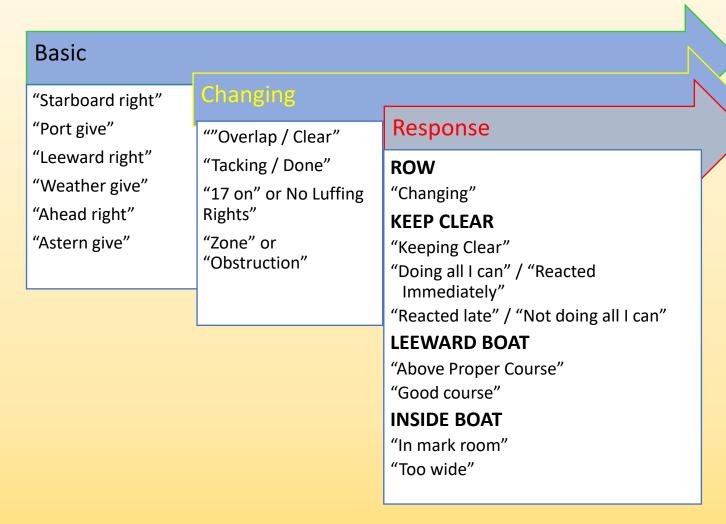
Doer

- Other boat/boats
- Flags
- Whistle
- Radio



Umpire Speak

Decision-Oriented Conversation

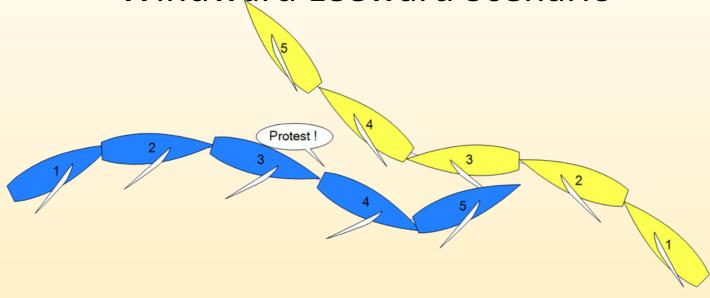




Windward Leeward Scenario

THE MECHANICS

Umpire Speak Example



Driver Umpire - Yellow

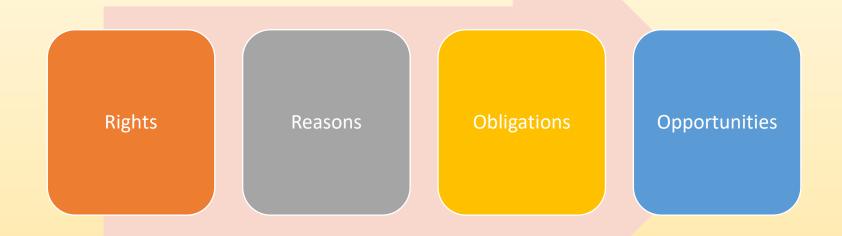
- Starboard right
- Bearing away
- Bearing away
- On me
- Penalty Yellow

Second Umpire - Blue

- Port give
- Ducking 16.2 on
- Altered Immediately
- Blue Protest red Flag
- Agree you broke 16.2



Decision Making





Decision Making

- Rights: Refer to who has, or does not have, the right of way
 - 'I am right' (shortened to 'right') or
 - 'I am keep clear (or give way)' (shortened to 'give').
- Reasons: Why a boat has right of way, or is keep clear
 - starboard, leeward, ahead, right
 - port, windward, astern, tacking, taking a penalty, give
- Obligations: What a boat must do
 - must keep clear
 - must give room
 - must not sail above a proper course
 - must not interfere with a boat on another leg, etc.
- Opportunities: to improve position or to comply with an obligation
 - can luff
 - can sail above proper course
 - can tack and keep clear
 - can cross clear ahead

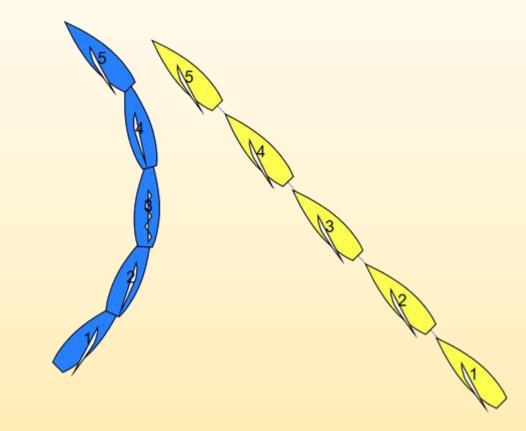


Rights

Reasons

Obligations

Opportunities



- Blue: "Port give...luffing...tacking...done...leeward right...instant overlap...I can luff"
- Yellow: "Starboard right...holding...holding...windward give...Agree...I must keep clear"



Transitions are key

When the boat's status changes the rules change

- Tacking
- Close-hauled
- Passing Head-to-Wind
- Mark-room given
- Leaving the Zone
- Gybing
- Overlap/Clear
- Zone clear/Zone Overlapped



Communication

BASICS

 Conversation should be short, simple, and to the point. If one umpire states a position ('Penalty to XXX'), the other umpire responds:

I agree I do not agree

I did not see

- Make clear signals and use your whistle like you mean it.
- Point at, and use eye contact with, a penalized boat.
- Got someone else's call?
 - Raise an arm and point at your chest if you have the call.
 - Point at the another umpire to have that other umpire make the call. Get a 'thumbs up' response
 - Also use your radio to communicate with others.
- If you see an incident but no protest say 'Incident closed'.



Positioning

• Team Race Positioning – 2 boats

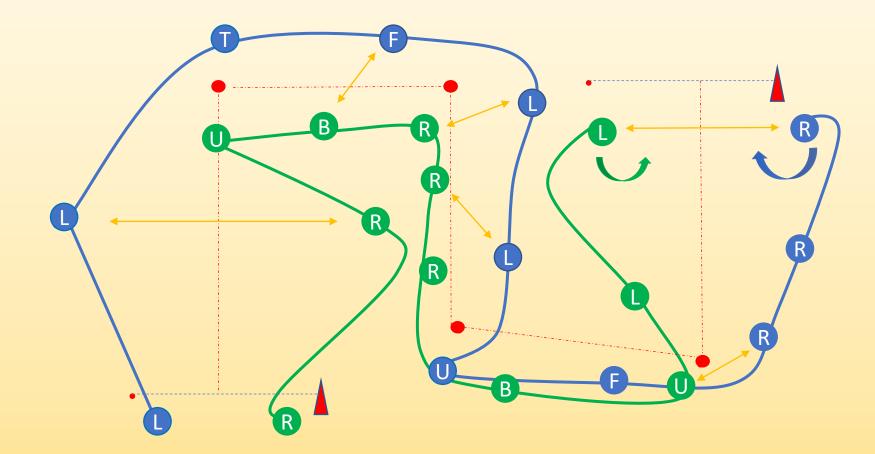


Diagram Courtesy: Peter Wilson



Positioning

Match Race Positioning



Video Courtesy: Bill Simon



VIDEO example

WHAT DOES IT TAKE TO BE A GOOD UMPIRE?

- Objective
- Excellent rules Knowledge
- Decisive
- Small boat driving skills
- Racing knowledge
- Consistent
- Responsive
- Humble admit mistakes



WHAT Now?

How do I get to try this game?

- Read and Understand the Call Book
- Start small work local events
 - High School Team Race
 - College Team Race and Match Race
- US Sailing seminars
- Talk with Area Umpire
- Oakcliff

Shameless Plug:



EYC running MR Clinic and Umpire Seminar – April 29 – May 1

Contacts: Charlie Arms – <u>sailchas@gmail.com</u>

Preston Senior – waterfront@eastportyc.org

