

Lindsay, B

Tactics Seminar with Steve Hunt.

- Pro sailor great tactician
- It is a cool way to go through a race

- Tactical rules
 - Sail towards mark
 - Keep it simple
 - Sail in more wind
 - Not to many maneuvers
 - Once in wind sails to mark
 - Start near favored end
 - The favored end is more up wind
 - Then you become ahead

- Starting
 - Clear lane or **low density** areas
 - At the crowd chances of getting out if crowd is bad.
 - 45 sec. in between lay lines
 - Always look at close out lay line at boat
 - Close out lay line-at committee boat where someone can luff up out
 - **Port tack approach**, find a lane
 - Always look at loop
 - **Start near favored end**
 - Always easier to sneak in to holes than out
 - Fake it-don't look at him, pretend you're going away, then come and hook him.

- Sailx
 - Everyone is same speed
 - Perfect crew
 - Easy kite access-push of a button
 - Great tactics
 - Gibe sets become very easy
 - Bad air extends less
 - More fouls
 - Communication
 - At a gate, it is better to have a bad rounding at the starboard one not port

- Favored End
 - If there is a gain somewhere else, don't start at the favored end
 - Make sure you find the side with more wind and less current to gain the most you can

- Weigh risks like can I get to the right from pin
- Skills
 - Make a game plan before the start
 - Factor in current
 - Shallow water=less current
 - Playing the current right, can help you gain big
 - If it is oscillating, play shifts towards a side or the mark
 - A big game changing factor
 - Has a big decision
 - Adjust tacks for boat types
 - If the boat is a slow taker you must tack less
 - Boat types make it harder to find your way on the lifts
 - Control Emotions
 - Don't get too sad
 - Don't get too happy
 - WE must be calm and at peace to make best decisions
 - Never quit, finish for easy point
 - Bill Hardsey never quits
 - If you always fight at the end you'll have a great regatta
 - You can judge how much is behind you, you can focus on passing.

- A Salix Race 1
 - If you have enemy's it is harder to win.
 - Be with friends out there
 - Flow over sails and blades
 - Stay away from drama, packs
 - Try to le-bow more by mark, you tend to shift down
 - Not sure what gate take the left because you come out on starboard
 - Starboard tack advantage
 - In a match race gibe before lay then gibe back and roll opponent
 - Avoid collision

- Sailx Race 2
 - More wind and lift is better than going through lots of current
 - Don't over stand
 - Controlling emotions
 - Keep fighting
 - More current up wind makes it better
 - Wide rounding with current
 - Tack on opponent even with wind
 - Put yourself in between the fleet and the mark
 - Big lead avoid downwind, no need to practice rules

- Sailx Race 3
 - If you can tack across the fleet do it!
 - A lot of people chill before the start
 - Leading edge is an issue
 - Oscillate towards right to get by current
 - Wait, headed, wait, tack
 - Wait to get headed before going
 - Bad start
 - Hedged
 - Tight reach, wait to set
 - Or set and douse to head up
 - Don't let yourself get upset when capsize
 - When in a tough spot just think "someone drops you from a helicopter on your boat and you have no knowable of what is happening"
 - Keep it clean

- Sailx Race 4
 - Boat crowded ovoid drama
 - You don't have to win every race
 - You just need a good start
 - Defended on people gained a hole-good start
 - Be respected-If you make a suggestion people might listen
 - Waited then take
 - Never pin yourself
 - Never tack beneath a starboard boat, unless you have a way out
 - Avoid drama
 - Keep it simple
 - Current is a big factor
 - Always fight and try to pass people
 - Work the side to get out of the current
 - If you can pick off boats finish will be better
 - Go fast and stay away from the drama
 - Sail in more wind
 - With no one behind you can match race

- Sailx Race 5
 - In situations when you are in a stable position for scoring you *can* take risks
 - Sometimes you just have to hang when taking out is not a good option
 - Don't give up in tight situations
 - Push drama away
 - When you have good wind and you are near the leaders it is a good situation
 - With no drama you get a better drop in the end

- Know current and take risks
- Don't talk too much
- Don't head from behind, dip first
- Be smart
- Stay in more wind
- Sail on the long tack
- Shift modes
- From match racing to becoming calm and patient
- It is best to assume the worst situations, they help you plan and carry out for the better
- Osculate to stay in a better position
- Stay away from fouls when fleet racing vice versa in team racing
- If you know more than the other boats around you, you can pass them
- Never say someone is going to pass you
- Stay positive
- Never get up, keep fighting
- It all pays in the end!!!

- Notes
 - Picture the race from an aerial view
- Finding wind in the real race
 - More heel
 - More waves-wind makes waves
 - Dark waves=wind
 - Darkness
 - Movement/speed
- Clouds
 - Flat, darker bottom, lighter top- thunder storm cloud-The wind 95% of the time comes from it
 - Head towards them, more pressure
 - After they pass, wind dies
 - Pushes wind, and sucks it too
 - Puffy Clouds with no rain are windier on the edges not directly under it
 - If a front is rolling in the wind will bend towards that front
 - Hitting of the two fronts is dead-**avoid the battle grounds**

- General Notes
 - Think through scenarios, and your reaction will be better
 - Have a game plan
 - The whole team needs to be on the same page
 - The heavier the boat the more you lose
 - The person on the right always wins

- Mission Bay

- Sail in more wind
- Wind takes the path of least resistance
- Look for the pressure from the coves
- Wind bends around points
- Tack around a point and you can get lifted
- Wind is easy to see
- Wind oscillates at coves
- Choppy
- Be In shape
- Check blades for grass
- Dagger boards angle is the key to sabot sailing