

3 v 3 Team Racing Plays + Terms

Play 1: The winning combination that consists of a 1,2, anything

Play 2: The winning combination that consists of a 2,3,4

Play 4: The winning combination that consists of a 1,4,5

Geographical Starting: Of the three team members, they each try to start in a different geographical area on the line (boat,middle,pin) and pair up with the team mate nearest your position.

Digital N: The Course Used in High School Team Racing. It consists of a start line then an upwind beat to mark 1, a reach to mark 2, a downwind to mark 3, another reach to mark 4, and finally an upwind to the finish.

Passback: Slowing down a bad guy in order to get someone from your team ahead

Speed Passback: Upwind passback where the boat being helped sails at full speed, and gets through by his teammate ragging on the bad guy.

Mark Trap: Passback at a mark

Ragging: Over-trimming your main and luffing your jib while directly on your competitors breeze.

Pin: Sitting directly to windward of another boat so that they cannot tack without hitting you

Break Overlap: Positioning your boat so that a continuous parallel line drawn across your stern, would be in front of any competitor trying to control you.

2 Boat length zone: This is the size of the team racing mark room zone, smaller than fleet racing

Time and Distance: Knowing how long it will take your boat to go a certain distance either at full speed or slower.

The Box: The imaginary area blocked off by the laylines of the course, if you're outside the box you're in trouble as you're basically not on the course.

The Gate: Off the starting line, the right most person. This person has starboard rights on the entire fleet at go.

Incoming: A call from a team member to The Gate that a bad guy is ducking through to his right side and therefore taking starboard advantage

Hook: Getting to leeward of someone and having the rights to turn them into the wind.

Locked: Basically being hooked, can't turn how you'd like to anymore.

Shut out: Blocked from going somewhere, usually around a mark or at the start/finish, using the rules and boat positioning.

Cycle Out: When you get hooked or locked pre-start, usually a tack and a gybe in quick succession to create some space.

Dial Down: Aiming down below close hauled at someone while on starboard tack. Generally a pretty big no no

The Ace: In a play 1 or 4, the person whose job it is to put someone deep into last. If your other team members are 1,2 then the ace would take the 6 so far back that even iff the 2 gets passed, they can never go play 2 because their 6 is a leg away.

Whip and Dip: Converting from a 1,2,6 to a 1,4,5 on the downwind or at mark 3.

Man Up: Each team mate takes one bad guy and slows them.

Chasing: They are winning and we have to catch someone in front of all of us in order to not lose.