



# Texoma Sailing Club

Grandpappy Point Marina



## 2022 TSC Sailing Program

Texoma Sailing Club is happy to announce our sailing plans for the 2022 sailing season.

Our sailing program for 2022 has two programs that will appeal to all our club members.

We want to welcome new members or new skippers to the sailing program. We are planning a Member Orientation Session on January 29 to introduce the club officers and explain the club's activities and operations

We kick off the year with a USCG Boater Safety Course. This course will certify you as having completed a Texas Parks and Wildlife boater safety course. A bonus is that most insurance companies will give a small discount on your boater insurance for having attended a course.

Our racing program will consist of seven races that go towards the TSC Championship Series. To attract new racers, we will open a Novice Class for first year racers. We will include several different styles of racing including buoy racing, flotilla racing and distance racing.

We are adding a new program for 2022 with emphasis on fun cruising and learning to sail your boat better. Some of our more experienced sailors will be available to sail with you on your boat and help you improve your sailing skills.

Attached you will find a summary of the 2022 schedule and some Frequently Asked Questions. Please feel free to email or email us with any questions.

Fair winds,

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## 2022 Sailing Schedule

29-Jan	Member Orientation		
12-Feb	USCG Boating Safety Course		
12-Mar	Club Cruise #1	Event TBD	Depending on weather forecast
26-Mar	Club Cruise #2	Event TBD	Depending on weather forecast
9-Apr	Beat the Taxman Race	Fixed Mark Race	TSC Points Race
23&24-Apr	Spring Regatta		
14-May	Asbury Smith Cup	Distance Race	TSC Points Race to CCYC
28-May	Ladies At the Helm Race	Fixed Mark Race	TSC Points Race, Female Skippers
11-Jun	Ol' Man o' the Sea	Buoy Race	TSC Points Race, Single Handed
25-Jul	Club Cruise #3	Event TBD	Depending on weather forecast
3-Sep	Wunderlick Race	Distance Race	TSC Points Race, Night Sailing
17-Sep	Club Cruise #4	Event TBD	Depending on weather forecast
22-Oct	Fall Fest Race	Buoy Race	TSC Points Race
12-Nov	End of Season Race	Fixed Mark Race	TSC Points Race

## Racing Program

Three race formats will be used throughout the season

- **Buoy Racing** - Closed course racing around a standardized course with a duration of about 45-60 minutes per race
- **Flotilla Racing** - Intermediate distance course with a duration of about 2-3 hours
- **Distance Racing** - Point to Point races; or distance racing of 12 miles or more.

**Relaxed Starting** - Select races will feature a start window to reduce the stress of starting the race

**Fleets** - A minimum of two boats is required to form a fleet:

- Cruising
- Leisure (roller furling mainsails and/or wing and shoal draft)
- Novice (First year racers)

## Eligibility

TSC events are open to all sailors. Only TSC members will be eligible for TSC Championship scoring.

## TSC Championship Series

The 2022 TSC racing season includes the crowning of a champion for each racing fleet. The Championship Series is open only to TSC members. Championship awards will be presented during the 2023 Commodore's Party.

The scoring for the Championship Series uses the low point scoring system as set forth in the Racing Rules of Sailing (Appendix A and A9), with the following changes:

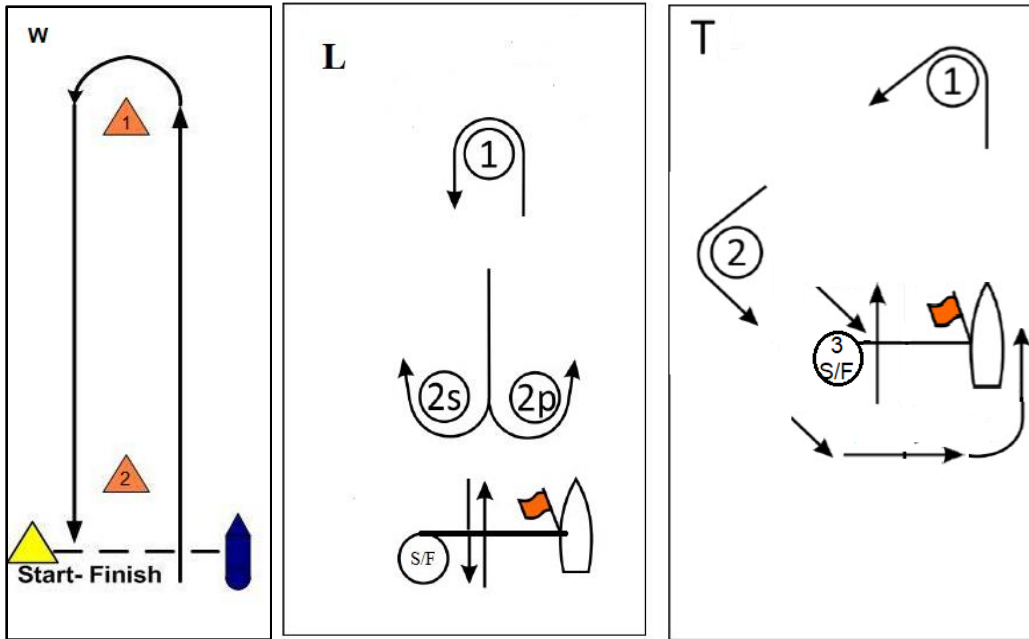
- A boat qualifies for scoring in the series if she sails 4 of the races in the 2021 season.
- Results of the Spring Regatta will not be utilized for Series scoring.
- For days where multiple races may be sailed, the day's combined results will be that day's result.
- If a boat does not compete in a series race, scores equivalent to DNC will be used for that boat.
- Service on RC will entitle a boat to a scoring adjustment for those races where RC is performed.
- Each boat's series score will be the total of her race scores with her worst score excluded.
- Only TSC members are eligible for points. For non-members of TSC, points amass only AFTER application for TSC membership.

## Race Committee

Any race program can only be successful if members are willing to serve on Race Committee. As a condition of participation in the Racing Program, all racers are required to volunteer for Race Committee duty. In order to keep things fair, a scoring adjustment will be provided in the series and Championship scoring on races served on Race Committee.

# Race Courses

**Drop Buoy Courses**  
Typically, 1-2 miles in length with 1 hour duration



**Fixed Mark aka Flotilla Courses**  
Typically, 4-20 miles with 2-3 hour duration



## **Cruising Program**

New for 2022, we will hold several on-the-water events that emphasize boat handling skills. These events are designated on the calendar as Club Cruise #1 thru #4. Given that some of these events are good for calm winds and others good for high winds, we'll make the determination of just which event using forecasts during the week leading up to the event. Some of our more experienced sailors will be available to sail with you on your boat and help you improve your sailing skills if you want some additional help and instruction.

These events could include:

### **Docking Drills**

Sailing is a relatively easy endeavor, when you're out in the middle of the lake and it's blowing 10 knots. Docking at the gas dock? Things get more "exciting."

- Dock talk - Learn different docking strategies
- Fun stuff Competition
  - Practice (with judges scoring how you've done) at the gas dock.
  - Good for a calm to 5 knot day.

### **Gybing fun!**

There are few maneuvers in sailing that bring more anxiety than gybing. It's also a maneuver that many perform incorrectly and unsafely.

- Dock talk - Learn the safe, correct way to gybe your boat.
- Fun stuff competition
  - Race around a simple course that requires a gybe at the mark (timed and handicapped).
  - With experienced help on-board.
  - Good for a 10 knot day.

### **Man overboard races**

Going fast is not nearly as important as sailing safe. When was the last time you practiced a MOB drill?

- Dock talk - Learn the different MOB techniques.
- Fun stuff/Competition
  - How long will it take you to get your MOB back on the boat?
  - Compete in a timed event with a judge/timekeeper on-board.
  - Good for a 10 knot day.

## **GPS Poker Run**

The GPS has become a ubiquitous element of navigation in sailing. Yet, operating a GPS and then using it to find a particular location can be a challenge (particularly at night). The other challenging aspect is that there is very little standardization between different GPS products, particularly with MOB functions.

- Dock talk - Get to know the basics of your GPS (Training)
  - Terminology
  - Format of positions
  - Different operations and screens on a GPS
  - How to use your GPS to navigate
  - Using your GPS to mark Man-Over-Board.
- Fun stuff Competition
  - We'll drop 20+ milk jugs with twine and a rock to anchor at different GPS locations around the lake. Inside each jug is a rolled up playing card.
  - You'll draw from a hat a number of GPS locations.
  - Collect as many of the playing cards as you can in two hours.
  - The best poker hand at the end of the event wins!
  - Doing this all under power on your boat (good exercise in boat control under power - we will build on these skills for docking...).
  - Good for a calm to 5 knot day.

## **Racing Safety**

Docking and racing have high levels of anxiety associated with them (you can tell by listening to how much yelling is associated with these activities). Oh, the stories we all can tell. Getting from anxiety to comfort is a matter of practice. We will focus on those aspects of anxiety and safety.

- Dock talk
  - Learn the basic rules of racing and some easy tactics to employ
- Fun stuff/Competition
  - We'll provide an experienced racer on board with you
  - Complete in a simulated race
  - Starting line
  - "I'm hard over and need to steer down! Blow the main!"
  - Gybing
  - Close quarters simulation (using the Whaler).
  - Good for a 10-15 knot day.

## Heavy Air Sailing

Does the sound of the wind whipping through the rigging in the harbor send you into a bit of a panic? Comfort with higher winds comes with practice and exposure, but still requires an eye towards safety (just as calm air sailing does). Lake Texoma is not the ocean but being out in higher winds can be fun and exhilarating (besides, the choppy water keeps the powerboaters off the lake!).

- Dock talk - tactics to employ when its “blow ‘in like stink”. When to go out and when to stay in (Hint: your judgement, your comfort and the condition of your boat).
- Fun stuff/Competition
  - You’ll have an experienced sailor on board with you.
  - Sail to D and back on a high wind day (likely, wind out of the South)
  - Execute a chicken gybe to round the mark.
  - Meet back at the clubhouse for a judged storytelling competition, including who can tell the biggest lie about their adventure.
  - Good for 15-25 knot day.

## Light Air Sailing

Ah, the sounds of silence. Or the frustrations of struggling to get somewhere/anywhere. Just as the wind blows hard some days, other days it seems that there is no wind at all, or the wind is coming from every direction on the compass. Avoid the temptation of firing up the “iron genny” and learn some of the finer points of sailing in light air. Sailing in light air requires a distinct set of skills and a lot of patience.

- Dock talk - tactics to employ when the wind gives out.” How to squeeze some speed out what seems like a windless day. How to “see” the wind and anticipate a puff.
- Fun stuff/Competition
  - You’ll have an experienced sailor on board with you if you wish.
  - Sail to D and back on a light and variable day.
  - Learn how to use a whisker pole (if you have one) to give your boat more sail area.
  - Meet back at the clubhouse for a recap of how you overcame the least of what Mother Nature threw at you. First one to fire up the engine buys the drinks! (Just kidding.)
  - Good for 5 knot day.

## Frequently Asked Questions

- **Q: I've never raced before. It looks really intimidating. How is this easier for me to start racing?**

A: We are committed to helping new Skippers and Crew learn the ropes of sailing well.

- We want to help you to become a better sailor and learning to get the best performance from your boat. Our race emphasis is on improving your boating skills, not winning. In fact, many boats are crewed by a couple.
- We have introduced a "Start Window" to take the stress out of the start. This will spread the fleet out during the start so that you do not need to "battle" for starting position with other boats.
- A variety of races builds different skill sets.
- This year we are introducing a Novice Fleet for first time racers. This will allow first time racers to compete against each other instead of competing against more experienced racers.
- You can crew on another boat. Racing boats are always in need of crew. Contact the Race Captain if you would like to find a crew position. Or just show up race day. We can find you a place to participate.

- **Q: Where do the races and cruises take place?**

A: Most of the events will start and finish in Little Mineral Arm just outside the Grandpappy Harbor. The exception would be for drop buoy races that start out in the main part of the lake or some of the cruise programs that will take place within the marina. Our events may take you over most of the open water area of the lake over the course of the year.

- **Q: I don't want to race. What other things are there for me to be part of?**

A: We will have four non-racing events on the water this year. In our Cruising Program, the goal is to use different learning sessions to improve skills. Whether Cruising or Racing, sailing as a group is helpful in improving your sailing skills and enjoying the sport of sailing. Serving on Race Committee is another way to be part of the club activities as well as having a fun day on the water.