

# Team Racing

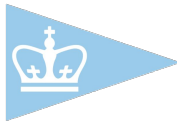
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Rules, Starts and Approach, Basics



# What is Team Racing?

- Instead of racing against a fleet by oneself, boats are grouped into 2- or 3-boat teams and race against another team
- Scoring for 3-boat teams:
  - Team with LESS than 10 points (combined) wins
  - Stable and unstable combinations
    - Play 1 (1-2-anything, 1-3-anything)
    - Play 2 (2-3-4, 2-3-5)
    - Play 45 (1-4-5)
- Course (digital N) encourages more interactions between players
  - More opportunities for rules situations
  - Engaging in plays



The most fun you can have while sailboat racing



**Play Execution**

TEAM BUILDING



**Team work**

TEAM RACING 102-103



**Moves**

**Adv. TR Concepts**

TEAM RACING 101



**Starts**

**TR Basics**

FOUNDATION



**Rules**

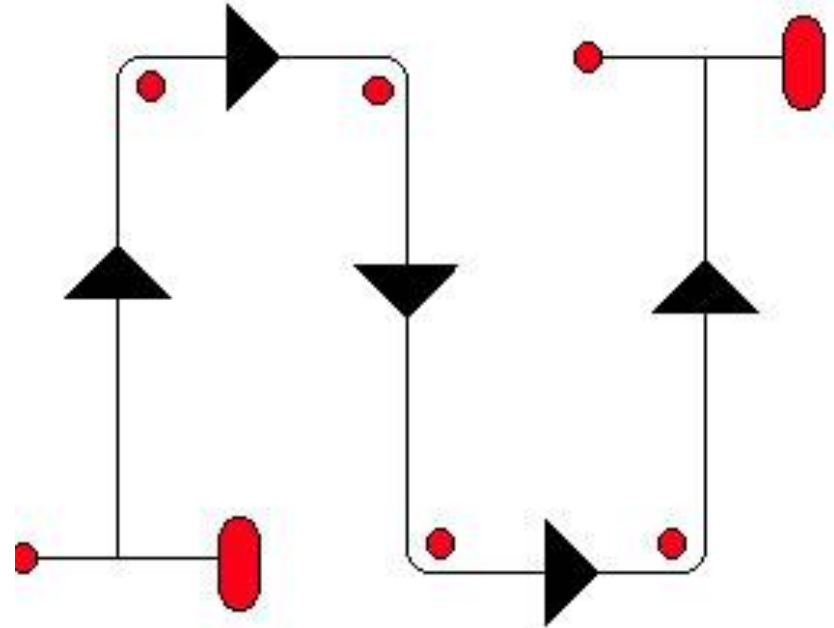
**Boat Speed**

**Boat Handling**



# Rules: Differing from Fleet Racing

- Penalties: 360
- Instant umpire calls
  - No protest room off the water
- 2 boat-length circle instead of 3



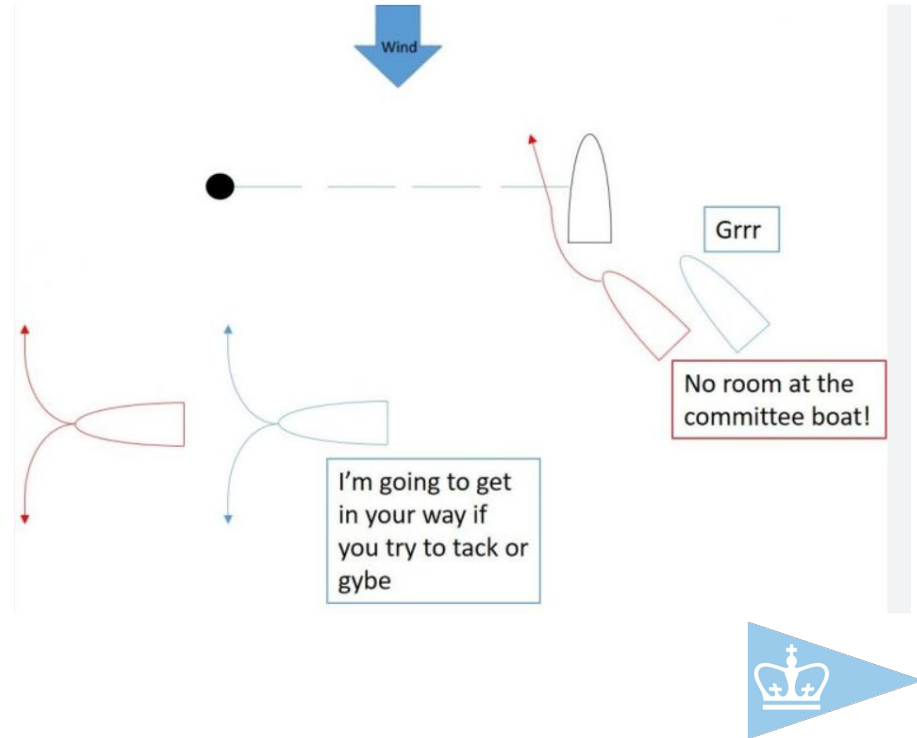
*Digital N Course: passing marks to port AND starboard*



# The Pre-Start and Start

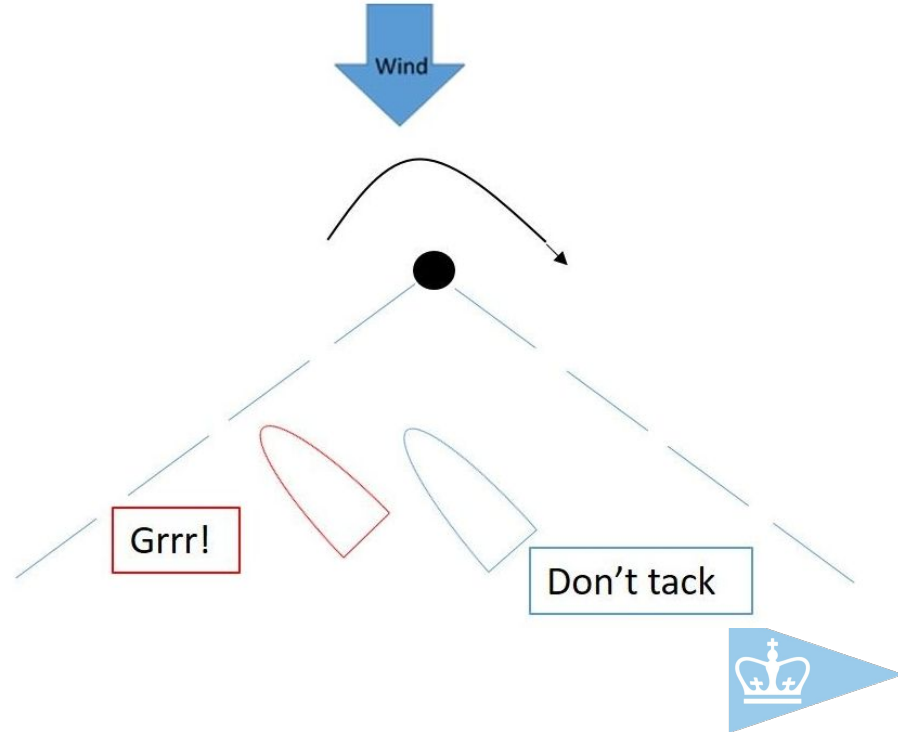
Start: strategizing across the course

- Boat
- Middle
- Pin



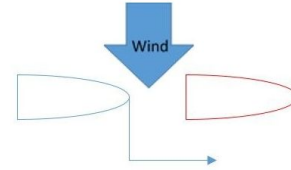
# The Beat

- Using wind shadows strategically
- Using rules effectively across the beat to block out opponents at the windward mark
- Creating an effective spread across the course



# The Beat

- Decide if in winning or losing combination
- Good opportunity to play forward
- Decide the setup for the downwind run
- Understand pairs: who has who
- Never cross a teammate!
- Communication is key

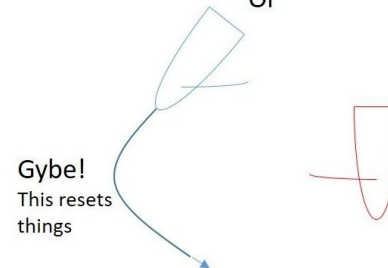


If it starts out like this, then blue can't push red up.

Any other way and Blue can put red as high as they like (examples below).



Or

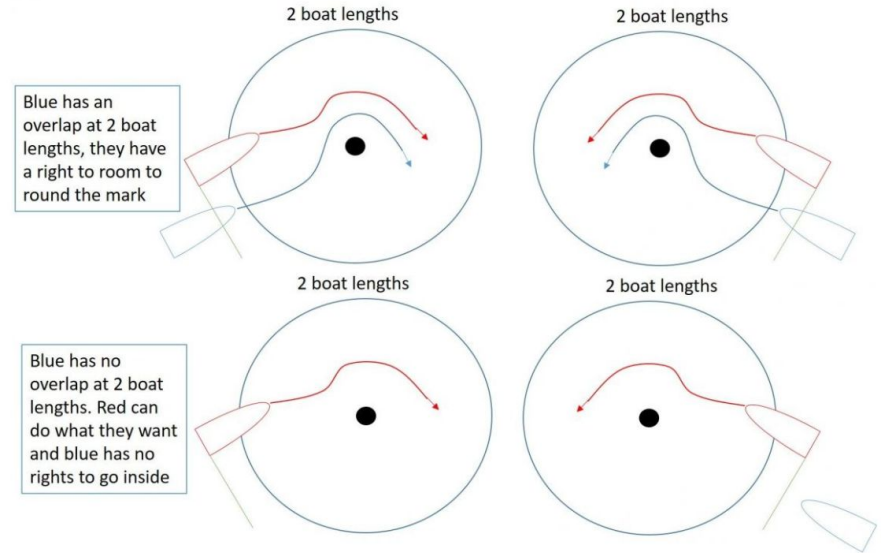


Gybe!  
This resets  
things



# The Mark

- Opportunity to set, engage in, and defend yourself in *mark traps*
- Another critical moment for plays and understanding combinations
- Next reach/beat sets you up for understanding what the play for the beat is



• The run

