

THE 'ALWAYS' RULES OF TEAM RACING (KARL ZIEGLER AND MATT COHEN)

- Before every start, have a team plan (side of the course) and an individual boat plan (i.e., know if leading or pushing).
 - Lead when: pin favored, light air, adverse current.
 - Push when: boat favored, breezy, favorable current.
 - Our boat at the boat end should tell team who's over (not your opponents).
 - Job for middle/pin, announce incoming boats.
 - Speed kills, when in doubt, go fast.
 - Always know what play your team is in or working for.
 - Play 1: 1,2,x
 - Play 2: 2,3,4
 - Play 4: 1,4,5
 - Pass-backs must happen immediately... can't wait for mark roundings.
 - Always be closer to the boat you are trying to trap, than to the boat trying to trap you.
 - When two teammates confront a trap, the first of the pair always goes full speed to the outside of the trap, thereby breaking it.
 - When under pressure on the run, never let an opponent get to your left
 - Control what you can, and that's what's behind you.
 - At leeward mark, first of pairs tacks.
 - At mark 2 with a square downwind leg, first of pair extends, second gybes.
 - When in a 1-2, the primary role of the 1 is to protect the 2 (don't be weak, must be close).
 - In coverage schemes, don't let opponents get bow out to a side.
 - Second half of last beat, get to the right of your opponent.
 - Never give up on a race, keep the pressure on until the end.
-
- When chasing a 1-2, teammates must recognize and agree on who has the best shot at the 2. Other teammate gets out of the way!
 - Don't FOUL! When you are keep clear boat being protested, spin and protest, don't wait for the umpire call.