Forward	**Middle**	**Driver**
Before Warning Signal		
input	input	Gameplan (Right or Left)
	time to enter (subtract 4 from time to start)	Likely First Move
In Last Minute before Entering…		
	TIME (every 5 seconds to 0:30; then every second to entry)	
		reminder of likely first move
After Entering…		
Are we / they (Blue) crossing?	Say when WE have fully entered	what will happen:
Relative boat speeds?	Display Y flag whenever appropriate	(cross, Dial Up, etc.)
		Whether to Slow
Dial Up		
	Did Blue get to close-hauled???	which tack to sail on…
	our speed / direction through the water	(point to which way to back jib; or say "right" or "left")
	in second DU, where we are relative to middle of the line	
Middle Section		
	TIME (every 15-30 seconds and after each major maneuver)	
	reminder of Plan (Right or Left)	what will happen (circle, extend, lead, etc.)
Where we are relative to Boat and Pin layline		
Time back to Boat		
Changes in Pressure / Shifts		
Final Approach		
Time to Burn!		
Distance from layline to Boat or Pin as appropriate	TIME (final minute) – every 5 seconds to 0:30; every second to GO	what will happen… speed or slow: (default is speed)
Distance to line		
Where we are relative to center of line	At ~1:00, reminder of Plan (Right or Left)	
Can we start on port?	Are they "locked"?	
	Can they start on port?	

Off the Line

Where is jib trim at?   speed / height reports - constant
(max, out 2, etc.)   (with net gain / loss comment)
                                 keep mode or change?

nearby Pressure changes
(puff in 5, etc.)
Shifts

On the Beat

Where we are relative to Center   speed reports
Which side we like   if they tack…   if ahead: if they tack, we…
Time to nearer layline   where are they relative to layline   if behind: hang or attack?
Call 90 degrees on hunts

Nearing Top Mark

What side of run do we
like initially   type of set: type of set
(based on course axis and breeze) (bear away, bear away and   Top Mark Meet?
                                 immediate gybe, or gybe set)

time to layline; count down
from 1:00   count down to hoist

                                 "Top Mark Meet" – if close

On the Run

Wind pressure / shifts   angle of boat relative to pressure on sheet   if they gybe, we…
Speed reports (height & speed)
Location of apparent wind (theirs and ours)   what will happen???
Where are we relative to Center
Time to nearer layline   if nearing a corner with other
                                                                  boat, "Shitfight"
                                                                  display Y flag in shitfight

Nearing Bottom Mark

Initial thoughts for beat   what will happen
                                                                  Likely drop scenario
                                                                  (default is starboard side)
                                                                  Display Y flag if needed
                                                                  Countdown to drop
                                                                  Countdown to gybe/turn