



St Leonards Yacht Club & Motor Sailing Instructions 2016-17

GENERAL PRINCIPLES

These sailing instructions are specifically for SLYCMS club racing. Details may be changed for one-design or inter-club regattas.

Sound signals are not obligatory (e.g. in the event of equipment failure), times will be taken from the flag signals, not the sounds.

All participating skippers MUST register with the Race Committee and identify their boat on the race sheet.

All skippers and crews MUST wear PFD's at all times while racing.

Leave the water if there is a danger of a lightning storm.

Go to the aid of any person or boat in danger.

Unless otherwise specified, the ISAF Racing Rules of Sailing (2013-2016) rules shall apply.

RACE COURSES

For most club racing a committee boat based start will be used as described below, starts are encouraged to better align start line to the wind and utilize the racing area.

- Whether a shore start or committee boat start is used, the start line shall be between the orange flag flown at the boat or pier and the start buoy
- The course is designated by the number on the racing board/lectern. Up to four letters A, B C, and D show the marks and are repeated to show the number of laps.
- Mark A is the windward mark (Mark D is the Multihull windward mark), B the gybe mark and C the leeward mark. The marks do not have letters on them and each boat is responsible for identifying the location of the marks.
- An alternative Windward Leeward course will have A as the windward mark (Mark D for the Multihulls), and either one mark as the leeward, or two marks (one of which may be the start mark) as a gate, to be passed through and rounded in either direction.
- A green triangle indicates marks to starboard and a red square marks to port.
- A minimum of three boats starting is required to constitute a race. If only one boat finishes, then that boat is the winner.
- Boats not finishing within 20 minutes multiplied by their handicap/100, of the first boat to finish (in their start group) may be scored DNF at the discretion of the Officer of the Day (OOD). For example, a boat with a 70 handicap would have 14 mins more to finish, but one with a 120 handicap would have 24 minutes more to finish after the first boat.

SCORING (CLUB RACING)

- For an individual race, each boat receives the number of points equal to its finishing position.
- For a series of races, on the same day, total points and overall position is determined by adding up points for each race.
- DNF (started a race and did not finish) equals number of finishers in that race +1
- DNS (did not start a particular race) equals number of finishers in that race +2
- DNC (did not start all races on a particular day) - may or may not have registered on the race sheet - equals number of finishers in each race +2 for each applicable race

RACING RULES OVERVIEW





This list covers the basic rules only. It is recommended that all racers study “The Racing Rules of Sailing” 2013-2016 which will apply stated otherwise.




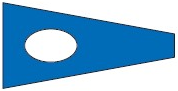

- A port tack boat must keep clear of a starboard tack boat even when rounding a windward mark.
- A windward boat must keep clear of a leeward boat
- A boat that is tacking must keep clear of one that isn't
- When two boats are tacking at the same time the port side boat must keep clear
- A boat clear astern must keep clear of a boat clear ahead when on the same tack
- A right of way boat, when altering course, must give other boats time to keep clear
- A boat must avoid contact with another boat if reasonably possible, however a right of way boat shall not be penalised unless there is damage or injury. Damage implies loss of value or functionality. A touch is not damage.
- At a mark, the outside of two boats overlapped must give the inside boat room to round. The overlap is established the first boat reaches **three boat-circle, “the zone”**, from the mark.
- Mark or buoy room continues to apply based on the position of the boats when the first one reached the zone, **it cannot be broken if the overlap is lost** while continuing to sail to the mark. There are three exceptions;
 - 1) At a windward mark, when on different tacks, the starboard tack boat has right of way,
 - 2) At a starting mark, surrounded by navigable water, the inside boat is not entitled to room,
 - 3) The boats meet when one is leaving the mark and the other is approaching.
- A boat that is over the line before the start may restart **by re-crossing the line by dipping the line or rounding the end mark**. A boat that is returning to re-cross the line after the start must give way to all other boats until it is on the pre-start side of the line.
- If a boat touches a mark must get clear of other boats and do a complete circle as soon as possible.

- A boat finishes when any part of it crosses the finish line, after which it must clear the line in either direction. However, if in doing so it touches a finish mark, it must first take a 360 penalty, then go to the course side of the line and refinish.
- A boat that has broken one of the above rules (Part 2 of The Racing Rules of Sailing) may take a penalty by getting clear of other boats as soon as possible and making ONE turn in the same direction including one tack and one gybe. This overrides the standard two-turn penalty provision in the Racing Rules of Sailing.
- A boat may protest another boat that has broken a rule in Part 2 of The Racing Rules of Sailing and MUST hail "Protest" at the first reasonable opportunity. The offending boat may accept the penalty by doing **TWO** turns. If the offending boat does not accept the penalty, the offended boat may lodge a written protest within one hour of the end of the last race. Protest forms are available in the Race Committee manual. The protestor is responsible for contacting one of the following people to organize a protest committee: the Race Captain, or the PRO of the day.

STARTING & FINISHING RACES – SINGLE OR MULTIPLES STARTS

Boats class grouping assigned by Race Committee where multiple starts.

FIRST START	FLAG	SOUND	MINUTES BEFORE START	
STEPS				
Pre-Warning Signal	Flags which may be up before the Warning: Start Line (Orange), Starboard or Port Roundings (Green-S/Red-P), Penalty Flags (I,L,Black)	THREE SOUNDS	Make 3 sounds 20-60 seconds before the Warning Signal for the First Start, or after a Postponement.	
WARNING	 ↑	CLASS FLAG UP	ONE SOUND	5 MINUTES
PREPARATORY	 ↑	PREPARATORY FLAG UP (KEEP CLASS FLAG UP)	ONE SOUND	4 MINUTES
ONE MINUTE	 ↓	PREPARATORY FLAG DOWN (KEEP CLASS FLAG UP)	ONE SOUND	1 MINUTE
START	 ↓	CLASS FLAG DOWN	ONE SOUND	0 MINUTES

SECOND OR MORE STARTS				SECOND START WARNING STEP IS AT SAME TIME AS 1 ST START
WARNING	 ↑	SECOND CLASS FLAG UP (same time as 1 st class down)	ONE SOUND	5 MINUTES (exactly at 0 minutes of preceding class)
PREPARATORY	 	PREPARATORY FLAG UP (KEEP CLASS FLAG UP)	ONE SOUND	4 MINUTES
ONE MINUTE	  ↓	PREPARATORY FLAG DOWN (KEEP CLASS FLAG UP)	ONE SOUND	1 MINUTE

START



CLASS FLAG DOWN ONE SOUND 0 MINUTES

NOTES:

- Sound signals are not obligatory (e.g. in event of equipment failure). Times will be taken from the **FLAG SIGNALS**, not the sounds.
- All skippers must register with the Race Committee and identify their boat on the race sheet.
- All skippers and crews must wear PFD's at all times while racing regardless of PFD Flag or not.

OTHER SIGNALS AND FLAGS

COURSE FLAGS

Round Marks to Port
(preferred)



Red/Green may be flown as a flag, or a placard placed with the course number at the racing board/lectern. This can only change between races.

Round Marks to
Starboard



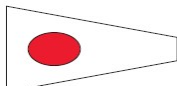
If none is shown, Red is assumed.

Start / Finish Line



Start/finish line is formed from the pole flying this flag (land or boat) and the starting buoy.

#1 Code Flag



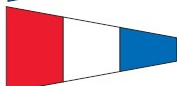
Course #1

#2 Code Flag



Course #2

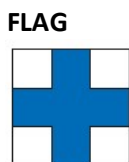
#3 Code Flag



Course #3

PARTICIPANTS OVER THE START LINE EARLY

Individual Recall (over
the line early)



FLAG

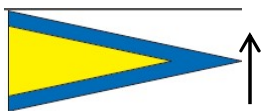
SOUND

NOTE

One
Sound

Attempt to hail offending boat(s) Skipper Name or Number*. All non-offenders continue normally. Lower flag when (if) all boats have started properly.

General Recall (many over the line early)



Two Sounds

Race does not continue, all boats to return to starting area. Lower flag when boats have understood the General Recall and begin full start sequence again.

*Note: Failure to hail or failure of Skipper to hear the hail does not negate the boat being over the line early. It is the responsibility of every skipper to start properly. If a boat does not return and start properly it will be marked OCS.

OTHER COMMUNICATION FLAGS

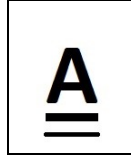
	FLAG	SOUND	NOTE
Postponement (AP) (for any reason, eg. marks, weather, etc)		Two Sounds Up One Sound Down	All races not started are delayed. The next starting warning signal will occur 1 minute after lowering the AP flag.
Abandon Current Race (N)		Three Sounds Up - One Sound Down	All races in progress are abandoned. Participants to return to the start area. The next starting warning signal will occur 1 minute after lowering the N flag.
Abandon Current Races – No more Racing (N) and (A)		Three Sounds	All races in progress are abandoned. No more racing today (e.g. no wind, lightning, safety incident, etc.).
Come Within Hail		One Sound Up – no sound Down	Request to participants to come within hail of Race Committee for information.
Shortened Course (Most commonly used in light/dying wind conditions)		Two Sounds (ok to repeat as needed)	When displayed from land, boats will finish on the current leg (of the leading boat) at the finish line. When displayed on a boat, boats will finish between the boat flying this flag and the closest buoy of the course.
Missing Mark		One Sound (repeat as needed)	If mark sinks/drifts/etc, this flag may be flown from a committee boat to replace a missing mark-boat becomes the mark.

Class Flags

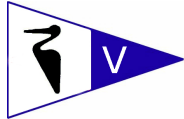
Yellow Flag (Generic)



A Class Flag

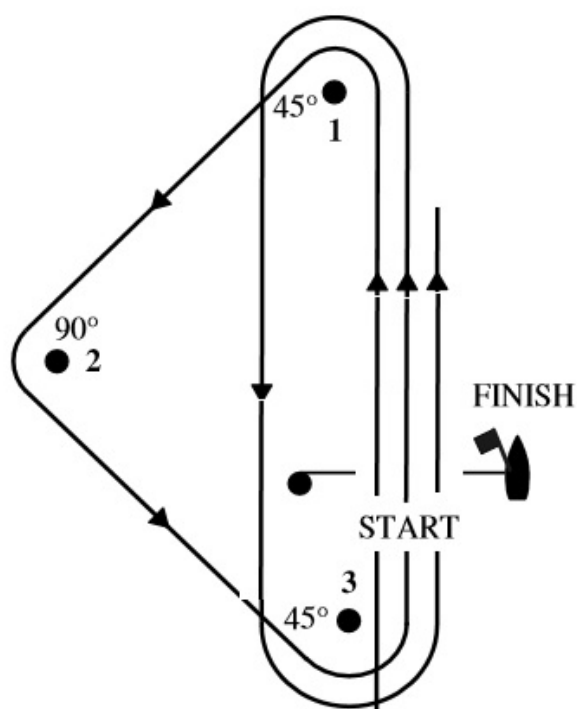


Heron Flag



A Triangle-Windward-Leeward Course

Start – 1 – 2 – 3 – 1 – 3 – Finish

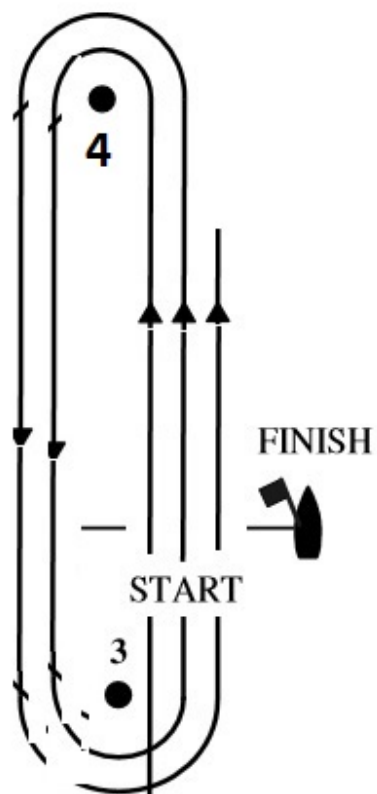


Course Number	Course Configuration
1	Start – 1 – 2 – 3 – Finish
2	Start – 1 – 2 – 3 – 1 – 3 – Finish
3	Start – 1 – 2 – 3 – 1 – 3 – 1 – 2 – 3 – Finish
4	Start – 1 – 3 – 1 – 3 – Finish

Please note: Course Number 2 shown above

Windward-Leeward Course

Start - 4 - 3 - 4 - 3 - Finish



Course Number	Course Configuration
1	Start – 4 - 3 - Finish
2	Start – 4 - 3 – 4 - 3 - Finish
3	Start – 4 - 3 – 4 - 3 – 4 - 3 – Finish

Please note: Course Number 2 shown above

