



Team Racing Regatta

Saturday 9th September 2017

Organising Authority:
NSW International Optimist Dinghy Association
In conjunction with Northbridge Sailing Club

SAILING INSTRUCTIONS



1. RULES

- 1.1 Racing will be governed by:
- The rules as defined in the *Racing Rules of Sailing*.
 - Appendix D (Team Racing Rules)
 - Yachting Australia Special Regulations Part 2
- 1.2 Races may be umpired in accordance with Appendix D2.3(a).
- 1.3 Rule 29.1 is amended replacing, in line 7, “four minutes” with “one minute”.

2. NOTICES TO COMPETITORS

- 2.1 Notices to competitors will be posted on the Northbridge Sailing Club Notice Board.
- 2.2 Once a racing session has commenced Notices to Competitors will be given orally from the Start Boat or by an Umpire.

3 CHANGES TO SAILING INSTRUCTIONS

- 3.1 Any written change to these Sailing Instructions will be notified at least 10 minutes before the start of any race affected.
- 3.2 Oral instructions may be given on the water by the Race Committee and/or the Umpires, prior to the warning signal, when Flag L is displayed. It will be the responsibility of each team to obtain any oral instructions given.

4 BOATS

- 4.1 Competitors are responsible for providing their own boats to sail at the regatta and for ensuring they comply with the IODA Class Rules.
- 4.2 All equipment intended to be in the boat for sailing purposes shall be in the boat while afloat.
- 4.3 The penalty for not complying with one of the instructions of this section will be disqualification from all races sailed in which the instruction was broken.

5 SIGNALS MADE ASHORE

- 5.1 All signals made ashore will be displayed on the NSC flag mast.
- 5.2 When displayed ashore flag “AP” the first Warning Signal for the next race shall be made 10 minutes after the AP is lowered (amends race signal AP).

6 SCHEDULE OF EVENTS

Day	Date	Time	Event
Saturday	9 Sep	08:30-09:30	Arrival/Registration
		09:30	Briefing
		10:15	First Warning Signal

**It is anticipated that presentation will conclude by 17:30.

7 REGATTA FORMAT

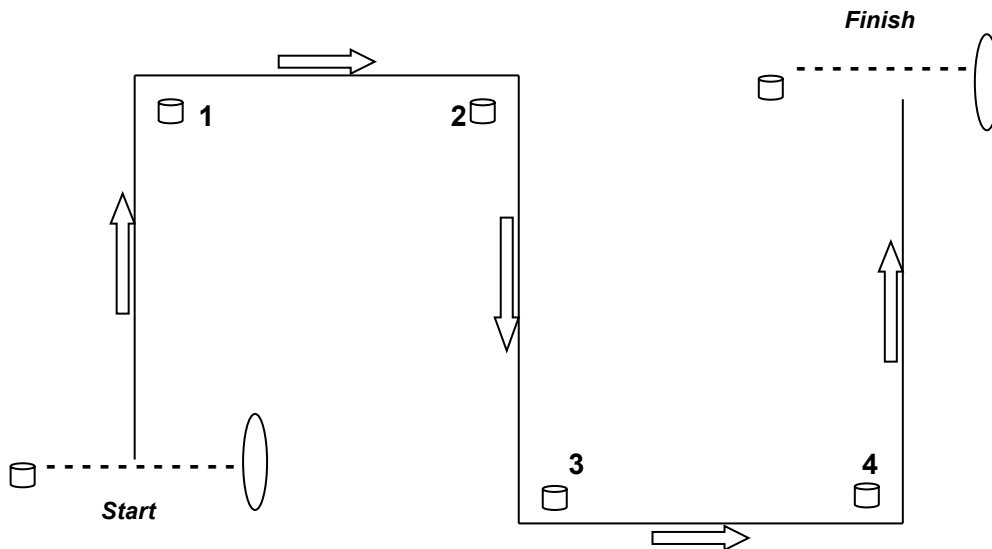
- 7.1 A Swiss League draw will be made on Sat 9 Sep. Two completed rounds shall constitute a regatta.
- 7.2 No new race shall be started after 16:30pm.
- 7.3 Placing for the regatta shall be determined by ladder position as at the completion of the last completed round sailed, Appendix 1- Computer Generated Swiss League shall be used to break any ties.
- 7.4 The race schedule and race results can be viewed at the following link:
<http://www.austeamsailing.org/events/opti17/schedule.html>

8 RACING AREA

The racing area will be on the waters adjacent to Northbridge Sailing Club.

9 COURSE

- 9.1 The course shall be a starboard hand digital N course, unless changed by the Race Committee.



- 9.2 The Race Committee or Umpires may move marks of the course at any time. Rule 33 will not apply. The moving of a mark by the Race Committee or Umpires will not give grounds for redress. This changes Rule 62.1(a).

10 MARKS

Marks will be as described at the briefing.

11 THE START

- 11.1 The race number of the next race to start will be signalled on a board located on the stern of the Committee Boat.
- 11.2 The Starting line will be between an orange flag on the Committee Boat at the starboard end and the port end starting mark
- 11.3 Races will be started by using a 3 min starting sequence. Times shall be taken from the start of each sound signal. The failure of a visual signal shall be disregarded. This changes RRS 26 and *Race Signals*.

<i>Signal</i>	<i>Minutes before starting signal</i>	<i>Sound</i>	<i>Alternative visual signals</i>
Warning	3	One	Class flag
Preparatory	2	One	Flag P
One-minute	1	One	Flag P shape down
Starting	0	One	Class flag down

* Even numbered flights shall use a White class flag and Odd numbered flights shall use a Blue class flag.

- 11.4 A boat starting later than 2 minutes after her starting signal shall be scored Did Not Start. This changes Rules 63.1, A4 and A5.

12 RECALLS

- 12.1 Recalls shall be signalled in accordance with RRS 29, except that flag X shall be displayed for no more than one minute.
- 12.2 The start boat will attempt to call out the sail number of any boats OCS. Failure to hear the call shall not be grounds for redress.

13 TIME LIMIT AND ABANDONMENT

- 13.1 If no boat has finished within 10 minutes of the start the race will be abandoned.
- 13.2 Boats not finishing within four minutes of the first boat will be scored DNF. This changes Rule 35.
- 13.3 Abandonment may be signalled orally by the Race Committee and/or the Umpires. Umpires may additionally signal abandonment by repetitive whistle sounds.

14 THE FINISH

The finishing line will be between the pole displaying a blue flag on the Finish Boat at the starboard end and the port end finishing mark.

15 PROTESTS AND REQUESTS FOR REDRESS

- 15.1 Rule D2.4 applies to all protests and requests for redress.
- 15.2 For protests and requests for redress other than protests under a rule listed in Rule D2.2(a), competitors shall inform an Umpire or the Race Committee prior to leaving the vicinity of the finish area.
- 15.3 There shall be no redress for the breakdown of a boat which occurs between the Preparatory Signal and the Finish.
- 15.4 Instructions 20 and 22 are not competitor protestable.

19 OFFICIAL BOATS

Umpire's boats and boats assisting the Race Committee are the only boats permitted in the racing area and may not have an identifying flag.

20 SAFETY REGULATIONS

All team captains are to sign on before going afloat for the first racing session of the day, and are to sign off when proceeding ashore at the end of their racing day. Failure to comply with this requirement will result in a 1 win penalty.

21 BREAKDOWNS

If a boat breaks down prior to the preparatory signal that flight shall be postponed for a maximum of 10mins or the until next two flights have been started, whichever is shorter. After this the flight shall be started regardless of whether the breakdown has been rectified.

22. SUPPORT BOATS AND COACHES/MANAGERS

Team coach and support boats are to remain, from the first Warning Signal of the day until the last boat finishes the last race of the day, outside of the area bounded by the Start, Mark 1, the Finish and Mark 4 and at all other time at least 50m from boats racing. If wind direction allows, observation may be restricted to (excellent) land-based viewing platforms.

Appendix 1

Computer-generated Swiss League

1. Rounds will be a computer-generated Swiss League programme.
2. A draw will determine the first round.
3. The second round will be, using the order of the original draw, the first winner against the second winner and so on except the first loser will sail the last loser or the last winner.
4. Rounds will then be scheduled at the conclusion of a round for the next round but one by ordering the teams, using the tie-breakers below, and then matching them, as far as possible, in order of their places (the first team will sail the second team and so on) except that, teams will not be matched if they have met within three (3) rounds of the round being scheduled.
5. If the final round cannot be completed its results will be ignored.
6. Races that cannot be sailed in order or for which results are not entered or complete will be ignored for scheduling purposes. Subsequently corrected or altered results will not affect a published schedule.
7. Resails will be sailed at the end of the next available round. Race committee decisions on resails will be final, this changes Rule 60.1 (b).

Tie-breakers

Ties will be broken, in order of precedence, in favour of the team(s) that has:

1. if the tie is between two teams only, won the last race between them.
2. sailed more races against teams that have a higher place.
3. sailed fewer races against teams that have a lower place.
4. the lowest sum of the places of the teams the tied teams have beaten.
5. the lowest sum of the places of the teams to which the tied teams have lost.
6. beaten the highest-placed team the tied teams have individually beaten.
7. not been beaten by the lowest-placed team to which the tied teams have individually lost.

Step 1 will be applied whenever a step leaves a tie between two teams. Steps 2 to 7 will be repeated until no more ties can be broken when remaining ties will be broken:

8. by the draw for the first round; ties in odd-numbered rounds will use the draw, ties in even-numbered rounds will use the draw inverted.”