

Sailing Instructions

420 Invitational Regatta

1. Rules

- 1.1 The regatta will be governed by the rules as defined in *The Racing Rules of Sailing* (RRS), the 420 Class rules, and amendments to such rules defined below.

2. Entries

- 2.1 Boats eligible to compete will be in compliance with the 420 class rules
- 2.2 Entry into the series is accomplished by completing the Registration form provided via Regatta Network.

3. Notices to Competitors

- 3.1 Instructions specific to the race day shall be included in the Notice of Race (NOR) document.
- 3.2 Notices to competitors outside of the NOR will be posted on an official Regatta notice board.
- 3.3 Changes to these sailing instructions or to the RRS must be posted no later than 0930 on the day of racing.

4. Schedule of Races

- 4.1 The Harbor Start will be at 1000.
- 4.2 Each race may begin as soon as 5 minutes following the last competitors return to the starting area.
- 4.3 No races shall start after 1400.

5. Racing Area

- 5.1 The racing area is designated at the end of this document

6. The Course

- 6.1 The fleets will sail one of two courses:
 - Course D: A modified windward-leeward with start and finish in the middle
 - Course M: A modified triangle with start and finish in the middle
- 6.2 No later than the warning signal, the race committee signal boat will display course by letter, or otherwise make all competitors aware of the course.
- 6.3 All marks shall be left to port

7. Marks

- 7.1 All courses will be comprised of portable marks.

8. The Start/Finish Line

- 8.1 The start/finish line will be between an orange flag on the committee boat and a designated buoy to her port.
- 8.2 Should the starting line be shortened to comprise a finish line, a blue flag will fly to designate the finishing area.

9. The Start

- 9.1 Races will be started using the 3-minute dinghy start system. This changes RRS rule 26. An outline of the sequence is found below:

Multiple warning horns/whistles

3 long blasts 3 minutes

2 long blasts 2 minutes

1 long – 3 short 1 minute 30 seconds

1 long blast 1 minute

3 short blasts 30 seconds

2 short blasts 20 seconds

1 short 10 seconds

Individual blasts for 5, 4, 3, 2, 1, and 0 seconds

10. Penalty System

- 10.1 Competitors in the 420 invitational regatta must adhere to the RRS primary rule of sportsmanship, "Competitors in the sport of sailing are governed by a body of rules that they are expected to follow and enforce. A fundamental principle of sportsmanship is that when competitors break a rule they will promptly take a penalty, which may be to retire."

11. Protests

- 11.1 A boat that wishes to protest must inform the offending competitor as soon as possible and notify the Race Committee upon finishing the race.
- 11.2 A completed protest form must be submitted to the Race Committee within 30 minutes of the Race Committee arriving on shore. This amends RRS rule 61.3. This time limit may be extended at the discretion of the race committee should conditions prevent a racer from accessing a protest form in a timely manner.
- 11.3 In compliance with RRS rule 61.4 there is no fee charged for protests.
- 11.4 Protests will be heard by the race committee, coaches, and/or parents with experiences and knowledge that would qualify them to be unbiased members of a protest committee.

12. Scoring

- 12.1 One race constitutes a regatta.
- 12.2 The low point system will be used.
- 12.3 A racing day consisting of 5 or more races will drop a sailor's worst numerical score for that day.

13. Coaching

- 13.1 The intention of the 420 Invitational is to allow skippers and crews of all ability levels the opportunity to learn how to race. It is in this spirit that we welcome coaches to instruct sailors in the back half of the fleet, or those in immediate distress.
- 13.2 Coaches looking to offer help to sailors from other yacht clubs should first inquire with the sailor if they would like help.
- 13.3 Coaching the front half of the fleet, directly or indirectly, from the warning signals until the finish is prohibited.

RACING AREAS

