

# Potomac River Inland 20 Scow Fleet Cherry Blossom Regatta



Potomac River Sailing Association (PRSA)  
Alexandria, VA

## Regatta Sailing Instructions

### **1. RULES**

This regatta is governed by the rules as defined in The Racing Rules of Sailing, the prescriptions of the US Sailing Association, and the rules of the National Inland 20 Scow Sailing Association (NISSA).

### **2. ENTRIES**

Eligible boats may be entered by pre-registering online at the regatta website: [http://www.regattanetwork.com/event/16578#\\_docs](http://www.regattanetwork.com/event/16578#_docs)

### **3. NOTICES TO COMPETITORS**

Notices to competitors will be posted on the Regatta Network Site.

### **4. CHANGES TO SAILING INSTRUCTIONS**

Any changes to these sailing instructions will be posted 90 minutes before the scheduled start of the first race on the day the change is to take effect, except that any change to the schedule will be posted by 1800 on the day before it will take effect.

### **5. SIGNALS MADE ASHORE**

- 5.1. Signals made ashore will be displayed from the signal boat (large skiff) at the finger pier of the ramp launch area.
- 5.2. When flag AP is displayed ashore, the warning signal will be made not less than 45 minutes after the AP is lowered. This changes Race Signal AP.

## 6. RACING AREA

- 6.1. Races will be conducted on the Potomac River, between Old Town Alexandria, VA and Gravelly Point, VA.
- 6.2. Channel-bound vessels within the racing area are obstructions. Boats that are racing must keep clear of such vessels.

## 7. NUMBER AND SCHEDULE OF RACES

- 7.1. The number of races sailed on any day is at the discretion of the race committee but, depending on conditions, the race committee may conduct as many as 4 races on Saturday and 3 races on Sunday. One (1) completed race will constitute a regatta.
- 7.2. The warning signal for the first race on each day is scheduled as indicated below.

### On Saturday:

|                          |      |
|--------------------------|------|
| Skippers Meeting:        | 1000 |
| First warning signal:    | 1130 |
| No warning signal after: | 1500 |

### On Sunday:

|                          |      |
|--------------------------|------|
| First warning signal:    | 0930 |
| No warning signal after: | 1130 |

- 7.3. Races will be run back to back.

## 8. THE COURSE

- 8.1. See Appendix A for a description of the courses and marks that may be used, including how the course and direction will be designated with flags.
- 8.2. All marks shall be rounded to port with the exception of leeward gates (if used). If a single leeward mark is used, it shall be rounded to port.

## 9. MARKS

- 9.1. The marks designated as W, J, and L in Appendix A will be orange cylinders.

- 9.2. The offset mark, if used, will be a smaller orange ball.
- 9.3. New marks as provided in Instruction 13.2 will be large yellow cylinders.

## **10. START LINE**

- 10.1. The class flag for the fleet will be the Inland 20 insignia.
- 10.2. The start will be between an orange flag on the signal boat and the course side of a small white cylinder with a red flag.

## **11. HAILS & SPECIAL SIGNALS**

- 11.1 The race committee may use a loud hailer to identify On the Course Side of the line boats after starts and otherwise to communicate with the fleet on the water. Failure to receive a hail or for a hail to be made, the order of hails made, or the failure to receive any communications to the fleet shall not be cause for redress. This changes RRS 62.1(a) and complies with 41(d).
- 11.2 10 seconds before the warning signal of each class, the RC will begin making 5 sounds that take 5 seconds to complete.

## **12. FINISH LINE**

The finish line will be between a blue flag on the RC boat and the course side of small white cylinder with a blue flag.

## **13. CHANGE OF THE FIRST AND SUBSEQUENT LEGS OF THE COURSE**

- 13.1. To change the first leg of the course, the race committee will lay a yellow mark and display the C-flag from the signal boat before the warning signal and remove the original mark as soon as practicable.
- 13.2. To change the 2<sup>nd</sup> or subsequent leg of the course, the race committee will lay a new mark (or move the finishing line) and remove the original mark as soon as practicable. When in a subsequent change a new mark is replaced, it will be replaced by an original mark.

## **14. TIME LIMIT**

- 14.1. A boat shall not start more than 10 minutes after her class start signal has been given.

- 14.2. The time limit will be 80 minutes for the first boat to finish. Boats still racing 20 minutes after the first boat that sails the course and finishes will be scored TLE (time limit expired) with points equal to the number of boats finishing within the time limit plus 1, not to exceed the score of Did Not Finish. This changes RRS 35.

## **15. PENALTY SYSTEM**

- 15.1 RRS/US Appendix V1 (Penalty at the Time of an Incident) will apply.
- 15.2 The first two sentences of RRS 44.1 are changed to: 'A boat may take a One-Turn Penalty when she may have broken a rule of Part 2 or RRS 31 while racing. However, when she may have broken a rule of Part 2 while in the zone around a mark other than a starting mark, her penalty shall be a Two-Turns Penalty.'

## **16 PROTESTS**

- 16.1 Protest Forms are available from the Regatta Chairman. Protests shall be delivered to the Race Committee within one hour after the official docking of the designated (RC ensign) Race Committee Boat. The Time of docking will be posted on the official Notice Board.
- 16.2 Protests will be heard in approximately the order of receipt as soon as possible.
- 16.3 Protest notices will be posted within approximately 30 minutes of the protest time limit to inform competitors where and when there is a hearing in which they are parties to a hearing or named as witnesses.
- 16.4 Rule 66 is changed by adding this sentence: "On the last day of racing, a party to the hearing may ask for a reopening no later than 30 minutes after being informed of the decision."

## **17 SCORING**

- 17.1 The low point scoring system described in RRS Appendix A will apply.
- 17.2 One race is required to be completed to constitute a regatta.

- 17.3 If there are 5 or fewer races, no scores will be excluded. If there are 6 or more races, a competitor's worse score will be excluded. This changes RRS Appendix A2.
- 17.4 See 14.2.

## **18 SAFETY**

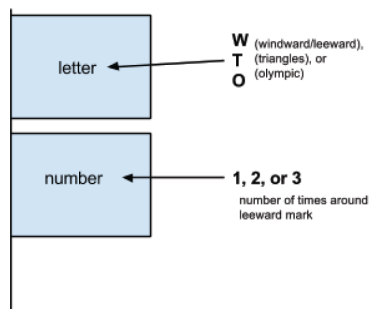
- 18.1 Sailors are required to wear personal flotation devices while on the water. Sailors are strongly advised to wear clothing appropriate for the water temperatures.
- 18.2 Each boat shall pass astern of the race committee boat before the preparatory signal of her first race each day so that her sail number can be recorded and acknowledged.
- 18.3 A boat that retires from a race shall notify the race committee before leaving the course area, or, if that is impossible, to notify the race committee or its representative immediately after arriving ashore.

## **19 TROPHIES**

Trophies will be awarded early Sunday afternoon.

## APPENDIX A: COURSES and MARKS

Two flags, one over the other on the signal boat, indicate the course:



Leave all marks to port. The L (leeward) mark may be a gate, i.e., two marks 7 or 8 boat lengths apart.

### Windward/Leeward Course

W – Marks: W (windward) and L (leeward)

Start, go around the two marks, repeat if necessary until you've passed the leeward mark the required number of times, finish.

### Triangle Course

T – Marks: W (windward), J (gybe), and L (leeward)

Start, go around the three marks, repeat if necessary until you've passed the leeward mark the required number of times, finish.

### Olympic Course

O – Marks: 1 triangle (W, J, and L) followed by windward/leewards (W and L)

Start, go around the W, J, and L marks (1 triangle), go around the W and L marks, repeat if necessary until you've passed the leeward mark the required number of times, finish. (Examples: O/2 = 1 triangle + 1 W/L = 2 times past L mark. O/3 = 1 triangle + 2 W/L = 3 times past L mark)

**The start and finish lines are between the W and L marks off of the signal boat.**

The W, L, and J marks will be orange cylinders. The start pin will be a white cylinder with a red flag on top. The finish pin will be a white cylinder with a blue flag on top.

