



2019 LCYC STANDARD SAILING INSTRUCTIONS

1 RULES

The regatta will be governed by the rules as defined in *The Racing Rules of Sailing* (RRS) 2017 - 2020

2 NOTICES TO COMPETITORS

Notices to competitors will be posted on the official notice window located on the left side of the LCYC clubhouse door.

3 SIGNALS MADE ASHORE

Signals made ashore will be displayed from the "Super Dock". If a postponement is signaled ashore, the warning signal will be made not less than thirty (30) minutes after flag AP is lowered.

4 SCHEDULE

Races will be sailed as described in the Notice of Race for the race, regatta, or series.

5 CLASS FLAG

Each class will be assigned a flag with a class icon or a pennant number as its class flag at the Competitor's Meeting.

6 RACING AREA

The racing area will be in the main basin of Canyon Lake.

7 COURSE[S]

The white Course Board is situated on the stern of the Race Committee (RC) boat. Prior to the start of the 1st race, all competitors must check-in on starboard tack with RC, stating sail number & last name, as registered in RegattaNetwork. Race Committee will acknowledge skipper's check-in once confirmation with registration is made, (Note: Sail Numbers must match registration, unless RC is notified prior to start of races for that day). Appendix listed at the end of this document contains sketches of course types to be sailed

The following diagram shows an example of the white board information; the compass heading, the class order, the assigned course for each class and the total nautical distance. Please refer to the Notice of Race for course layouts and details.

Example of Course White Board: (see diagram)

180°		
J-22	PHRF"A"	PHRF-SPIN
W2	T2	4
1.8NM	2.4NM	2.4NM

8 STARTING AND FINISHING LINES [STARTING SYSTEM]

The starting and finishing lines will be between the RC boat and a red or yellow pin. A boat starting later than five (5) minutes after her starting signal will be scored DID NOT START (DNS). This Sailing Instruction changes RRS A4.2. The Sound Signal Starting System in Appendix S of the racing rules will be used.

9 TIME LIMIT

If the first boat does not reach the first mark in one (1) hour, the race shall be abandoned. If the first boat in each fleet/class does not finish within two (2) hours, the race shall be abandoned for that class. Boats finishing more than one (1) hour after the first boat has finished in each class, will be scored TIME LIMIT EXPIRED (TLE).

10 PROTESTS

Protest forms are available at the Clubhouse. Protest shall be delivered there within the protest time limit. The protest time limit is one (1) hour after the sound signal is given at the time of the Race Committee boat's return to the dock. The Sailing Instruction changes RRS 61.3.

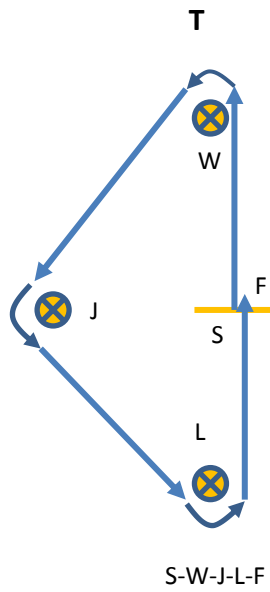
11 SCORING

The Low Point scoring system of the RRS 2017 – 2020 Appendix A will apply.

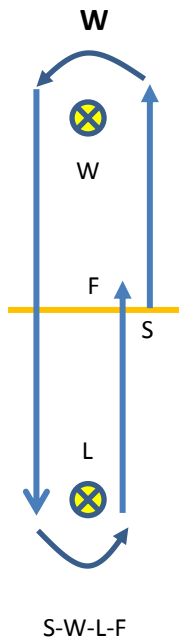
12 PHRF EQUIPMENT

Any boat racing under the PHRF Handicap system must comply with PHRF requirements. If a boat desires to compete in the PHRF classes, she must either have the necessary equipment, or make declaration of deviations from the required equipment. Equipment deviations from PHRF requirements may result in changes to the PHRF Handicap rating assigned to that boat. Failure to declare a deviation from PHRF requirements shall, when discovered, result in being scored DISQUALIFIED NOT DISCARDABLE (DND) for the race, with the race counting toward the standings of the race, regatta, or series in accordance with RRS 2, Fair Sailing.

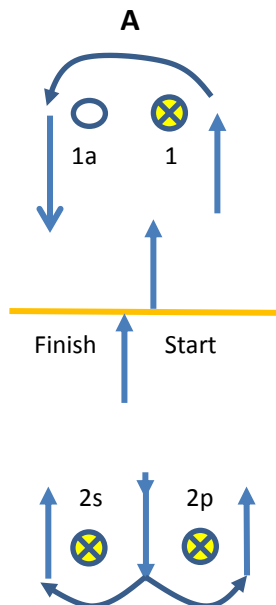
Appendix:



Course T – Triangle, Windward Finish	
Signal	Mark Rounding Order
T	Start – W – J – L - Finish
T2	Start – W – J - L- W – J - L - Finish



Course W – Windward / Leeward, Windward Finish	
Signal	Mark Rounding Order
W	Start – W – L - Finish
W2	Start – W – L - W – L - Finish



Course A – Windward / Leeward Gate, Windward Finish	
Signal	Mark Rounding Order
A	Start – 1* - 2s / 2p - Finish
A2	Start – 1* - 2s / 2p – 1* - 2s / 2p - Finish
Note: * - If an offset mark (1a) is present, sailors will leave the offset mark to Port after rounding the Windward Mark (1)	