



SAILING INSTRUCTIONS – 2019 CLUB CHAMPIONSHIP

I. RULES

Races will be governed by the rules as defined in the current Racing Rules of Sailing (RRS), except as amended by these instructions. These instructions may be modified at the competitor's meeting and posted in writing on the official notice board on the ground floor of the SSC clubhouse.

II. ENTRY

Each participant who registers with the Race Governor and starts a race will be considered an entry.

III. NOTICES TO COMPETITORS

Notices to competitors will be posted on a board located on the ground floor of the SSC clubhouse.

IV. COMPETITORS' MEETING

Competitors' meeting will be held at 1:30 pm on the day of the regatta.

V. RACING AREA

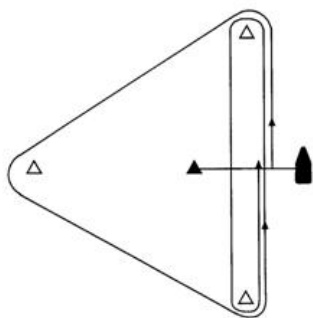
The racing area will lie to the north and east of the SSC clubhouse and will not interfere with the Clear Creek Channel.

VI. COURSES

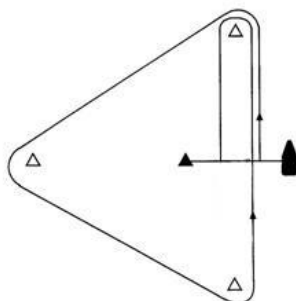
The following courses may be sailed. There will be 1 start for all participants for each race. The principal race officer (PRO) may choose one of 3 courses as depicted below.

O, G, and W courses will locate the Start/Finish line in the center of the Windward-Leeward leg, as follows. The Start/Finish line is considered an obstruction under this configuration.

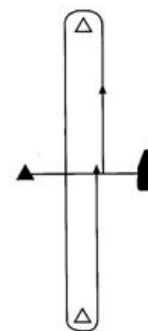
O Course is A-B-C-A-C-finish



G Course is A-B-C-A-finish.



W Course is A-C-finish



Rounding marks should be left to port. In the course overview the marks are labeled with letters corresponding to first mark you would pass if you were sailing one direction from start to finish. A – is windward, B – reaching mark, and so on.

The course for each start shall be displayed from the course/start stanchion on the race committee boat immediately after the preparatory signal for each start. The top letter indicates the course and the bottom number designates the course modifier. The course modifier will indicate the number of back to back Windward-Leeward legs to be sailed on that course. The Windward-Leewards will follow the Windward-Leeward legs of the original course.

For example:

O2 – Start, A, B, C, A, C, *A, *C, Finish.

G2 – Start, A, B, C, A, *C, *A, Finish.

W2 – Start, A, C, *A, *C, Finish.

VII. CLASS FLAGS

The Portsmouth fleet flag will be a red P on a blue background or another flag which will be announced at the competitors meeting.

VIII. MARKS

The starting line will be between the start stanchion on the race committee boat at the starboard end and a buoy at the port end. A mark of the course may be used as a starting mark. For courses O, G, W, the finish line will be between course/start stanchion on the race committee boat and the most leeward edge of the port side starting buoy.

Normal marks for the course will be either orange cylinders or orange, yellow or white spheres.

IX. STARTING SIGNALS

STARTING SEQUENCE: 3 minutes

3 min. Warning - Class flag up with 1 sound.

2 min. Preparatory – Preparatory flag up with 1 sound.

1 min. One-minute – Preparatory flag removed with 1 long sound

0 min. Starting – Class flag removed with 1 sound

X. TIME LIMITS

A race may be abandoned or shortened if the lead boat has not rounded the first mark in 1 hour or finished in 2 hours. Races may be resailed, time permitting.

Boats failing to finish within 30 minutes after the first boat will be scored Did Not Finish (DNF).

XI. – SHORTENING COURSE

Code flag S with the appropriate horns shall be used to indicate a shortened course. If no course flag is flown, then all classes will be finished at that mark.

XII. SAFETY

A boat that retires from a race shall notify the race committee before leaving the race course area, or, if that is not possible, notify the regatta committee immediately after arriving ashore.

All competitors must wear an inherently buoyant, U.S. Coast Guard Approved Personal Flotation Device (Type III PFD) while on the water.

XIII. PROTESTS

Protests shall be on written forms available at the club house from the race committee and lodged there within the protest time that will begin at the sound signal when the race committee boat enters the harbor and end one hour later.

XIV. SCORING

The low-point system will be used for scoring (1 for first, 2 points for second, 3 for third, etc.). A boat that Did Not Finish (DNF), Did Not Start (DNS), Started/On Course Side (OCS), Disqualified (DSQ) will receive one more point than the number of entered boats. Series Champions are allowed 1 throw out race.

If a boat is unreasonably delaying the completion of a race, the race committee may, at its discretion, score the boat with points equal to the last place and continue with the races as though all had finished.