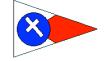


SANTA CRUZ YACHT CLUB

2013 LASER NORCAL & SPRING DINGHY REGATTA



APRIL 27TH & 28TH, 2013

SAILING INSTRUCTIONS

244 Fourth Avenue, Santa Cruz, CA 95062 - (831) 425-0690 - regatta@scyc.org

1. Rules

- 1.1. This regatta will be governed by the rules as defined in *The Racing Rules of Sailing*.
- 1.2. Competitors shall wear a US Coast Guard (USCG) approved Type III or V Personal Flotation Device (PFD), inherently buoyant (i.e. not inflatable) while on the water, except for brief periods while changing clothing. Flag Y will not be displayed with one sound. This changes the preamble to Part 4 and rule 40.
- 1.3. A boat shall not protest another boat for an alleged breach of any class rule other than class equipment measurement rules. This changes rule 60.1(a).
- 1.4. Penalties imposed by the protest committee, for hearings held under rule 60.3 may range from a reprimand to a dismissal from the regatta. This changes rule 64.1.
- 1.5. A boat is not required to display national letters; however, competitors may be required to apply recall numbers to their sail. This changes rule 77.

2. NOTICE TO COMPETITORS

Notices to Competitors will be posted on the Official Notice Board located in the northeast window of the Clubhouse and may be posted on-line.

3. CHANGES TO SAILING INSTRUCTIONS

Any change to these sailing instructions will be posted before 1030 on the day it will take effect, except any change to the schedule of races which will be posted by 2000 on the day before it will take effect.

4. SIGNALS MADE ASHORE

- 4.1. Signals made ashore will be displayed from the SCYC Clubhouse Flagpole.
- 4.2. When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 60 minutes' in race signals AP.

5. SCHEDULE OF RACES

- 5.1. A competitors' meeting is scheduled for 1000 hours at the SCYC Clubhouse.
- 5.2. Dates of Racing for all classes:

April 27, 2013 Three races
April 28, 2013 Three races

- 5.3. The scheduled time of the warning signal for the first race each day is 1155.
- 5.4. Flag A displayed with no sound while boats are finishing means 'No more racing today'.

6. CLASS FLAGS

<u>Class</u>	Class Flag	
505	Flag F	(white background with red diamond)
Laser	Flag E	(Blue above red)
Laser Radial	Flag D	(Blue center, yellow above and below)
Laser 4.7	Flag K	(Blue on the right, yellow on the left)

7. RACING AREA

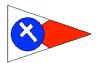
The racing area will be within one and one-half miles of Walton Lighthouse at Santa Cruz Harbor.

8. THE COURSES

- 8.1. The diagram and table in Attachment A show the courses, including the approximate positions of the marks, the order in which marks are to be passed and the side on which they are to be left
- 8.2. No later than the warning signal, the race committee signal boat will display the course. The course will be indicated by the display of the number pennant corresponding to the course number.



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SAILING INSTRUCTIONS

9. Marks

- 9.1. Mark 1 is an orange tetrahedron. Marks 2 and 3 are yellow tetrahedrons. Mark S is a red ball.
- 9.2. Marks 1, 2 and 3 are rounding marks.
- 9.3. The starting and finishing marks will be a red ball and an orange flag displayed from a staff aboard the race committee signal boat.

10. THE START

- 10.1. The starting line will be between mark S and an orange flag displayed from a staff aboard the signal boat.
- 10.2. The hailing of recall numbers is permitted. The failure of any boat to hear the hail, an untimely hail of OCS boats, failure to hail any boat, and the order of the boats in the hail shall not be grounds for granting redress. This changes rule 20.1 and rule 30.1.

11. THE FINISH

11.1. The finishing line will be between mark S and an orange flag displayed from a staff aboard the signal boat.

12 TIME LIMITS

- 12.1. The time limit for the first boat to sail the course and finish is sixty (60) minutes.
- 12.2. If no boat has sailed the course and finished within the time limit, the race will be abandoned.
- 12.3. Boats failing to finish within fifteen (15) minutes after the first boat sails the course and finishes will be scored Did Not Finish without a hearing. This changes rules 35, A4 and A5.

13. PROTESTS AND REQUESTS FOR REDRESS

- 13.1. In addition to all other requirements of rule 61, a boat intending to protest an incident that occurs in the racing area shall notify the race committee finish boat of her intention to protest and the boat(s) identification number(s) being protested as soon as possible after finishing. This changes rule 61.1(a).
- 13.2. Protest Forms are available at the SCYC Regatta Shed and Clubhouse. Protests and requests for redress or reopening shall be delivered to the SCYC Club manager in the Clubhouse within the appropriate time limit.
- 13.3. The protest time limit is sixty (60) minutes after the signal boat has arrived at her berth in Santa Cruz Harbor. The protest filing time limit will be posted.
- 13.4. Notices will be posted no later than thirty (30) minutes after the protest filing time limit to inform boats of hearings in which they are parties or named as witnesses.

14. Scoring

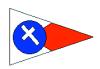
- 14.1. Three (3) races are required to constitute a series.
- 14.2. When fewer than four races have been completed, a boat's score will be the total of her race scores.
- 14.3. When four or more races have been completed, a boat's score will be the total of her race scores excluding her worst score.

15. SUPPORT BOATS

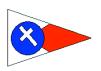
Team leaders, coaches and other support personnel shall stay outside areas where boats are racing from the time of the preparatory signal for the first class to start until all boats have finished or retired or the race committee signals a postponement, general recall or abandonment.

16. PRIZES

Prizes will be given to the first three finishers in each class, depending upon participation.



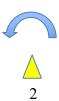
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Attachment A - Courses

Marks 1, 2 and 3 are always left to PORT.

Course #	505 Mark Rounding Order
1	Start -> 1 -> Finish
2	Start -> 1 -> 3 -> 1 -> Finish
3	Start -> 1 -> 3 -> 1 -> 3 -> Finish



Course #	Laser Mark Rounding Order	
1	Start -> 2 -> Finish	
2	Start -> 2 -> 3 -> 2 -> Finish	
3	Start -> 2 -> 3 -> 2 -> 3 -> Enish	

Number Pennant 1 (White background red dot)

Number Pennant 2 (Blue background white dot)

Signal Boat

Number Pennant 3 (From the left, red/white/blue)