

## CAROLINA YACHT CLUB E-SCOW REGATTA

# March 28-30, 2014 The Carolina Yacht Club Charleston, SC

### **SAILING INSTRUCTIONS**

#### 1.0 RULES

- **1.1** The regatta will be governed by *The Racing Rules of Sailing* (RRS).
- **1.2** E-Scows will be required to race with float paks at the top of their mast.
- **1.3** The Prescriptions RRS 60, RRS 63.2 and RRS 63.4 are deleted.
- **1.4** Appendix T2 ("Penalties Taken After Race") will be in effect.
- **2.0 NOTICES TO COMPETITORS** Notices to competitors will be posted on the Official Notice Board located downstairs at the Boathouse.

#### 3.0 CHANGES IN THE SAILING INSTRUCTIONS

- **3.1** Any Changes to the sailing instructions will be posted not less than one hour prior to the warning signal of the first race in which the change will take place.
- **3.2** Any changes to the schedule of races will be posted no later than 2000 hours on the day before the change takes place.
- **3.3** Oral changes to the Sailing Instructions may be given on the water by hail from the Signal Boat under code flag "L" in accordance with RRS 90.2 (c). Changes must be made before the warning signal.

#### 4.0 SIGNALS MADE ASHORE -

- **4.1** Signals made ashore will be displayed from the flagpole at the Carolina Yacht Club.
- **4.2** When code flag "AP" is displayed ashore, "1 minute" is replaced with "not less than 45 minutes" in the RRS Race Signal "AP."

#### **5.0 SCHEDULE OF RACES** – Races are scheduled as follows:

Friday, March 28	1000-1130	Registration, Under the Boathouse
	1200	Skipper's Meeting, Boathouse
	1330	First Warning, other race(s) to follow.
Saturday, March 29	1030	First Warning, other race(s) to follow
Sunday, March 30	1030	First Warning, other race(s) to follow.
		No races will start after 1500.

**6.0 CLASS FLAGS** – Class flag will be a White flag with the letter E.

7.0 RACING AREA – Charleston Harbor.

#### **8.0 THE COURSES**

- **8.1** The diagram shows the courses and the approximate angle between legs and the order in which the marks are rounded and the side on which each mark is to be passed. No later than the Warning signal, the RC signal boat will display the course to be sailed, which will be designated by international code numeral flags. In the absence of flags, course boards may be used.
- **8.2** If the offset mark (o) is missing, boats should sail to the leeward mark (2b or 2a) after rounding mark 1. This changes Rule 34.
- **8.3** The offset mark (o) will not be used with the change mark.
- **8.4** The course diagram shows a gate which will be used if conditions permit. If conditions are such that a gate is impractical, only one leeward mark will be used and it will be rounded to port.

#### 9.0 MARKS

Marks 1, 2a & 2b Orange tetrahedron (yellow tetrahedron may be used for 2a & 2b at discretion

of race committee)

Offset Mark 0 Orange Ball Starting Mark Orange Flag

Finish Mark Orange Flag or Yellow Inflatable (see paragraph 12.1)

Change Mark Green Inflatable (No offset mark will be used with the Change Mark)

#### 10.0 THE START

- **10.1** Races for will be started using RRS 26.
- 10.2 The starting line will be between the staff displaying an orange flag on the RC signal boat on the starboard end of the starting line and the port end starting boat with orange flag.
- **10.3** A boat starting later than 4 minutes after her starting signal will be scored Did Not Start (DNS) for that race. This changes A3.

#### 11.0 THE FINISH

11.1 The finish line will be between the staff displaying an orange flag on the RC boat on the starboard end of the finish line and the port end finishing boat with an orange flag. At the RC's discretion a yellow inflatable may be used on the port end instead of the finishing boat with orange flag.

#### 12.0 PENALTY TURNS

- **12.1** RRS 44.1 is modified so that only one turn, including one tack and one gybe is required.
- Any boat that does a penalty turn will report this fact to the Race Committee as soon as possible after finishing, giving them the sail number of the boat doing the penalty turns. This is in addition to RRS 44.2.

#### 13.0 TIME LIMITS

- **13.1** The time limit for the first boat in each class to finish is 90 minutes.
- Boats failing to finish within 20 minutes after the first boat in the class sails the course and finishes, will be scored TLE (Time Limit Expired) and will be scored two more places than the last place finisher in its class without a hearing. This changes RRS 35, A 11 and A4.1.

#### 14.0 PROTESTS AND REQUESTS FOR REDRESS

14.1 A boat intending to protest about an incident that occurs in the racing area shall notify the RC race committee finish boat of her intention, including the sail number of the boat(s) being protested. This is in addition to RRS 61.1(a).

- **14.2** Protest Forms will be available at the "Official Notice Board". Protests shall be delivered there within the protest time limit.
- 14.3 The protest time limit is 30 minutes after the finish Committee Boat has docked for the day and sounded a horn, which starts the time limit. The same protest time limit applies to all protests by the RC and jury. This changes RRS 61.3 and 62.2.
- Appendix T2 is in effect. A boat may take a Post-Race Penalty by completing a Post Race Penalty Acceptance Form which will be available at the "Official Notice Board".
- Notices of scheduled protests or requests for redress hearings will be posted on the Official Notice Board within 15 minutes of the protest time limit to inform competitors of hearings in which they are parties or may be parties affected by a request for redress. This will constitute notice to all parties under RRS 63.2 and its Prescription.
- **14.6** Protests will be held in the Clubhouse as soon as possible and in approximate order of receipt or at a time determined by the Protest Committee.

#### 15.0 SCORING

15.1 The Low Point scoring system of Appendix A will apply except that a boat's final score shall be the sum of all races with no score excluded (except there will be one throw out if six races are sailed). This changes rule A2.

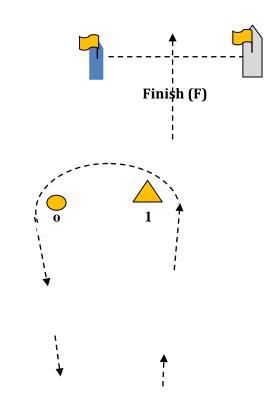
#### 16.0 SAFETY

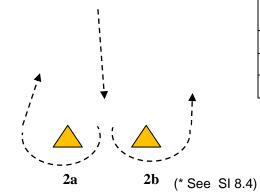
- **16.1** E-Scows are required to sail with 'Float Packs' at all times while racing. Failure to do so will result in being scored DNS without a hearing. This changes RRS 63.1.
- **16.2** A boat that retires shall notify the RC as soon as possible.
- 16.3 A boat and its crew shall at all times *keep clear* of all commercial vessels and shall not maneuver in any manner which would cause a commercial vessel to be unable to sail their proper course or carry out their commercial functions in a normal manner.
- **16.4** A boat whose actions or maneuvers result in a Danger Signal (5 Horns or Sounds) from a commercial vessel may be protested.
  - **16.4.1** This Sailing Instruction can only be protested by the RC. This Changes RRS 60.1, 60.3.
  - **16.4.2** The penalty for breaking this rule shall be disqualification from the entire regatta.

#### 17.0 RADIO COMMUNICATIONS

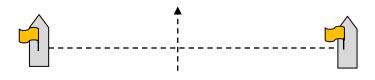
- 17.1 The Race Committee will not respond to transmissions from competitors except to acknowledge retirement, protests, penalties reported or requests for emergency assistance. The race committee will use VHF channel 74. Alternate channels may be used at the discretion of the Race committee.
- 17.2 The race committee broadcasts (hails or other communications, also considered broadcasts) concerning its intentions, the course to be sailed, starting times; course changes, etc. are a courtesy only. Failure of the Race Committee to make a broadcast, the channel of the broadcast, the timing of a broadcast, or the failure of a boat to hear a broadcast shall not be grounds for granting redress.
- **18.0 PRIZES** Prizes will be awarded according to the Notice of Race.
- **19.0 DISCLAMER OF LIABILITY:** Competitors participate in the regatta entirely at their own risk; see RRS 4 *Decision to Race*. The organizing authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the regatta.

# **CYC E-Scow Regatta – Course Diagrams**





Course No	Course	
1	S-1-0-2-F	
2	S-1-o-2-1-o-2-F	
3	S-1-o-2-1-o-2-F	



Start (S)