

2016 Gulf Coast Laser Masters Championship

October 8 – 9, 2016

Sailing Instructions

1 RULES

- 1.1 The regatta will be governed by the rules as defined in The Racing Rules of Sailing.
- 1.2 Competitors may switch among Standard, Radial, or 4.7 rigs, on land only. (Rig-Swapping Rule is ON.) All sails must match the registered sail number. This changes ILCA rule 28 (d) by permission from the International Laser Class Association of North America.

2 NOTICES TO COMPETITORS

Notices to competitors will be posted on the official notice board located near the Sailing Squadron Office.

3 CHANGES TO SAILING INSTRUCTIONS

Any change to the sailing instructions will be posted before 0900 on the day it will take effect, except that any change in the schedule of races will be posted before 1900 on the day before it will take effect.

4 SIGNALS MADE ASHORE

- 4.1 Signals made ashore will be displayed from the flagpole at the Sarasota Sailing Squadron.
- 4.2 When Flag AP is displayed ashore, '1 minute' is replaced with 'not less than 45 minutes' in Race Signal AP.

5 RACING AREA

The racing area will be Sarasota Bay or the Gulf of Mexico

6 SCHEDULE OF RACES

Saturday, October 8:

1100 Competitor Briefing

1200 First Warning

Sunday, October 9:

1000 First Warning

1400 No Warning Signal after this time

7 COURSE

The diagrams in Attachment 1 show the courses, including the approximate angle between legs, the order in which marks are to be passed, and the side on which each mark is to be left. The course identifier will be displayed on the race committee signal boat prior to the warning for each race.

8 MARKS

- 8.1 Marks 1, 2, and 3 will be yellow inflatables.
- 8.2 The Start Mark will be an orange inflatable
- 8.3 The Finish Mark and Mark 1a will be described at the Competitors Briefing.
- 8.4 New Marks will be green inflatables.

9 THE START

The starting line will be between a staff displaying an orange flag on the race committee signal boat and the course side of the Start Mark.

10 CHANGE OF THE NEXT LEG OF THE COURSE

To change the next leg of the course, the race committee will lay a New Mark.

When in a subsequent change a New Mark is replaced, it will be replaced by an original mark.

11 THE FINISH

- 11.1 The finishing line will be between a staff displaying an orange flag on the race committee signal boat and the nearby Finish Mark.

12 TIME LIMIT

- 12.1 The time limit for the first boat to sail the course and finish is 75 minutes.
- 12.2 Boats still racing more than 30 minutes after the first boat finishes will be scored TLE and will receive two more points than the number of finishers. This changes rules 35, 63.1, A4, A5, and A11.

13 PENALTY SYSTEM

Per Appendix T1, RRS 44.1 is changed to say: "A boat may take a One-Turn Penalty when she may have broken a rule of Part 2 or rule 31 while racing. However, when she may have broken a rule of Part 2 while in the zone around a Mark other than the Start Mark, her penalty shall be a Two-Turns Penalty."

14 SCORING

- 14.1 One (1) completed race will constitute a regatta.
- 14.2 Eight (8) races are scheduled with a maximum of four (4) races per day.
- 14.3 When six (6) or more races are sailed, a boats' series score will be the total of her race scores minus her worst score. This changes RRS A2.
- 14.4 The NA Masters handicap system will be used to score the overall series. For each race: Apprentices add 3 points; Masters add 2 points; Grand Masters add 1 point; Great Grand Masters add 0.

15 PROTESTS

- 15.1 The protest time limit is 60 minutes from the time the race committee finish boat docks. The docking time will be posted on the Notice Board.
- 15.2 Penalties may be taken after a race per Appendix T2.
- 15.3 A boat intending to protest or request redress based on an incident in the racing area that she is involved in or sees shall, at the first reasonable opportunity after she finished, inform the race committee at the finishing line of her intent to protest or request redress and, when applicable, the identity of the protestee.

Course W

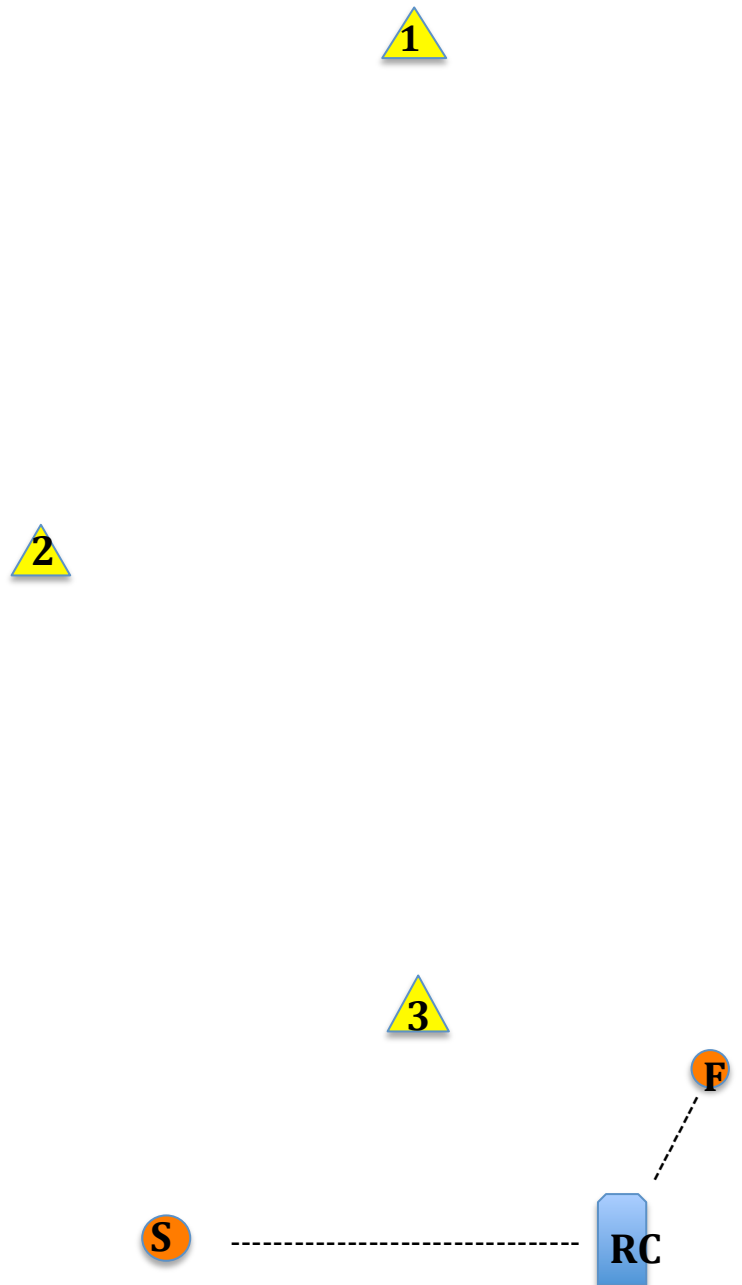


Start, 1, 1a, 2, 1, 1a, 2, Finish

Leave all Course Marks to Port

* In the event of a course change, 1a will not be present.

Course T



Start, 1, 2, 3, 1, 3, Finish

Leave all Course Marks to Port