



GREEN FLEET SAILING INSTRUCTIONS

BCSC Junior Olympic Regatta

July 12 - 13, 2018

1. RULES

- 1.1. The regatta will be governed by *rules* as defined by the *Racing Rules of Sailing* 2017-2020 (RRS).
- 1.2. Changes to the sailing instructions may be made on the water orally prior to the warning signal for any race. Changes to the course will be announced and will be displayed on the white board on the signal boat.

2. **ENTRIES** – Boats that have completed registration, including a parent signature, are eligible to race.

3. SAFETY

- 3.1. A Coast Guard-approved PFD must be worn and fully secured at all times while afloat, except for brief periods while adding or removing clothing. Whistles permanently attached to the PFDs are recommended.
- 3.2. A boat retiring from a race shall notify a race committee boat before leaving the course, or, when that is impossible, the Regatta Office immediately after arrival ashore.
- 3.3. Competitors must check in with the race committee signal boat before the warning signal of the first race.

4. **NOTICES TO COMPETITORS** - Notices to competitors will be posted on the official notice board(s) located at the registration table under the pavilion.

5. **CHANGES IN SAILING INSTRUCTIONS** - Any change to the sailing instructions will be posted before **9:30AM** on the day of the regatta.

6. SIGNALS MADE ASHORE

- 6.1. Signals made ashore will be in accordance with Race Signals and displayed at the Sailing Center.
- 6.2. Flag AP displayed ashore with two sounds (one sound when lowered) means, "Racing is postponed. The competitors should stay ashore. The warning signal will be made not less than 30 minutes after AP is lowered ashore."

7. SCHEDULE OF RACES:

Skipper's Meeting	Green fleet skippers meeting to immediately follow Laser/420/Opti RWB Fleet meeting.
First Starts	As soon as possible following the skippers meeting but no earlier than 10:30 AM
No Races start	After 3PM on Friday.

8. **RACING AREA** - The racing area will be off the BCSC beach, near Rocky Point and just outside of the white swim buoys.

9. THE COURSE

- 9.1. The diagram(s) show the course(s), the order of rounding, and the side on which each mark is to be rounded or passed.
- 9.2. The course will be identified by the race committee using a loud hailer prior to the race.

10. **MARKS** - Marks of the course will be orange balls.

THE START

- 10.1. Races will be started with a 3 minute starting sequence, as follows:

Time Remaining	Horn Blasts
3 Minutes	3 long
2 Minutes	2 long
1 Minute 30	1 long, 3
1 Minute	1 long
30 Seconds	3 short
20 Seconds	2 short
10 Seconds	1 short
5 Seconds	1 short
4 Seconds	1 short
3 Seconds	1 short
2 Seconds	1 short
1 Second	1 short
Start	Very Long

- 10.2. Boats not in the start shall keep clear of the starting area.
10.3. A boat shall not start later than 5 minutes after her starting signal.
10.4. The starting marks will be an orange flag on the committee boat and an inflatable white ball.

11. RECALLS

- 11.1. Individual recalls will be signaled by the hail of the sail number (or some other clearly distinguishable feature) of each recalled boat.
11.2. General recalls will be a series of short sounds.

12. **CHANGE OF THE NEXT LEG OF THE COURSE** - The race committee may change the position of any mark after the starting signal, provided that no boat is on that leg of the course. There will be no signal for any change. This changes RRS 33.

13. **THE FINISH** - The finishing line will be between a staff displaying an orange flag on the race committee boat and the nearby white ball finish mark.

14. **TIME LIMIT** - The time limit will be 60 minutes for all classes. Boats failing to finish within 15 minutes after the first boat finishes within its class or within the time limit, whichever is later, will be scored Did Not Finish. This changes RRS 35.

15. PROTESTS

- 15.1. Protests shall be in writing. Forms will be available from the Registration table in the grey trailer and **must be delivered to the Jury Secretary within 30 minutes after the return of the Start Boat to shore.**
15.2. Protests will be heard in approximately the order of receipt as soon as possible.
15.3. Protest notices will be posted within **30 minutes** of the protest time limit to inform competitors where and when there is a hearing in which they are parties to a hearing or named as witnesses. This posting shall constitute the notification required by RRS 63.2 and RRS 61.1(b).

16. SCORING

- 16.1. **The Low-Point Scoring System, Appendix A of the racing rules, will apply for all classes.**
16.2. Eight races are scheduled. One race shall be completed to constitute a series. A boat's series score shall be the sum of her race scores with no race excluded. This changes RRS A2.

17. **DISPOSAL OF TRASH** - Boats observed purposefully discharging trash into the water will be subject to suitable disciplinary action including disqualification from one or more races.

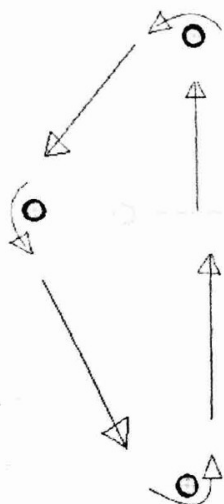
8. SUPPORT BOATS

- 18.1. Coaching while racing is encouraged but limited to those sailors in the 50% of the fleet furthest from the finish at any time.
- 18.2. Coaches must wear fully secured PFDs while on the water. Other support people – race committee, mark and safety boat operators, parents, etc. – are strongly encouraged to wear fully secured PFDs while on the water.
- 18.3. All coach boats and other support boats/support personnel must agree to aid any competitor in distress or requesting assistance of any sort.

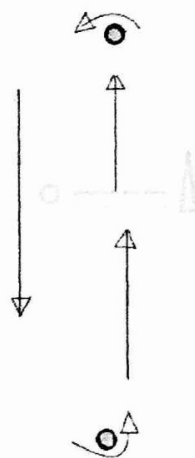
19. PRIZES – Prizes will be participation awards.

Green Fleet Courses

Course T Modified Triangle



Course W Modified Windward/ Leeward



Additional Laps may be specified by adding a number after the course letter. For example, T1 is a modified triangle, as shown above. If T2 is displayed, competitors will go around the same course twice before finishing. ***In the case of multiple laps, the Start/ Finish line will be CLOSED until the competitor is ready to finish.***

Competitors may choose to go to either side of the Start/ Finish line when going to *Leeward* in the Modified Windward/ Leeward course, but **may not go through it.**