

# Charlotte Harbor Regatta February 1–3, 2019

## Sailing Instructions – Circle One

### 1.0 RULES

- 1.1 The regatta will be governed by the rules as defined in the *Racing Rules of Sailing*.
- 1.2 Rules changes in these Sailing Instructions
  - 1.2.1 (SI 4.1) When the flag AP is displayed ashore, '1 minute' is replaced with 'not less than 30 minutes' in the race signal AP.
  - 1.2.2 (SI 11.5) A boat starting later than four (4) minutes after its starting signal will be scored DNS by the Race Committee without further hearing. This changes Rules 35, A4.1, and A5.
  - 1.2.3 (SI 13.2) Boats failing to finish within 20 minutes of the first boat in the class to finish will be scored Time Limit Expired (TLE - See 13.2).
  - 1.2.4 (SI 17.2) When five or more races are completed there will be one score excluded. This changes Rule A2.
  - 1.2.5 Racing rule 44.1 A boat may take a One-Turn Penalty when she may have broken one or more rules of part 2 in an incident while racing. However, if the boat caused injury or serious damage or, despite taking a penalty, gained a significant advantage in the race or series by her breach, her penalty shall be to retire.
  - 1.2.6 A boat touching the Signal Boat is required to complete a **720 degree** turn as soon as possible. This changes rule 44.2.

**2.0 NOTICES TO COMPETITORS**—Notices to competitors will be posted on the official notice board located at Charlotte County Beach Park (“CCBP”).

**3.0 CHANGES**—Changes to the Sailing Instructions will be posted on the official notice board at CCBP prior to 1000 following the Saturday, February 2, 0930 Skippers Meeting at CHYC for 2.4mRs and at IYC for Harbor 20s. Thereafter any change shall be posted no later than 0830 on the day it will take effect, except that any change to the schedule of the races shall be posted on the official notice board at CCBP by 2000 on the day before it will take effect.

### 4.0 SIGNALS MADE ASHORE

- 4.1 Signals made ashore will be displayed on a flagpole at CCBP.
- 4.2 When the flag AP is displayed ashore, '1 minute' is replaced with 'not less than 30 minutes' in the race signal AP.

## 5.0 RACING SCHEDULE

### 5.1 Circle 1 Harbor 20, 2.4mR

Saturday	02/02/19	1055	First warning	Additional race(s) to follow
Sunday	02/03/19	0955	First warning	Additional race(s) to follow
Sunday	02/03/19		No Start after 1430	

### 5.2 Circle 2 F18, N15, Hobie 16, Weta

Friday	02/01/19	1055	First warning	Additional race(s) to follow
Saturday	02/02/19	1055	First warning	Additional race(s) to follow
Sunday	02/03/19	0955	First warning	Additional race(s) to follow
Sunday	02/03/19		No Start after 1430	

### 5.3 Number of Races

5.3.1 Classes racing one (1) day: Four (4) races are planned

5.3.2 Classes racing two (2) days: Seven (7) races are planned.

5.3.3 Classes racing three (3) days: Eleven (11) races are planned.

5.3.4 A minimum goal of three (3) races per day is anticipated. No more than four (4) races shall be raced during any one day for all classes. One race constitutes a regatta.

**6.0 CLASS FLAGS** — The class flags used as the warning signal in Rule 26 will be the regatta issued class flags for each class or color designated below.

#### Circle 1

6.1.1	Harbor 20	Class Logo on White
6.1.2	2.4mR	Black Class Logo on White

#### Circle 2

6.3.1	F18	Blue Class Logo on White
6.3.2	N15	Green
6.3.3	Hobie 16	White Class Logo on Red
6.3.4	WETA Tri	Black Class Logo on White

**7.0 RACING AREAS AND STARTING ORDER**—Locations of racing circles are shown on **Attachment 1** to these Sailing Instructions. Starting Order for the first race of the day:

- 7.1 Circle 1 starting order for the 1<sup>st</sup> race Saturday & Sunday: Harbor 20; 2.4mR. Additional races will be started with the display of the Class Flag.
- 7.2 Circle 2 starting order for the 1<sup>st</sup> race of the regatta: F18/N15 (combined), Hobie 16 WETA.
- 7.3 Additional races will be started with the display of the Class Flag.

**8.0 COURSES**—Courses are shown in **Attachment 2** to these Sailing Instructions.

**9.0 MARKS**

- 9.0.1 Circle 1 marks, their location and colors are shown on Attachment 2 Circle One.
- 9.0.2 Circle 2 marks, their location and colors are shown on Attachment 2 Circle Two.
- 9.0.3 Circle 1 change of course MARKS are:
  - a) for the leeward mark(s) - the same mark(s) placed at the change location.
  - b) for the windward marks - a single change mark will be used by both the 2.4 mR and Harbor 20 fleets placed at the change location.
  - c) The single windward change mark shall be a YELLOW inflatable.
- 9.0.4 At the starting line, the race committee may attach an orange buoy to the starboard end RC boat, at or near its stern. If so, the starboard-end starting MARK will be the combination of the RC boat and the buoy. A boat that touches the RC boat or the buoy (or passes between them) breaks RRS 31.1 (Touching A Mark).

**10.0 STARTING AND FINISHING LINES**

- 10.1 The starting line will be between a staff displaying an orange flag on the Race Committee signal boat on the starboard end of the line and the course side of the mark at the port end of the line.
- 10.2 Finishing lines for Circle 1 are shown on Attachment 2 Circle One.
- 10.3 Finishing lines for Circle 2 are shown on Attachment 2 Circle Two.

## **11.0 THE START**

- 11.1 Each participant shall approach the RC Signal Boat on starboard tack and give its class and sail number, and receive acknowledgment from the Race Committee, for check-in before the first race of each day.
- 11.2 Races will be started using Rule 26 with the warning signal made 5 minutes before the starting signal. A series of sound signals may be made as a courtesy approximately 1 minute before warning signal for each race.
- 11.3 The Race Committee will make the warning signal for each succeeding class not sooner than one (1) minute after the starting signal of the preceding class.
- 11.4 A boat starting later than four (4) minutes after its starting signal will be scored DNS by the Race Committee without further hearing. This changes Rules 35, A4.1, and A5.

**12.0 INDIVIDUAL RECALL**—The Race Committee may attempt to notify the boat or boats being recalled by hailing the sail number. Failure of a boat to see or hear recall notification or the timing and order of such hails will not be grounds for redress.

## **13.0 TIME LIMIT**

- 13.1 The time limit for the first boat to finish each race is 75 minutes.
- 13.2 Boats failing to finish within 20 minutes after the first boat sails the course and finishes will be scored Time Limit Expired (TLE) and will be given a score 2 points higher than the score for the last boat to finish. This changes Rule 35, A4.1, and A5.

## **14.0 PROTESTS AND REQUESTS FOR REDRESS**

- 14.1 At the finish of the race or after withdrawal from the race, a boat lodging a protest shall inform the Race Committee of the sail number of the boat it intends to protest.
- 14.2 Protest and redress forms are available at the Official Regatta Desk at CCBP. Completed forms must be submitted to the Official Regatta Desk Officer as soon as possible, and not later than the protest time limit for each day of racing.
- 14.3 The protest time limit is 60 minutes after the Race Circle Signal Boat docks. Docking time shall be determined by each Circle Principal Race Officer and posted on the Official Notice Board at CCBP.
- 14.4 Protest notices will be posted on the Official Notice Board at CCBP as soon as possible after the protest time limit to inform the competitors the time of the hearing to which they are a party.
- 14.5 All protest hearings will be held at the designated time specified in the official protest notices at the CCBP.
- 14.6 Boats breaking Rule 31 by hitting the Signal Boat shall be scored DSQ without a hearing.

**15.0 SAFETY AND BOAT WITHDRAWAL** — Any boat withdrawing from a race shall notify the Race Committee Signal Boat or Safety Boat

## **16.0 RADIO COMMUNICATIONS**

16.1 Circle 1 VHF 68

16.2 Circle 2 VHF 71

16.3 Radio communications from racing boats to any Race Committee boat shall be limited to emergencies.

## **17.0 SCORING**

17.1 The low-point scoring system of Appendix A will apply except as modified below. One race is required to be completed to constitute a regatta.

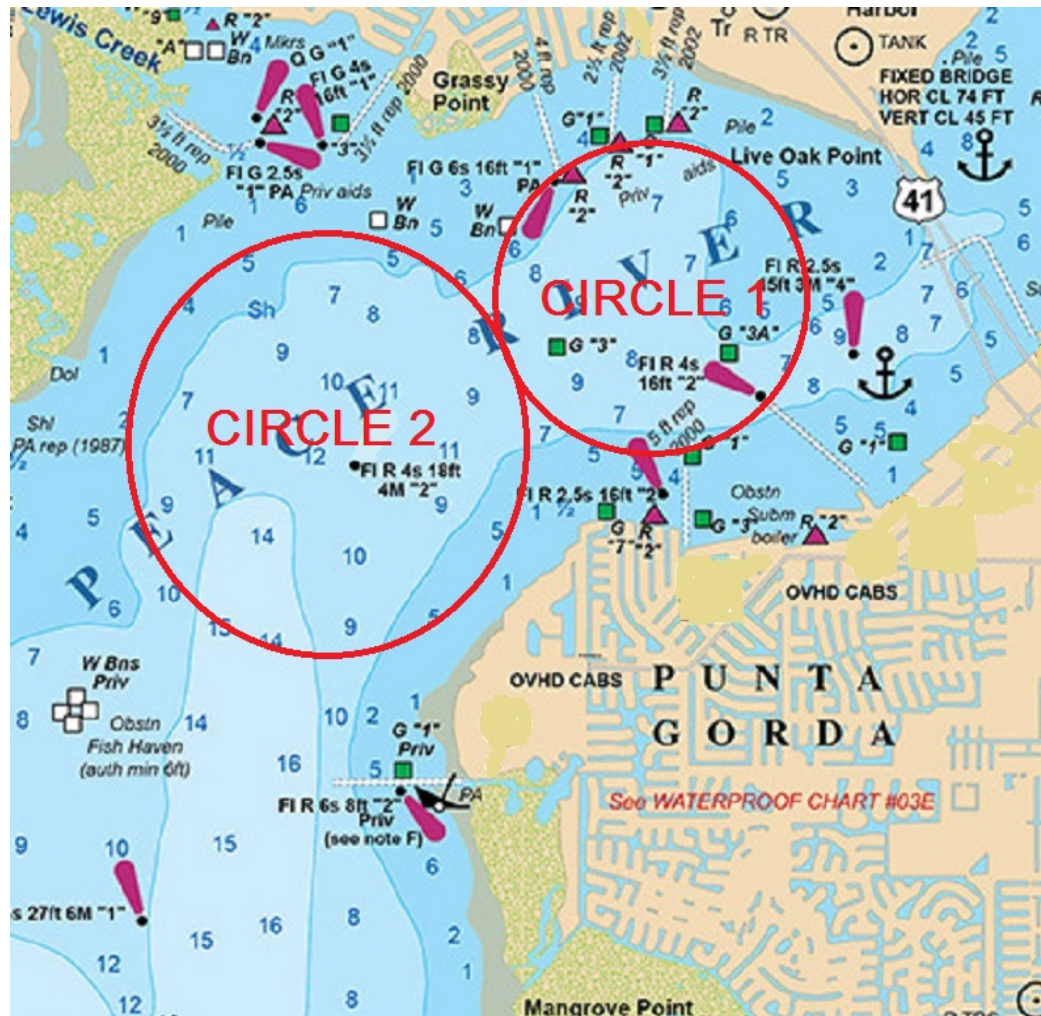
17.2 When five or more races are completed there will be one score excluded. This changes Rule A2.

## **18.0 AWARDS**

18.1 Awards will be presented to the first, second, and third place finishers in each class of five (5) or more boats for the series.

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## Sailing Instructions - Attachment One



Circle locations are approximate and this chart is intended for reference use only, not navigation.

## Attachment Two—CIRCLE ONE

### Charlotte Harbor Regatta Sailing Instructions

### Course Master Plan — Harbor 20, 2.4mR



Long Windward mark for the Harbor 20 class. The Long Windward Mark (Mark 1b) is a GREEN Inflatable. The Offset Mark (1b1) is an ORANGE Ball.



Short Windward mark for 2.4mR class. The Short Windward Mark (Mark 1a) is an ORANGE Inflatable.



Leeward Mark 2 is a YELLOW Tetrahedron.



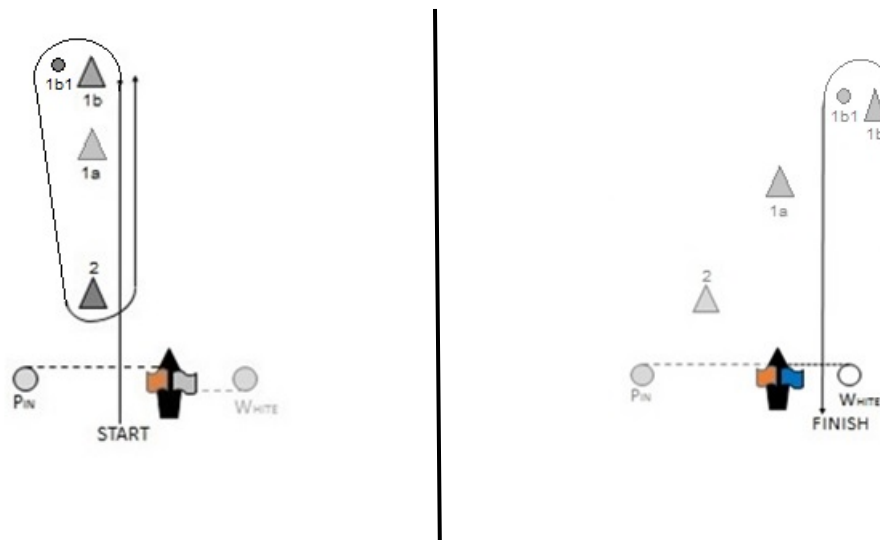
Start Line - All Circle One Classes. Start between staff displaying an ORANGE Flag and an ORANGE Ball.

Leeward Finish between staff displaying a BLUE Flag and a WHITE Ball.

**Attachment Two—CIRCLE ONE**  
**Charlotte Harbor Regatta Sailing Instructions**  
**Leeward Finish Courses**

**(L2 = two legs; L4 = four legs; L6 = six legs)**

**Course L4 (L4 = 4 Legs with Leeward Finish)**



**L4 Course Harbor 20: Start—1b—1b1—2—1b—1b1—Finish (Illustrated)**

**Note: 2.4mR Class shall use the short windward mark, 1a.**