



**KEELBOAT REGATTA
COMMODORE'S CUP**

SAILING INSTRUCTIONS – Drop Mark Course

The notation '[DP]' in a rule in the SI means that the penalty for a breach of that rule may, at the discretion of the protest committee, be less than disqualification.

1 RULES

- 1.1 The race will be governed by the rules as defined in *The Racing Rules of Sailing*, including Appendix V2, Penalty Taken After a Race.
- 1.2 US Sailing prescriptions to RRS 63.2 and 63.4 will not apply.

2 NOTICES TO COMPETITORS

- 2.1 Notices will be posted on the official notice board in the lower level on the western wall.
- 2.2 The race committee will use VHF channel 69 to communicate with boats on the water.

3 CHANGES TO SAILING INSTRUCTIONS

Any change to the sailing instructions will be posted prior to 0930 on the day it will take effect. When flag AP is displayed ashore, changes may be posted before flag AP is removed.

4 SIGNALS MADE ASHORE

- 4.1 Signals made ashore will be displayed from the flagpole located west of the clubhouse.
- 4.2 When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 45 minutes' in race signal AP.

5 SCHEDULE OF RACES

- 5.1 Scheduled race dates are listed in the *DIYC Boat of the Year Notice of Race* and the NoR for the regatta.
- 5.2 No warning signal will be made after 1500 on Sunday.

6 COURSES

- 6.1 Courses are described in Attachment A.
- 6.2 Prior to the warning signal course identifier ("4" or "6") will be displayed. The approximate magnetic bearing and distance to the first mark will also be displayed.

7 MARKS

- 7.1 Marks 1 and 2 will be yellow tetrahedrons.
- 7.2 The starting mark will be a green tetrahedron.
- 7.3 Mark 1a and the finishing mark will be small orange balls.
- 7.4 New marks, as used in SI 9.2 and 10 will be orange tetrahedrons.

8 CLASS FLAGS, FIRST WARNING TIMES

Event	Divisions	Class Flag	Warning
Keelboat, Commodore's Cup	Spinnaker A	Red flag with "S"	1130
Keelboat, Commodore's Cup	Spinnaker B	Purple flag with "P"	to follow**

** See SI 9.5

9 THE START

- 9.1 The starting line will be between a staff displaying an orange flag on a race committee vessel and the course side of the starting mark.
- 9.2 The race committee may signal a change of the first leg of the course by displaying flag C, with repetitive sound signals at the warning signal. Mark 1 will then be a new mark.
- 9.3 When an individual recall is signaled, the race committee will attempt to hail the sail numbers of the boats that are OCS. See also SI 16.2.
- 9.4 Boats may not start more than 10 minutes after their starting signal.
- 9.5 Divisions may be combined for starts.

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 (or move the finishing line) and remove the original mark as soon as practicable. When in a subsequent change a new mark is replaced, it will be replaced by an original mark.

11 THE FINISH

The finishing line will be between a staff displaying an orange flag on a race committee vessel and the course side of the finishing mark.

12 TIME LIMIT

- 12.1 The time limit for the first boat to sail the course and finish is 120 minutes.
- 12.2 (*Future – Not for 2019 Commodore's Cup*) Boats still racing more than 30 minutes after the first boat finishes will be scored DNF. This changes RRS 35, A4 and A5.

13 SCORING AND PENALTY SYSTEM

- 13.1 Only the Scoring Penalty, RRS 44.3, and the optional RRS V2, will apply.
- 13.2 Four races are scheduled on each race day. *This changes NoR 6.2 for the 2019 Commodore's Cup.*
- 13.3 For all divisions a minimum of one race must be completed to constitute a regatta.
- 13.4 For all divisions no races will be excluded from a boat's series score.

14 PROTESTS AND REQUESTS FOR REDRESS

- 14.1 Protest forms are available from the fleet captain's office.
- 14.2 The protest time limit will be 60 minutes after the last boat finishes the last race of the day.

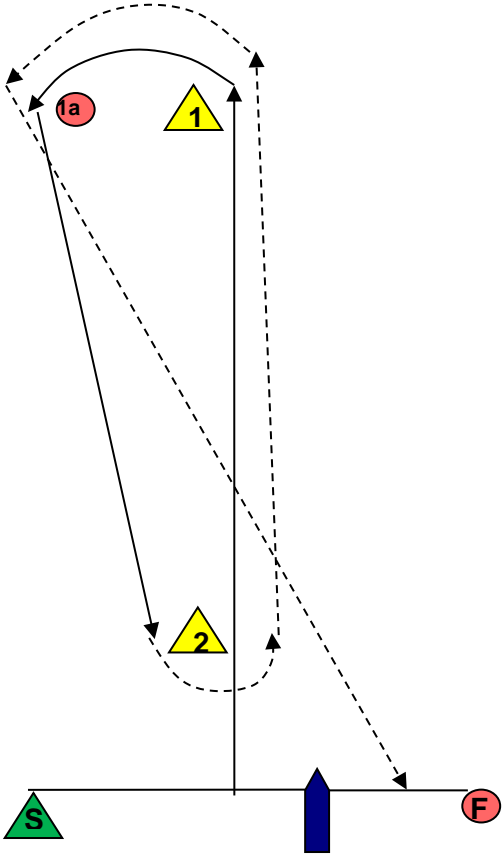
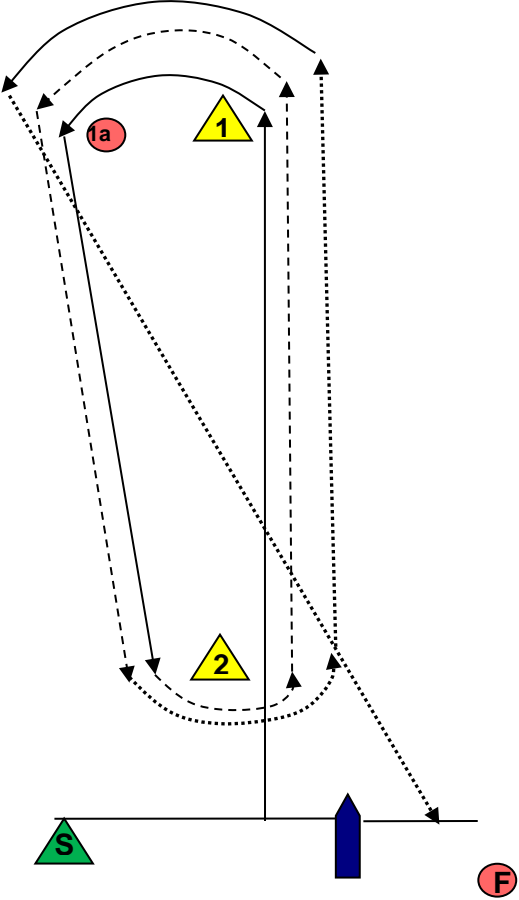
15 SAFETY

- 15.1 A boat that retires from the racing area shall notify the race committee as soon as possible.
[DP]
- 15.2 The COLREGs always apply between boats racing and vessels not racing. A boat shall not obstruct a commercial vessel. [DP]

16 RADIO COMMUNICATIONS

- 16.1 Except in an emergency, a boat that is racing shall neither make voice or data transmissions nor receive voice or data communications not available to all boats. [DP]
- 16.2 Race committee broadcasts concerning its intention, the course to be sailed, starting times, course changes, recalls, etc. are a courtesy only. Failure of the race committee to make a broadcast, the timing of a broadcast, or the failure of a boat to hear a broadcast will not be considered an improper action or omission under RRS 62.1(a).

Attachment A – Drop Mark Courses

Course 4		Course 6
 <p>The diagram for Course 4 shows a starting point 'S' (green triangle) on the left and a finish point 'F' (red circle) on the right. A blue arrow points upwards from the baseline between 'S' and 'F'. A solid line path starts at 'S', goes up to a yellow triangle '1', then down to a yellow triangle '2', and finally down to 'F'. A dashed line path starts at 'S', goes up to a red circle '1a', then down to 'F'. A dotted line path starts at 'S', goes up to '1a', then down to '2', and finally down to 'F'. A curved arrow at the top indicates a path from '1' to '1a'.</p>		 <p>The diagram for Course 6 shows a starting point 'S' (green triangle) on the left and a finish point 'F' (red circle) on the right. A blue arrow points upwards from the baseline between 'S' and 'F'. A solid line path starts at 'S', goes up to a yellow triangle '1', then down to a yellow triangle '2', and finally down to 'F'. A dashed line path starts at 'S', goes up to a red circle '1a', then down to 'F'. A dotted line path starts at 'S', goes up to '1a', then down to '2', and finally down to 'F'. A curved arrow at the top indicates a path from '1' to '1a'.</p>
<p>Start, 1 (port), 1a (port), 2 (port), 1(port), 1a (port), finish</p>		<p>Start, 1 (port), 1a (port), 2 (port), 1(port), 1a (port), 2 (port), 1 (port), 1a (port), finish</p>