



**Clinton Lake Sailing Association
Glow in the Dark Regatta
Sailing Instructions**

S1. RULES

S1.1.

The regatta will be governed by the rules as defined in *The Racing Rules of Sailing* and *FSSA Class Rules*, except as those altered by these sailing instructions.

S2.0. NOTICES TO COMPETITORS

S2.1.

Notices to competitors will be posted on the official notice board located in the CLSA pavilion.

S.2.2

Notice to competitors will also be posted on the @clsaupdates twitter account which can be accessed on the www.clsasailing.org/cancellations web page.

S2.3.

As a courtesy, the Race Committee may communicate information to competitors via VHF on the designated competitors channel. Under no circumstances shall radio communications or any lack of radio communication be grounds for redress.

S2.4.

Supplementary sailing instructions (called 'the supplement' below) will be posted on the official notice board.

3. CHANGES TO THE SAILING INSTRUCTIONS

3.1.

Any change to the sailing instructions will be posted before 0800 on the day it will take effect, except that any change to the schedule of races will be posted by 1800 on the day before it will take effect.

4. SIGNALS MADE ASHORE

4.1.

Signals made ashore will be displayed from the flagpole located in front of the CLSA pavilion.

4.2.

When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 60 minutes' in the race signal AP.

5. SCHEDULE OF RACES

5.1.

The supplement will include a table showing the days, dates, number of races scheduled, the scheduled times of the first warning signal each day, and the latest time for a warning signal on the last scheduled day of racing.

6. CLASS FLAGS

6.1.

The Flying Scot class flag will be the class insignia on a white background.

7. THE COURSES

7.1.

No later than the warning signal, the race committee will designate the course by displaying one or two letters followed by a number, and it may also display the approximate compass bearing of the first leg.

7.2.

The course diagrams are on the pages following SI 13. They show the courses, the order in which marks are to be passed, and the side on which each mark is to be left.

7.3

Apprentice Division boats will sail a W1 course every race.

8. MARKS

8.1.

The start/finish mark will be a pink ball or pink pin. The windward mark and leeward mark/gates will be an orange cylinder. The offset mark will be a green ball.

9. THE START

9.1.

Races will be started by using RRS [26](#).

9.2.

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

9.3

Prior to the first start of the day, each boat shall check in by sailing past the stern of the Signal Boat on starboard tack and hailing her sail number until acknowledged. A boat failing to do so will be notified of her failure and for a subsequent infringement will be scored Did Not Start (DNS) without a hearing. This changes RRS A4.1.

9.4

All boats will start together regardless of racing division.

10. CHANGE OF THE NEXT LEG OF THE COURSE

10.1.

To change the next leg of the course, the race committee will lay a new orange mark and remove the original mark as soon as practicable. When in a subsequent change a new mark is replaced, it will be replaced by the original yellow mark.

11. THE FINISH

11.1.

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

12. TIME LIMITS

12.1.

The supplement will state which of the following time limits, if any, will apply and, for each, the time limit.

♦ Mark 1 Time Limit Time limit for the first boat to pass Mark 1. ♦ Race Time Limit Time limit for the first boat to sail the course and finish. ♦ Finishing Window Time limit for boats to finish after the first boat sails the course and finishes.

12.2.

If no boat has passed Mark 1 within the Mark 1 Time Limit, the race shall be abandoned.

12.3.

Boats failing to finish within the Finishing Window shall be scored Did Not Finish without a hearing. This changes RRS [A4](#) and [A5](#).

13. PROTESTS AND REQUESTS FOR REDRESS

13.1.

Rule 61.3 is changed so that "A boat intending to protest about an incident that occurs in the racing area shall notify the Race Committee finish boat of her intention as soon as possible after finishing, including the boat identification number of the boat(s) being Protested".

13.2

Protest forms are available at the race office. Protests and requests for redress or reopening shall be delivered there within the appropriate time limit.

13.3.

The protest time limit is 20 minutes after the Race Committee Signal Boat returns to dock.

13.4.

Notices will be posted no later than 20 minutes after the protest time limit to inform competitors of hearings in which they are parties or named as witnesses and where the hearings will be held.

13.5.

Notices of protests by the race committee, technical committee or protest committee will be posted to inform boats under RRS [61.1\(b\)](#).

13.6.

On the last scheduled day of racing a request for redress based on a protest committee decision shall be delivered no later than 30 minutes after the decision was posted. This changes RRS [62.2](#).

Courses

The windward mark shall be rounded to port. If an offset mark is present, it must also be rounded to port. Offset marks will not be present if course is changed.

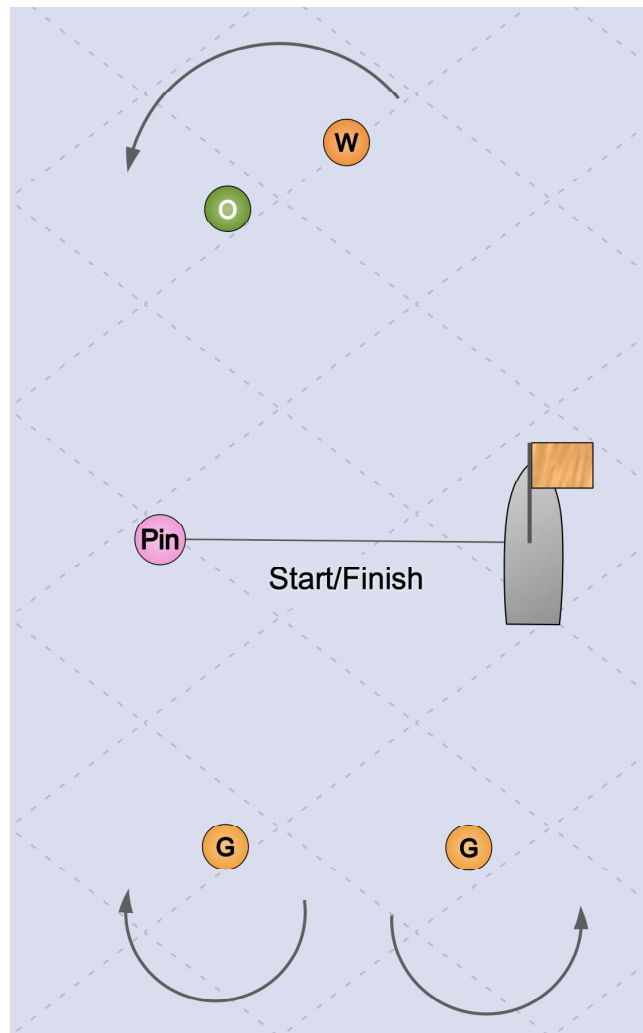
If there is only one leeward mark, that mark shall be rounded to port. Otherwise round the gate from the inside to the outside.

Those boats in the Apprentice Division will sail 1 lap.

W1: Start - WO - G - Finish

W2: Start - WO - G - WO - G - Finish

W3: Start - WO - G - WO - G - WO - G - Finish



Race Supplemental

Schedule

Saturday

3 races scheduled

9:15 am - Competitors' meeting

11 am - First warning signal. Second and third races to follow.

Sunday

2 races scheduled

8:30am - Competitors Meeting

9:45am - First Warning Signal

12:00pm - Latest Warning Signal

Class Flag

Flying Scot Class Flag

Time Limits

Mark 1 Time Limit Time limit for the first boat to pass Mark 1 is 15 minutes. Race Time Limit Time limit for the first boat to sail the course and finish is 60 minutes. Finishing Window Time limit for boats to finish after the first boat sails the course and finishes is 20 minutes.