2022 Windjammer REGATTA Sailing Instructions Amendment 2

1 Decision to implement Heavy Weather Amendment

1.1 Announcement will be made locally at Venice Yacht Club, posted on Regatta Network and over VHF channel 69 on the radio at approximately 9 AM. The race committee is meeting on Friday night, we intend to announce the decision on Saturday racing after that meeting.

2 Alternative Heavy Weather Starting AREA, TIME, MARKS AND COURSES

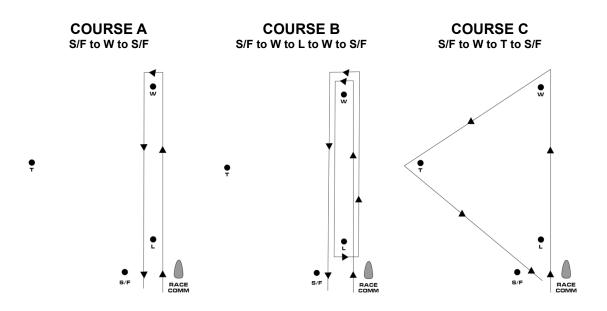
- 2.1 The Racing Area shall be in the Gulf of Mexico in the vicinity of Venice Inlet.
- 2.2 The Starting Area shall be in the vicinity of the Venice Inlet.
- 2.3 The Starting time shall be approximately 13:00 hours to give the competitors time to transit the venice area

3 Alternative MARKS AND COURSES

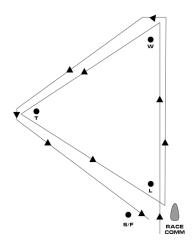
- 3.1 The marks and courses shall be as shown on Appendix A.
- 3.2 The Start/Finish Mark (S/F) shall be off the port side of the Race Committee Boat.
- 3.3 The W Mark shall be approximately to the windward of the Race Committee Boat.
- 3.4 The L Mark shall be approximately 100 yards to windward of the Race Committee Boat.
- 3.5 The T Mark shall be so that W, L and T form a triangle.
- 3.6 The Race Committee Boat may have a yellow mark tied behind her stern. The boat itself, that mark, and the space between that mark and the boat shall collectively be the Race Committee Boat.
- 3.7 All marks shall be rounded to port except S/F when finishing.
- 3.8 Courses shall be announced for each division on VHF Channel 69 prior to the first Warning signal for each race.
- 3.9 The approximate bearing and distance to the first mark (W) shall be announced on VHF Channel 69 prior to the first Warning signal for each race.
- 3.10 Courses, first-mark bearing, and first-mark distance shall also be displayed on a course board on the line-side of the Race Committee boat in the following format:

DIVISION 1	PIVISION 2	DIVISION 3	BEARING 272
A	E	C	distance 1.5

APPENDIX A (Courses)



COURSE D
S/F to W to T to L to W to T to S/F



COURSE E S/F to W to T to L to W to S/F

