

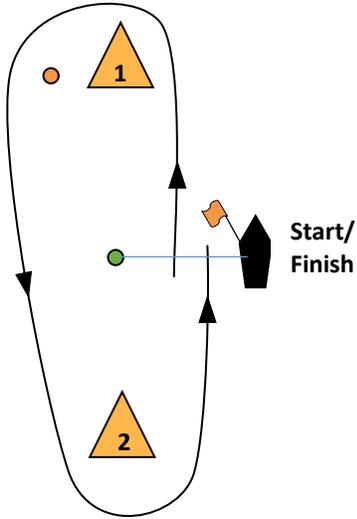
# GSBYRA Junior Race Week Sailing Instructions

1. **RULES:** This regatta will be governed by the rules as defined in *The Racing Rules of Sailing*.
2. **NOTICES TO COMPETITORS** will be posted on the Official Notice Board.
3. **CHANGES TO SAILING INSTRUCTIONS** may be given on the water by the Race Committee with Race Flag L displayed so that each competitor will be told of the changes prior to their Warning Signal with their acknowledgement of the changes. RRS 90.2 (c) applies.
4. **SCHEDULE OF RACING – Subject to change based on when GSBYRA Covid Safety Protocol measures permit these activities.**

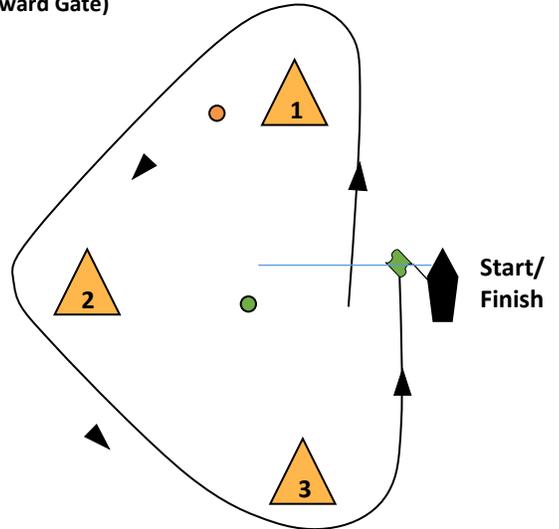
0800-1000	Registration and check in
0930	Meeting of Senior Instructors or representatives from all participating clubs
1000	Competitors Meeting
1030	Warning Signal for First Race. Six races are scheduled
1530	No Warning Signal will be made after this Time Refreshments & Awards after last race
5. **RACING AREA** will be on waters adjacent to the Host Club.
6. **COURSES** will be announced at Competitors Meeting. Course Diagrams will either be on a white board or printed.
7. **ROUNDING MARKS** are inflatable marks.
8. **THE START** - Races will be started using Appendix U. The START/FINISH Line will be between an Orange Flag on the Port side of the Signal boat and an orange flag on the Starboard side of a boat at the Port end of the line or a mark at the port end of the line. **(Competitors shall check in with the Race Committee Signal boat before First Warning Signal).** The Start/Finish Line may be considered an Obstruction during Race.
9. **SCORING**
  - 9.1 Six Races are scheduled each day.
  - 9.2 One Race is required to be completed to constitute a Series.
  - 9.3 Appendix A2.1 is modified as follows: When fewer than 6 races have been completed, a boat's series score will be the total of her races scored. When 6 or more races have been completed, a boat's series score will be the total of her race scores excluding her worst score.
  - 9.4 Boats failing to Finish within 10 minutes of the First Boat that sails the course and Finishes a race may be scored TLE (Time Limit Expired = DNF) without a hearing (this changes A5).
10. **HEARING REQUEST - The Race Committee shall be informed as soon as possible after a race by any boat that intends to protest another boat for an incident in that race. This changes RRS 61.1 (a).** Hearing Request forms either for a Protest or Request for Redress will be available at the Registration Desk and must be filed with the Protest Committee within 30 minutes of the Race Committee docking after racing. The Time of Race Committee boat docking will be posted at the Registration Desk.
11. **PRIZES**
  - 11.1 **Daily Prizes** for the top 3 finishers for each class will be awarded by each club for races held at their club.
  - 11.2 **Overall Prizes** will be awarded on the final day of racing by GSBYRA based on compiled scores from all three venues, To be eligible, a competitor must have sailed at all three venues, in the same class with the same sail number. The compilation will use the Low Point Scoring System, Appendix A RRS with the following changes to Appendix A2: the overall finish position for each day will be treated as if it were a single race, with no throw-outs. Tie breaker will be based on lowest overall place on the last day of racing.
  - 11.3 Final Scoring for all fleets will be given to the GSBYRA Official Scorer to determine GSBYRA Club and Individual Season trophies.
  - 11.4 **GSBYRA Fauth Trophy** is presented at the GSBYRA Fall Dinner and Awards. It is awarded based on the GSBYRA adaption of the Cox-Sprague Scoring System to determine the best performance at Junior Race Week. To be eligible a competitor must be a junior skipper under age 18 and belong to a GSBYRA Full Member Club.

# GSBYRA Junior Regatta Course Diagrams

(shown with optional Windward Offset and optional Leeward Gate)



WIND  
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**Windward Leeward Once Around**

2 marks to be rounded

SF - 1 - 2 - SF

**Windward Leeward Twice Around**

4 marks to be rounded

SF - 1 - 2 - 1 - 2 - SF

**Triangle Once Around**

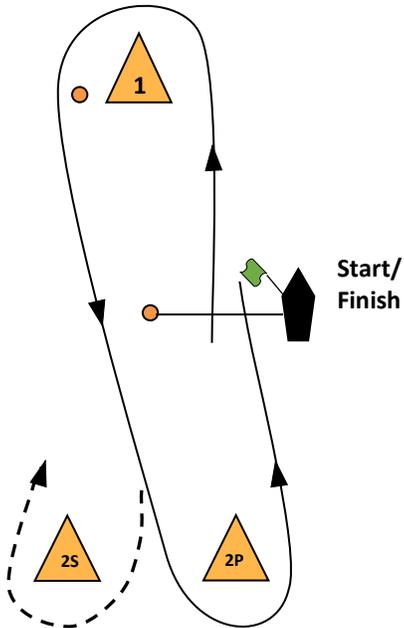
3 marks to be rounded

SF - 1 - 2 - 3 - SF

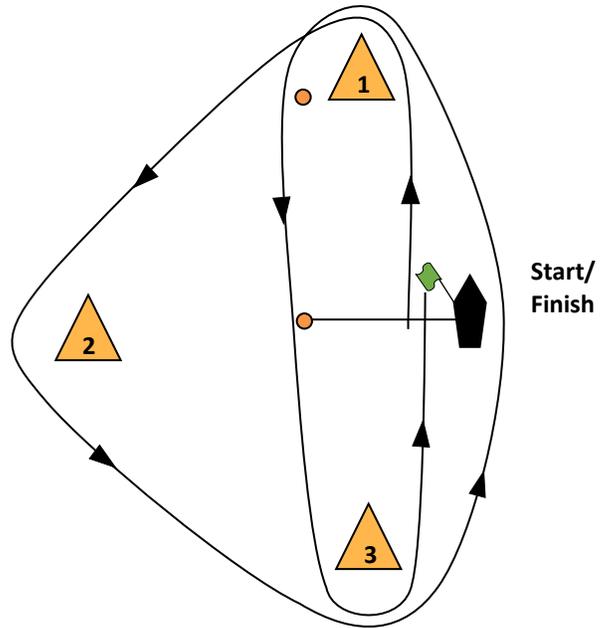
**Triangle Twice Around**

6 marks to be rounded

SF - 1 - 2 - 3 - 1 - 2 - 3 - SF



WIND  
↓



**Windward Leeward with Leeward Gate**

Boats may round either leeward gate mark, but must pass through the gate in a direction away from the windward mark.

**Triangle Windward Leeward Windward**

5 marks to be rounded

SF - 1 - 2 - 3 - 1 - 3 - SF