



1. RULES:

1.1. The regatta will be governed by the rules as defined in The Racing Rules of Sailing 2021-2024

2. ENTRIES

2.1 Competitors may enter by completing the online registration form and fee payment found at http://www.regattanetwork.com/event/26045

3. NOTICES TO COMPETITORS

Notices to competitors will be posted on the official notice board located in the pavilion at Kelly Park, Merritt Island FL

4. CHANGES TO SAILING INSTRUCTIONS

- 4.1 Any changes to the sailing instructions will be posted at the competitors meeting. Oral changes may be made on the water.
- 4.2 For Aero's: RRS 42.3 is changed by adding: "Where stipulated in the SI, if the average wind speed is clearly over 10 knots across the course the race committee may signal in accordance with RRS Appendix P5 that pumping, rocking and ooching are permitted except (i) prior to the start, (ii) when the boat is on a leg of the course designated in the SI as a windward leg. This changes RRS 42.2 a, b and c.

5. SIGNALS MADE ASHORE

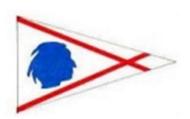
- 5.1 Signals made ashore will be displayed in the boat launching area.
- 5.2 If a postponement is signaled ashore, the warning signal will be made not less 30 minutes after the last boat is launched or 45 minutes (whichever is less) after flag AP is lowered. This changes Race Signals AP.

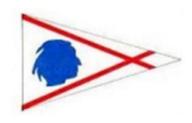
6. SCHEDULE

- 6.1 An optional competitor's meeting will be held at 10:30 AM on Saturday (9th) at the Pavilion in Kelly Park.
- 6.2 Sailing Instructions are available on-line at: http://www.regattanetwork.com/event/26045

Any changes to SI's will be broadcast on VHF channel 72 during the time window of the competitors meeting.

6.3 Races are scheduled as follows:





Saturday (22ndh) First Warning will be at 12:30:00.

At least three races are scheduled

Sunday (23rd) First Warning will be at 10:30:00.

At least two races are scheduled

6.4 No warning signal will be made after 14:00:00 on the last day of the regatta.

7. CLASS FLAGS

Aero: Blue Flag or RS Aero Class Flag

Laser: Red Flag

Flying Scot: White flag or FS Class Flag

Combining classes or additional class flags and starts may be specified at the competitors meeting following registration

8. RACING AREA

The racing area will be east of the Kelly Park launch area in the Banana River.

9. COURSES

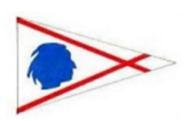
- 9.1 The course to be sailed will be determined by weather conditions at the time of a race and may include any of the courses shown on Appendix A or a portion of the course.
- 9.2 The course and laps will be displayed on a white board located near the stern of the Committee Boat.
- 9.3 The starting/finishing line is closed and is to be treated as an obstruction after a boat starts until she approaches the line to finish.

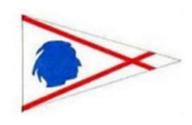
10. MARKS

- 10.1 All marks shall be as described on the Appendix A Course Diagram.
- 10.2 The starting mark will be an Orange Cylinder on the Port side of the Orange Flag on the Signal boat.
- 10.3 The Finishing mark will be:

Yellow Ball (hippity hop) on the starboard side of the Orange Flag on the Signal boat.

10.4 Aero's and Laser's may touch a mark other than a starting or finishing mark. A boat shall not manhandle a mark when it results in an advantage. This changes RRS 31





10.5 Flying Scot fleet shall comply with RRS Rule 31 as written and shall perform a one turn penalty per RRS 44.1 if she breaks RRS 31

11. THE START

- 11.1 The start will follow RRS #26 (i.e., a 5-minute start sequence)
- 11.2 Prior to the Warning Signal of first race 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.
- 11.2 The starting line will be between the staff from which an orange flag is displayed on a race committee/signal boat, and the course side of the nearby orange cylinder starting mark.
- 11.3 A boat starting later than five minutes after her starting signal will be scored DNS without a hearing. This changes RRS 63.1 and A5.
- 11.4 The Race Committee will hail boats that are OCS using VHF and/or Voice Hail. The timing of such hails, the order of hailing, or failure of a competitor to hear a hail will not be considered an improper action or omission under RRS 62.1.

12. THE FINISH

- 12.1 All boats will finish between the staff from which an orange flag is displayed on a signal boat and the Yellow Ball finishing mark on the Starboard side of the signal boat.
- 12.2 Boats that retire before finishing shall inform the RC as soon as possible.

13. TIME LIMIT

- 13.1 A boat starting later than 5 minutes after her starting signal will be scored DNS without a hearing. This changes rule 63.1, A4.1 and A5.
- 13.2 Boats that are still present on the course but fail to finish within 10 minutes after the first boat finishes will be scored TLE (Time Limit Expired) and receive one point more than the last boat that finished within the time limit. Boats that have left the course will be scored DNF. This changes RRS 35, 63.1, A4.2, A5, and A11.
- 13.3 The time limit for a race will be 60 minutes for the first boat to sail the course as required by RRS 28.1.

14. PROTESTS

14.1The protest time limit is 40 minutes from the time the race committee signal boat docks. The docking time will be posted on the Notice Board.





15. SCORING

- 15.1 The Low Point Scoring System (RRS Appendix A) shall be used.
- 15.2 All completed races will be scored, and if more than 5 total races are completed the worst score will be discarded.
- 15.3 Minimum of 3 races are scheduled, of which one must be completed to constitute a regatta.

16. VHF RADIOS

Race Committee will use VHF Channel 72.

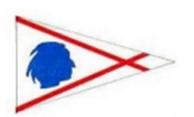
VHF Radios are optional.

17. TROPHIES

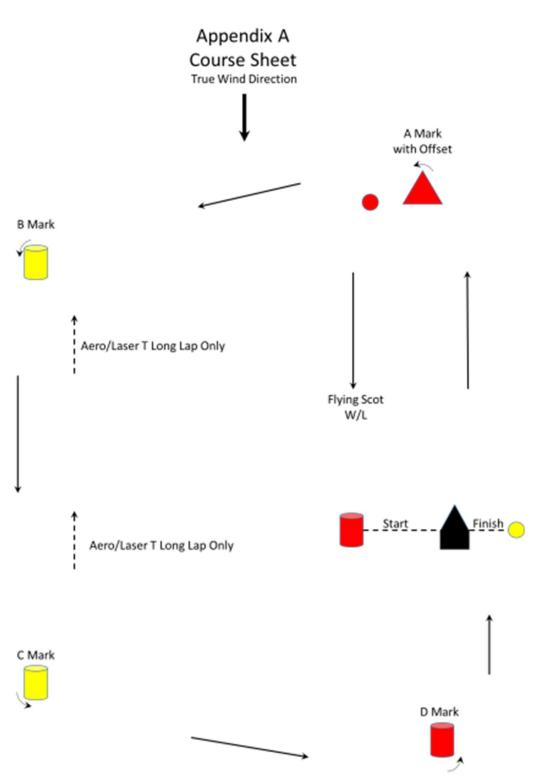
Trophies will be awarded as stated in the Notice of Race.

18. DISCLAIMER OF LIABILITY

Competitors participate in this regatta entirely at their own risk. See RRS 4, Decision to Race. The Organizing Authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the regatta.







Aero/Laser Course #1 Short Lap: Start-A-B-C-D-Finish Aero/Laser Course #2 Long Lap: Start-A-B-C-B-C-D-Finish Flying Scot W/L Course #1: Start-A-D-Finish (Line is Closed) Flying Scot W/L Course #2: Start-A-D-A-D-Finish (Line is Closed)