

Sailing Instructions

Green Fleet



Key West Community
SAILING CENTER



1. Rules: Green Fleet will be governed by the **Introductory Rules for Racing** (see attachment 1)

2. Communications:

- Notices to competitors are posted to the **Official Notice Board**
- VHF Channel 77 will be used for communications

3. Schedule of races

Date	Event	Open
Friday 16 January	Registration and boat assignments Assignment of sail numbers	1630-1830
Saturday 17 January	Registration Coaches' clinic/Skippers meeting First Warning Signal for Race area A No first warning signal after this time	0745-1000 0900 1030 1700
Sunday 18 January	First Warning Signal No first warning signal after this time Awards Ceremony	0900 1300 1500

4. Code of Conduct: Competitors and Parents are reminded that Green Fleet is **Instructional Racing**

- Coaches are allowed to coach **during racing**
- Encourage, explain, cheer
- Avoid yelling or pressure coaching
- Let kids finish unless unsafe
- "Last boat gets the loudest cheer"

5. Start Sequence

- **Whistle Start will be used**
3 long whistles = 3 min
2 long whistles = 2 min
1 long whistle = 1 min
3 short whistle=30 sec
2 short whistle = 20 sec
1 short whistle = 10 sec
5,4,3,2,1 short whistle = 5,4,3,2,1 se
1 long whistle = start

6. Courses and Marks

- Course diagrams and mark descriptions are included in the attachments
- Courses will be kept short and simple
- Start line is between the race committee vessel and a white mark

7. Penalties System

- Will be applied per the **Introductory Rules**

8. Time Limits

- A time limit may be imposed by the Race Committee. Boats still racing but not finishing within a set period (10 minutes at the discretion of the Race Committee) may be finished by the Race Committee

9. Scoring

- Low point scoring will apply (first place =1 point, second=2, etc)
- If more than 5 races are completed, the competitor may discard their worst score

10. Safety and Support

- Boats must follow safety instructions and report if they are retiring from a race
- Support boats may be restricted from the course during racing
- A boat shall carry all equipment required by her class rules
- USCG-approved PFDs shall be worn at all times by each sailor
- Support boats are welcome. All support boats are required to notify the Registration Desk of their intent to be near the course as well as which boats they are supporting. By registering as a support boat, the operator(s) acknowledge their obligation to 1) not interfere with any ongoing races, 2) to render aid to any sailors in distress, 3) to monitor the racecourse safety channel (channel 77) and 4) to set the example in terms of safety and on-the-water decorum, including trash disposal and the wearing of a life jacket

Some Explanations

Windward and Leeward: The leeward side of your boat is the side where your mainsail lies. The Windward side is the other side.

Port and Starboard Tack: You are on port or starboard tack according to your windward side.

Advisor: A person appointed by the race organisers to assist competitors in understanding the rules and, when appropriate, to penalize a boat.

Basic Rules

1. You must comply with the principles of good sportsmanship.
2. You must try not to collide with another boat.

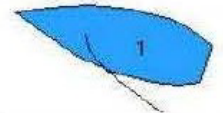
Rules When Boats Meet

3. When you and the other boat are on opposite tacks, if you are on port tack you must avoid the boat on starboard tack.
4. When you and the other boat are on the same tack, you must avoid the other boat:
 - (a) If she is in front of you, or
 - (b) If she is on your leeward side.
5. After stating, when you and the other boat approach a mark or an object that both boats need to avoid, and the other boat is between you and the mark or other object, you must give her sufficient space to pass it safely on the same side. However, when the boats are on opposite tacks at a windward mark, this rule does not apply.
6. When the other boat is required to avoid you, if you change course, you must give the other boat an adequate opportunity to avoid you.

Other Rules

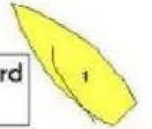
7. At the starting signal you must be behind the starting line.
8. After the starting signal, you must sail the course described by the organisers.
9. You must not touch a mark of the course.
10. If you think you or another boat has broken a rule or if you are unclear about the rules at any time during the race, you must describe the incident to a rules advisor after the race. The advisor may then add two points to the score of any boat that has broken a rule. If the offence is serious, the advisor may refer the matter to the Jury who may deal with the matter as they deem suitable within the spirit of the racing rules of sailing.

Windward side

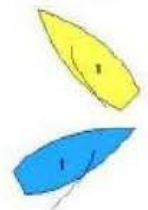


Leeward side

Starboard tack



Port tack



Blue on port tack must avoid Yellow on starboard tack

To next mark



Yellow must give space to Blue so both boats can pass the mark on the required side.


Course and Mark descriptions

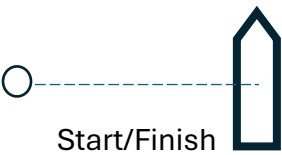
Course 1: Start- Mark 1-Mark 3-Finish


Course 2: Start-Mark 1-Mark 2-Mark 3-Finish

Course 3: Start-Mark 1-Mark 2-Mark 3-Mark 1-Mark 2-Mark 3-Finish

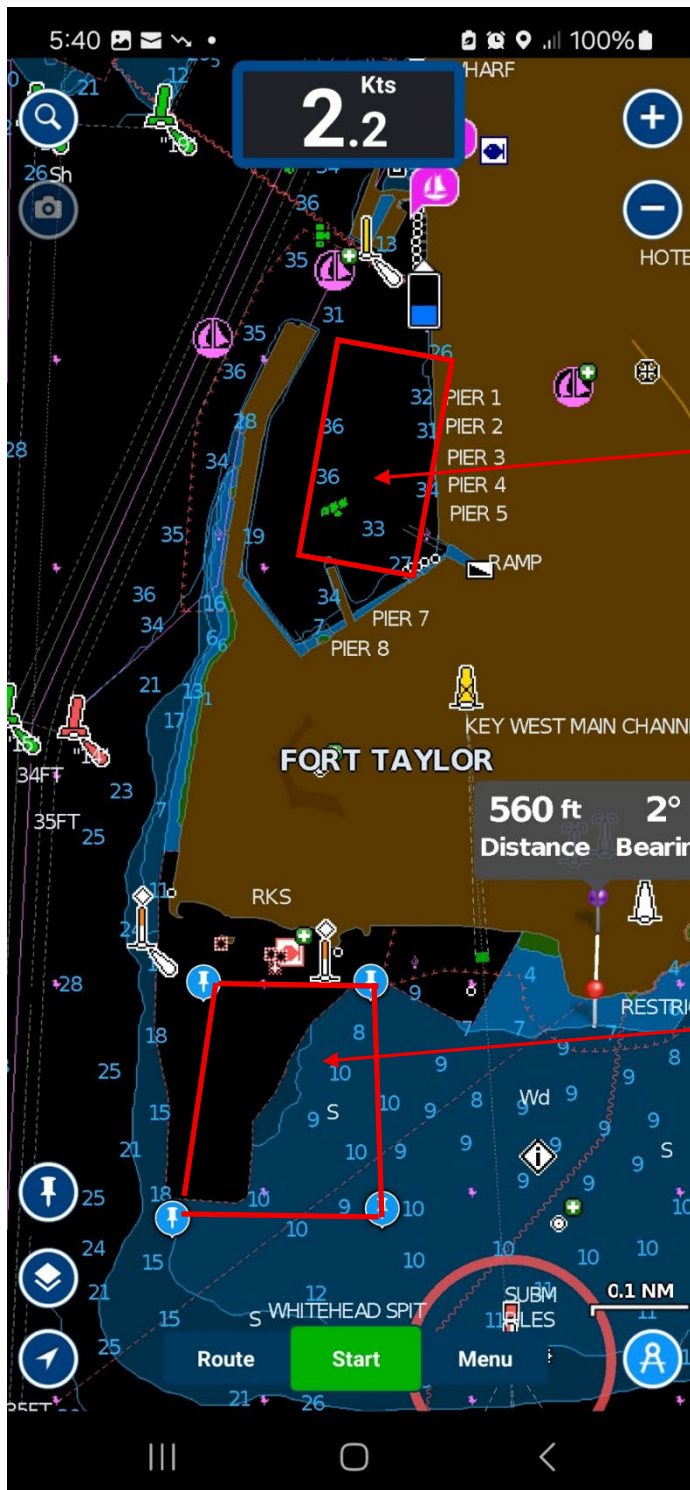
 Mark 1

Mark 2 



Mark 3 

Race Areas



Race Area A

Race Area B