



THE SAN FRANCISCO YACHT CLUB

2013 CLUB CHAMPIONSHIP SERIES Sponsored by Woodlands Market



[All SFYC sailors are encouraged to participate!]

NOTICE OF RACE

Organizing Authority: The San Francisco Yacht Club, Belvedere, California

1. RULES

This series will be governed by the rules as defined in the Racing Rules of Sailing (RRS). Appendix T, Section B, Post-Race Penalties shall apply. All competitors shall wear life jackets or adequate personal buoyancy while racing; Flag Y will not be displayed. [New Racers – See Racing Rules in Brief attached.]

2. ELIGIBILITY AND ENTRY

The Series is open to members of The San Francisco Yacht Club with their PHRF-rated boats at least 18 feet in length in either Spinnaker or Non-Spinnaker divisions. If a boat does not have a PHRF certificate, the Race Committee will assign a PHRF rating.

All boats must be owned or chartered by a SFYC member; both the skipper and the helmsman are required to be SFYC members.

Eligible boats may be entered in the Series by completing a single registration through the SFYC website.

3. DIVISIONS

Spinnaker Division will include boats designed and rated with spinnakers and which will be sailed with spinnakers during the series. The Spinnaker Division will also include boats designed and rated without spinnakers, such as the Wyliecat, Star, and Knarr classes.

Non-Spinnaker Division will include boats whose PHRF Rating is with spinnakers, but choose to race without spinnakers during the series.

4. BURGEE

All boats must fly The San Francisco Yacht Club burgee from the time they start racing until they finish. Boats not complying will receive a five-minute penalty. All burgees must be flown properly, or the skipper buys drinks for all other skippers in that division, plus the Race Committee.

5. RACES

The Club Championship Series consists of up to nine scheduled races.

<u>REGATTA</u>	<u>DAY AND DATE</u>	<u>LOCATION</u>	<u>RACES</u>	<u>WARNING</u>
1. Rosenblum	Saturday, March 30	Knox	1 or 2	1200 Hrs
2. Anniversary Cup	Saturday, April 27	Knox	1*	1200 Hrs
3. Independence Cup	Thursday, July 4	Knox	1 or 2	1200 Hrs
4. Mitchell & Ross	Saturday, Aug 3	Knox	2	1200 Hrs
5. Wosser Cup Series	Saturday, Sept 28	Knox	2	1200 Hrs

* The Staff Commodores' Cup will be sailed immediately after the Anniversary Cup, but the warning will not be before 1400 hrs. Club Series' boats are invited to sail in the Staff Commodores' Cup, but will not be scored. See separate NOR for Staff Commodores' Cup.

6. SAILING INSTRUCTIONS

Sailing Instructions for the Club Series will be available at The Club and on our website by Wednesday evening preceding each event.

7. COURSES

The courses and marks will be described in the Sailing Instructions.

8. SCORING

Scoring for each race will be PHRF Time-on-Time. RRS scoring will apply, except:

- A boat that does not finish (DNF) or retires (RET) will receive one point more than the number of finishers in her division.
- A boat that did not start (DNC, DNS or OCS) or is disqualified (DSQ) will be awarded two points more than the number of finishers in her division.

Each boat's Series score will be a total of her race scores excluding her two worst scores. (If fewer than six races are completed, only one race score will be excluded.)

9. COMMUNICATIONS

Boats should have a VHF radio to hear information that may be broadcast by the race committee.

10. PRIZES:

After each event, perpetual trophies will be awarded to the winners of both divisions. For each regatta, keeper trophies will be presented to the first through third place finishers of each division. There may also be additional fun prizes awarded. The trophy presentations will be held on the SFYC deck after the racing.

The overall Series division winners will be awarded the King George V Perpetual Trophy jointly, the award to be presented at Recognition Night, Saturday, November 9th, 2013.

11. SOCIAL

After each event, complimentary beverages will be provided on the deck. Woodlands Market will provide complimentary hors d'oeuvres. Come spend time at the Club reliving the day with your fellow members.

RACING RULES IN BRIEF 2013-2016

For casual racers, please be advised that the rules published by US Sailing govern all sailboat racing, from Championship events to Wednesday night beer cans. Rules addressing what to do when boats meet while racing are Part 2 of the rules, requiring only pages 8-13 of the rule book. Briefly, the key rules are:

Right-of-Way Rules

- 1. PORT-STARBOARD** A port-tack boat must keep clear of starboard-tack boat. **(Rule 10)** You are “keeping clear” of another boat if she doesn’t have to avoid you.
- 2. WINDWARD-LEEWARD** When boats are overlapped on the same tack, the windward boat must keep clear. **(Rule 11)**
- 3. ON SAME TACK, ASTERN-AHEAD** When boats are on the same tack and not overlapped, the boat clear astern must keep clear. **(Rule 12)** A boat is “clear astern” of another if she is behind a line through the other boat’s aft-most point and perpendicular to the other’s centerline. The other boat is “clear ahead.” Two boats “overlap” if neither is clear astern of the other.
- 4. TACKING TOO CLOSE** Before you tack, make sure your tack will keep you clear of all other boats. **(Rule 13)**

Limitations on the Right-of-Way Boat

If the other boat must keep clear, you have “right of way.” But even if you have right of way, there are limitations on what you can do:

- 5. AVOID CONTACT** You must avoid contact with other boats if you can. However, if you have right of way and there is contact that causes no damage, you will be exonerated. **(Rule 14)**
- 6. ACQUIRING RIGHT OF WAY** When you do something to become the right-of-way boat (such as getting an overlap to leeward of another boat), you must give the other boat a chance to keep clear of you. **(Rule 15)**
- 7. CHANGING COURSE** When you change course, you must give the other boat a chance to keep clear of you. **(Rule 16)**
- 8. ON THE SAME TACK; PROPER COURSE** If you are overlapped to leeward of a boat on the same tack, and if just before the overlap began you were clear astern of her, you cannot sail above your proper course (i.e., the course that will take you to the next mark as soon as possible). **(Rule 17)**

At Marks and Obstructions

Additional rules apply at marks or obstructions. However, these rules do not apply at a starting mark on the approach to the line to start or while boats are on opposite tacks on a beat to windward. **(Preamble to Section C and Rule 18.1)**

- 9. INSIDE THE ZONE** The “zone” is the area within three lengths of a mark. “Mark-room” is room to sail to the mark and room to round it as needed to sail the course to the next mark. The right to mark-room is “frozen” when the first of two boats enters the zone. If you were overlapped outside another boat at that time, you must give her mark-room. If you were clear astern of another boat at that time, you must give her mark-room. You must continue to give mark-room even if later your overlap is broken or a new overlap begins. **(Rule 18.2)**
- 10. TACKING NEAR A MARK** Don’t tack in the zone at a windward mark if you will cause a boat that is fetching the mark to sail above close-hauled to avoid you, or if you will prevent her from passing the mark on the required side. **(Rule 18.3)**
- 11. ROOM TO PASS AN OBSTRUCTION** When boats come to an obstruction, the right-of-way boat gets to decide which way they are going to pass it. If you are overlapped outside another boat, you must give her room to sail between you and the obstruction. **(Rules 19.2(a) and (b))**
- 12. ROOM TO TACK AT AN OBSTRUCTION** When boats on the same tack on a beat come to an obstruction, the leeward boat may hail for room to tack.. The other boat must give her room, but before the leeward boat tacks she must give the other boat time to respond. **(Rule 20)**

Other Rules

Before your Preparatory Signal, and after you finish, don’t interfere with boats that are about to start or are racing. **(Rule 24.1)**

If you break a rule while racing, get away from other boats and turn your boat until you have done two tacks and two gybes in the same direction. If you hit a mark, you need to only do one tack and one gybe. **(Rule 44)**

If you start too soon, keep clear of others until you get behind the line again. **(Rule 22.1)**