



2014 Laser Atlantic Coast Championship Regatta Laser and Laser Radial ~ August 30 & 31, 2014 SailMaine is the Organizing Authority and Host Portland, Maine

Sailing Instructions

1. Rules

The regatta will be governed by the rules as defined in *The Racing Rules of Sailing* and the rules of the International Laser Class Association.

2. Notices to Competitors

Notices to competitors will be posted on the official notice board located on the side of the SailMaine Coaches' Shed.

3. Changes to the Sailing Instructions

Any change in the sailing instructions will be posted before 0900 on the day it will take effect, except that any change in the schedule of races will be posted before 2000 on the day before it will take effect.

4. Signals Made Ashore

- 4.1 Signals made ashore will be displayed from the SailMaine flagpole.
- 4.2 When Flag AP is displayed ashore, "1 minute" is replaced with "not less than 60 minutes" in Race Signal AP.

5. Schedule of Races

Racing is scheduled as follows:

<u>Saturday, August 30</u>

0800–0900	On-site registration, check-in, and continental breakfast
0930	Skippers' Meeting
1100	Initial Warning Signal
After Racing	Social Activities, dinner to follow (at SailMaine)

Sunday, August 31

0830	Continental breakfast
1000	Initial Warning Signal
1530	No initial Warning Signal after this time
After Racing	Social activities and awards

International Laser Class Association

6. Class Flags

The class flags will be: Laser Full Rig - Numeral pennant 1 Laser Radial - Numeral pennant 2

7. Racing Area

Racing will take place in the waters adjacent to the Eastern Promenade in the Mackworth Circle. See attachment A.

8. Courses

- 8.1 The diagram in Attachment B shows the courses, including the approximate angles between legs, the order in which marks are to be passed, and the side on which each mark is to be left.
- 8.2 No later than the warning signal, the race committee will display the class and its assigned course from a whiteboard on the signal boat.

9. Marks

The following marks will be used:

Start/Finish	RC signal boat and RC pin boat
Windward (W)	Orange tetrahedron
Windward offset (O)	Yellow tetrahedron
Gate (Gp and Gs)	Orange tetrahedrons
Change marks	Yellow tetrahedrons

10. The Start

- 10.1 The starting line will be between a staff displaying an orange flag on the RC signal boat and a staff displaying an orange flag on the RC pin boat.
- 10.2 No race shall be started unless there is a minimum consistent wind speed of three knots throughout the racing area.
- 10.3 A boat that starts later than 5 minutes after her starting signal shall be scored DNS without a hearing. This changes rule A4.

11. Change of Course

To change the next leg of a course, the race committee will lay a new mark (or move the finishing line) and remove the original mark as soon as practicable. When in a subsequent change of course a new mark is replaced, it will be replaced by an original mark. A change in direction to the new mark will be signaled in accordance with rule 33(a)(2).

12. The Finish

The finishing line will be between a staff displaying an orange flag on the RC signal boat and a staff displaying an orange flag on the RC pin boat.

13. Time Limit

- 13.1 The time limit for the first boat to sail the course and finish is 60 minutes.
- 13.2 Boats failing to finish within 20 minutes after the first boat finishes will be scored DNF without a hearing. This changes rule A4.



14. Measurement

Each competitor is responsible for ensuring that his or her equipment complies with the ILCA Class Rules. Failure to do so may result in protest and disqualification from the regatta.

15. Protests and Requests for Redress

- 15.1 Competitors intending to protest shall inform the Race Committee immediately after finishing and before communicating with coaches or spectators. Boats shall first sail to the non-course side of the Finish Boat and report to the Finish Boat. Boats that do not finish shall report their intent to protest to any Race Committee Boat at the first possible opportunity. This adds to rule 61.1(a).
- 15.2 Protests shall be lodged at the SailMaine Office no more than 45 minutes after the <u>RC pin boat</u> docks at the end of the day's racing. The protest time limit will be posted on the official notice board as soon as practicable.
- 15.3 Protests will be heard in the approximate order of receipt. The time and place of the protest hearing will be posted within 30 minutes after the end of protest time.

16. Scoring

- 16.1 Three races are required to be completed to constitute a regatta.
- 16.2 When fewer than six races are completed, a boat's series score will be the total of her race scores.
- 16.3 When six or more races are completed, a boat's series score will be the total of her race scores excluding her worst score.

17. Safety

- 17.1 USCG-approved PFDs shall be worn at all times while racing, except briefly while changing clothing. This changes rule 40.
- 17.2 A boat that retires from a race or does not intend to start a race shall inform the nearest safety or race committee boat as soon as possible. A boat may not protest for an alleged breach of this instruction. This changes rule 60.1.
- 17.3 The protest committee may assign a penalty at its discretion for breaches of sailing instruction 17. This changes rule 64.1.

18. Disclaimer of Liability

Competitors participate in the regatta entirely at their own risk. See rule 4, Decision to Race. The organizing authority, race committee and volunteers will not accept any liability for material damage or personal injury or death sustained in conjunction with, prior to, during, or after the regatta.

19. Trophies

The following trophies will be presented:

Laser Atlantic Coast Champion 1st-3rd

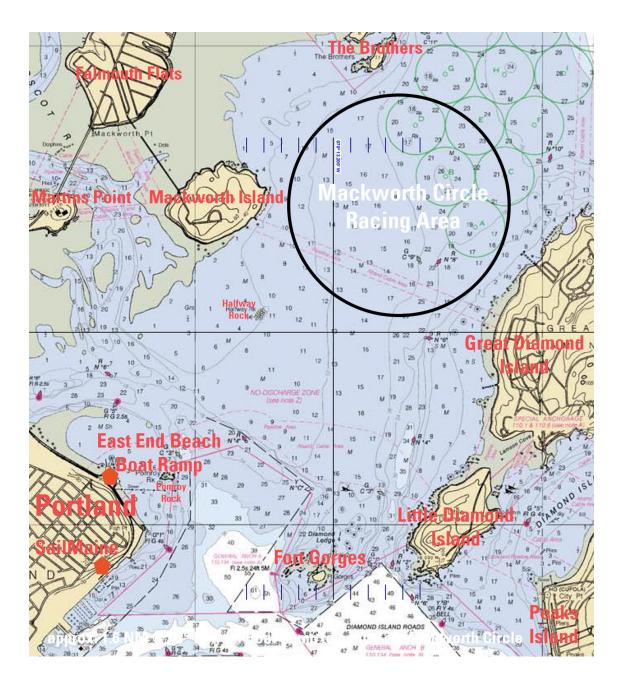
Laser Radial Atlantic Coast Champion 1st-3rd

Best Placed Female Finisher

Best Placed Junior Finisher

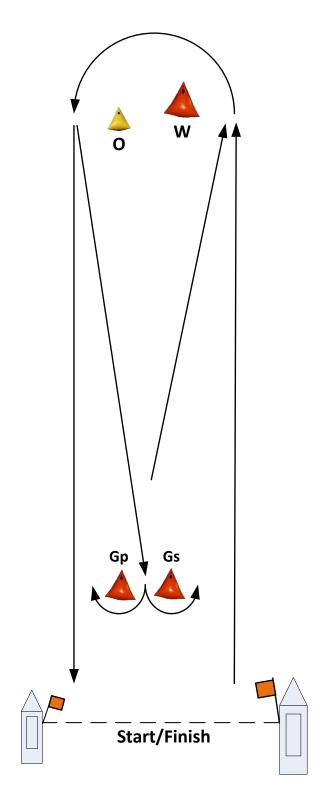
Best Placed Master Finisher

International Laser Class Association



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ATTACHMENT B



Courses		
2	Start-W-O-Finish	
4	Start-W-O-Gp/Gs-W-O-Finish	
6	Start-W-O-Gp/Gs-W-O- Gp/Gs-W-O-Finish	
Note: Mark Gp/Gs is a gate. Boats shall pass through the gate from the direction of the previous mark and leave the port mark to port and the starboard mark to starboard. If only one mark of the gate is present, boats shall leave it to port.		



