



Fanshawe Yacht Club LAND-BASED Regatta

Sailing Instructions

RULES: All races shall be sailed under **The Racing Rules of Sailing (latest edition)**, International Sailing Federation, the prescriptions of the national authority, the sailing instructions, class rules, and any other applicable rules, including amendments made by these sailing instructions, or at the Skippers Meeting. Notices to Competitors will be posted on the Official Notice Board in the Yacht Club Chalet. A copy of the Racing Rules of Sailing is normally available at the Race Hut. Other club rules which apply: a) Out of Bounds: All boats must race outside the club moorings or be disqualified; and

b) Starting Line area: All boats must stay well clear of the starting area until the Warning signal for their fleet. Race times are posted in the regatta's **Notice of Race**. Starting order of fleets will be announced at the Skippers Meeting.

ELIGIBILITY: Races will be open only to those boats that have registered, paid the required fee, signed the waiver form and met any regatta-specific criteria in the **Notice of Race**. The fee is waived for a person who qualifies for the "Learn to Race" program (has not raced before). However "Learn to Race" sailors must still sign the registration and waiver form, before racing. The individual would qualify in this category for one season, and may be identified by a colored ribbon flying from the leach of their sail.

CLASSES: A fleet will comprise 2 or more boats of the same design. Boats with 2 or less will be grouped into an **OPEN** fleet.

SCORING: The series will be scored as provided in Appendix A of the racing rules using the Low Point Systems (Appendix A, A4) (i.e. 1 pt. for first, 2=2, 3=3, etc.)

TIES: will be broken (Appendix A, A8, Series Ties) by 1) listing the order of scores from best to worst, not to include excluded scores, favour to boat with best scores; 2) determining which boat was ahead in the most races, not to include excluded scores. 3) Ties shall be broken based on which boat finished ahead in the last race, excluded races to be included.

RACE SCORES TO BE EXCLUDED: if 4 races are sailed, one throw out will be allowed; if 8 races, 2 throw outs.

REDRESS: - RDG - (Appendix A, A10 (a))

SCORING EXCEPTIONS:

DNF, RAF = number of boats STARTED + 1;

DNC, DNS, OCS = number of boats REGISTERED + 1;

DSQ, DNE = number of boats REGISTERED + 2; All DSQ race scores **cannot** be excluded (dropped).

SAFETY REGULATIONS: All boats must be equipped in accordance with the current Canada Safe Boating Guide (Canada Shipping Act) Safety Boats are for the assistance of persons who are racing, Lifejackets must be worn by all competitors when the Code "Y" flag is posted. Failure to comply results in DSQ. Towing of disabled boats will take place only if time and weather permits following the race. A competitor not needing assistance should show a closed fist to the rescue boat.

ONE MINUTE RULE (30.1): "I" Signal may be displayed. Applies to all starts, any OCS boat within one minute or less before the start must return to the pre-start area by rounding either end and keeping clear of all boats starting correctly.

INDIVIDUAL RECALLS: "X" Flag and one horn for all types of recalls.

Individual yachts: boats starting prematurely **may** be hailed by class and sail number; must return to the pre-start area and keep clear of all other yachts that have started correctly. The onus is on the premature starter to start correctly. Failure to comply means OCS.

GENERAL RECALLS: First substitute (2 sounds). The starting fleet involved will restart **immediately** (new sequence will start one minute after first substitute is lowered) and a Black Flag (Rule 30.3) may be displayed. If a fleet has two recalls in a row, the fleet involved will be moved to the **BACK** of the designated order of starts (announced at the Skippers Meeting).

POSTPONEMENTS: "AP" posted with 2 sounds. All races not already started are postponed. End of postponement signaled by one horn and lowering "AP" with warning signal following one minute later.

ABANDONMENT: "N" posted with 3 sounds. All boats return to starting line. With "N" over "H", further signals ashore. Signals made ashore will continue to be displayed at the Race Hut. "N" over "A", no more racing today.

TIME LIMIT: There shall be a two-hour time limit for the first boat of each class to finish, in order for the race to count. A Boat in its class must finish within 30 minutes of the first place boat.

ALTERNATE PENALTIES (Rule 44.2): The 720 rule is in effect for all mono hulls. 360 degree for all multi - hulls. The only exception is hitting a mark, which carries a penalty of 360.

RETIREMENT: All boats retiring from a race are required to notify the RC within 15 minutes of the end of the race.

SKIPPER/ CREW: There will be no Skipper/ Crew changes unless authorized by the RC.

PROTESTS and REDRESS (Rule 61): A protesting boat must inform the Race Committee as soon as it is practical upon finishing the race during which the infraction occurred. Written protests must be received by the RC within 30 minutes of the finish of the last boat of the last race of the day. All protests will be heard by the end of the day if practical.

SHORTENED COURSE: “S” signal posted with 2 horn blasts. When the lead boat of that class and all other lead boats in the order of the other classes approach the marks A & B, she shall round the first mark of the second lap and finish at A & B. The Race Committee also has the option of using the Safety Boat to notify the lead boat when approaching a mark of the course. The Race Committee can then use the next mark of the course and the Safety Boat as the finish line.

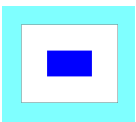
COURSES: Races will be run from the Race Hut land based system as follows: inflatable moveable marks may be used as start or other marks, with the sequence posted at the Race Hut; the start line and finish lines will be between marks A & B; the course will be posted on a panel on the side of the Race Hut using a combination of permanent marks or inflatable marks (refer to the map of the lake for locations of permanent marks); the selected course will be indicated with the first lap of the top row and the second lap of the bottom row; and the long panel to the right of the course marks as seen from the lake will show red (port) or green (starboard) to indicate which side of the boat the marks must be rounded. There may be additional signals posted on the Race Hut. Cruisers (Open B) only sail the first lap before returning to the finish (A & B).

STARTING: At the discretion of Race Committee, 4 short blasts may sound approximately 1 minute before the warning signal if races are started close to a designated time. Otherwise, a postponement sequence will be used if a start of a race is delayed.

Start Sequence and Signals: There will be two start sequence panels used, shown in the following sequence:

- **Warning Signal** - Five minutes – possible one horn signal and number pennant #1 panel displayed.
- **Preparatory Signal** - Four Minutes – possible one horn signal and code flag “I” panel displayed.
- **One Minute before Start** – possible one long horn signal and code flag “I” panel removed.
- **Start** – possible one horn signal and number pennant #1 panel removed.

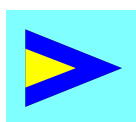
Subsequent starts – same sequence starting with Warning Signal. Four short blasts may sound approximately 1 minute before the next warning signal if a new warning is not signaled 1 minute after previous start.



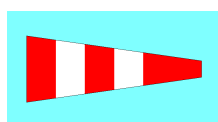
“S”
Blue on White
Shortened Course



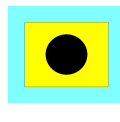
“Y”
Red & Yellow
Lifejackets



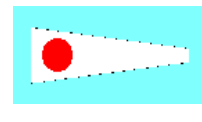
First Substitute
Blue & Yellow
General Recall



“AP”
Red & White
Postponement



“I”
Black on Yellow
Preparatory (display)
and One Minute
Rule (remove)



#1 Pennant
Red on White
Warning (display)
and Start (remove)



“N”
Blue and White

Warning (dn) and Start Signal (up) “ # 1” Panel	Preparatory (dn) and One Minute Signal (up) “ I ” Panel	RACE HUT			
		Special Signals	First Lap Mark	First Lap Mark (if used)	First Lap Mark (if used)
Special Signals	Second Lap Mark (if used)	Second Lap Mark (if used)	Second Lap Mark (if used)		