

# Paupack Sailing Club 2010 Race Instructions

June 10, 2010

## **1 Rules**

- 1.1 The Paupack Sailing Club conducts sailboat races as a way of improving the sailing acumen and skill of its members. Camaraderie and good sportsmanship among all competitors are valued assets in the pursuit of this goal.
- 1.2 All races will be conducted in accordance with the right of way rules of the International Sailing Federation (ISAF) Racing Rules and any addenda (US Sailing, 2009 – 2012 – Basic Principle and Parts 1-4 inclusive), except as modified by these Racing Instructions.
- 1.3 Portsmouth Handicap Rules for open fleet racing regarding sails, equipment, modifications will apply. Adjustments are made for non-retractable props, oversized sails, and “aftermarket” modifications that increase boat speed.
- 1.4 Boats are rated as if they have a racing complement of sails or as available from the original manufacturer.
- 1.5 Racing boats encountering non-racing craft shall conform to the rules of the road and respect others’ rights to use the lake.

## **2 Entry**

- 2.1 Available to any member who has paid membership and race fees.
- 2.2 Non-members may race without paying an additional fee and must check in with the Race Committee, on the water, at least 30 minutes prior to the race.
- 2.3 Non-members results will not be posted or affect the scoring order of club members.

## **3 Pre race meeting – Check In**

- 3.1 There will be no pre-race meeting. Questions may be asked of the Committee Boat up to 30 minutes prior to race start.
- 3.2 Each boat is asked to check in with the Race Committee at least 15 minutes prior to the start of the race.

## **4 Notices of Changes in Racing Instructions - changes in course**

- 4.1 Changes in the course prior to the race will be posted or signaled aboard the Committee Boat.
- 4.2 Changes in course, or shortening of race, shall be posted or signaled aboard the Committee Boat and also broadcast on VHF Channel 68.

## **5 Starting times, procedures and signal**

- 5.1 Starting time for the first fleet will be 12:00 noon or as modified by the Race Committee due to weather conditions.
- 5.2 The starting line will be between the Race Committee Boat and a starting pin or mark per racecourse for the day.

5.3 A staggered start will be employed. There are 3 starts: first is the Cruise Fleet, second is Race Fleet and third is One Design. Fleets will start 10 minutes apart.

5.3.1 Timing of starts:

Cruise Fleet Start Sequence

Time	Time before Start Signal	Event
11:49	11 minutes	1 Long Blast
11:50	10 minutes	White Flag Up - 1 Short Blast
11:54	6 minutes	White Flag Down
11:55	5 minutes	Blue Flag Up - 1 Short Blast
11:59	1 minute	Blue Flag Down
12:00	0 minute	Red Flag Up - Sound Horn – Cruising Fleet Start

Race Fleet Starting Sequence

Time	Time before Start Signal	Event
12:00	10 minutes	Red Flag Up – Sound Horn Racing Fleet enters the start area
12:04	6 minutes	1 Long Blast- Red Flag Down
12:05	5 minutes	Blue Flag Up - 1 Short Blast
12:09	1 minute	Blue Flag Down
12:10	0 minute	Red Flag Up - Sound Horn -Start of Race Fleet

One Design Starting Sequence

Time	Time before Start Signal	Event
12:10	10 minutes	Red Flag Up - 1 Short Blast Racing Fleet enters the start area
12:14	6 minutes	Red Flag Down
12:15	5 minutes	Blue Flag Up - 1 Short Blast
12:19	1 minute	Blue Flag Down
12:20	0 minute	Red Flag Up - Sound Horn – Start of One Design Fleet

**6 Keeping clear**

6.1 A boat must not be in the starting box during another fleet's start sequence. 5 minutes after the fleet preceding the boats fleet entry into the starting box is allowed. If there are still boats clearing the start line they should be given way and not interfered with.

6.2 After a boat is finished racing, she shall immediately leave the finish area taking care not to block the line of sight of the finish line for the race committee or to interfere with boats yet to finish.

## **7 Recalls**

- 7.1 Boats over the starting line early will be signaled by one blast of a horn and required to restart after rounding the starting buoy or the Committee Boat. The Race Committee will call out (by radio, bullhorn or voice) Sail numbers, if available.
- 7.2 If too many boats (more than 5) have crossed the start line early, the Race Committee shall signal for a general recall and restart the race 10 minutes later. Several horn blasts will signal a general recall.
- 7.3 Failure of a boat to hear her recall notification shall not relieve her of her obligations to start correctly and will be cause for disqualification.

## **8 Course**

- 8.1 The course is usually one of 10 pre-described courses available from the club website. The mark roundings are exactly as outlined in the course maps, including passing back through the start/finish line on certain courses.
- 8.2 The Committee Boat will display the course number selected at least 15 minutes before the start.
- 8.3 The Race Committee is tasked with setting the course as to wind conditions to allow all boats in the fleet to finish in the time allotted if sailed in a seamanlike manner.
- 8.4 The Race Committee may set a course that is not one of the pre-described courses for special events or venues.

## **9 Race postponement or abandonment**

- 9.1 The signal for postponement of a race is two horn blasts followed by a radio transmission to the fleet on Channel 68.
- 9.2 The signal for abandonment either before or during a race is three horn blasts followed by a radio transmission to the fleet on Channel 68.

## **10 Finish**

- 10.1 The finish line will be between the Race Committee Boat and the pin/mark.
- 10.2 The finish line will be as square as possible to the last mark of the course.
- 10.3 Boat numbers or sail number if a boat number is not displayed will be called out, as feasible, when a boat crosses the finish line. A horn is sounded signaling a boat's finish.

## **11 Time limit – Flexible Lap Rule**

- 11.1 The Race Committee shall abandon a race if the lead boat in the race has not reached the first mark within 60 minutes of the start signal or the Race Committee shall abandon a race if the lead boat has not finished the race within 2.5 hours of the start.
- 11.2 If there are adverse weather conditions such as lightning, storms or wind conditions that are light and variable a short course will be set. The Race Committee will decide if 1, 2, or 3 laps will be made. This decision will take place as the race progresses and will be communicated by radio.
- 11.3 Boats will be marked for elapsed time as they pass the start finish line on each lap. The Race Committee may curtail the race if it appears boats will not finish within 4 hours. If a race is curtailed, the last full lap elapsed time scores will be used for scoring finishes. A full lap is one in which approximately 2/3 or more of the fleet completes the lap. This is up to the discretion of the Race Committee.

- 11.4 The Race Committee will abandon its position at 4:00 p.m. unless otherwise noted. Boats not finished by 4:00 p.m. will be recorded as DNF (did not finish).

## **12 Scoring**

- 12.1 The race will be scored using the low point scoring system as described in US Sailing Appendix A2. First place shall be scored .75, second place scored 2.0, third 3.0 and so on.
- 12.2 "DNF" (did not finish) shall receive points equal to the number of entrants registered for that race.
- 12.3 "DNS" (did not start) shall receive points equal to the number of entrants registered for the race series.
- 12.4 "DSQ" (disqualified) shall receive points equal to the number of entrants registered for the race plus **two**.
- 12.5 Points earned from each race will apply to the overall skipper and crew Award Series.
- 12.6 Race results shall be recorded by the Race Committee on a designated form, calculated, posted on the club web site and sent by email within the following week.

## **13 Penalties & Protests**

- 13.1 A boat hitting a mark shall be disqualified unless she exonerates herself in accordance to the International Sailing Federation (ISAF) Racing Rules by completing a turn (One turn) after getting clear and prior to the next mark.
- 13.2 A boat fouling another boat (PART 2) must carry out a penalty of two turns (Two turns Penalty) in accordance to the International Sailing Federation (ISAF) Racing Rules to exonerate herself prior to rounding the next mark.
- 13.3 A turn is defined as a tack and a gybe.
- 13.4 Fouls (Protests) are "on the water" decisions between the boats directly involved in the incident. There are no protests taken off the water to be resolved by committee. Members are expected to acknowledge uncontested fouls and do their turns accordingly. Fouling includes any breach of the International Sailing Federation (ISAF) Racing Rules Parts 1-4.
- 13.5 Contested fouls may be brought to the race review session for discussion and general education about the rule involved; however, no penal action will be taken by those not involved in the protest. However, repeated contests with the same participant may be referred to the race committee for resolution.
- 13.6 CLARIFICATION: There is no amendment to the rule against starting an engine. There also is no amendment to the 3 boat length circle when rounding a mark

## **14 Communication**

- 14.1 The Race Committee will monitor Channel 68 and maintain contact with the USCG Auxiliary Safety Boat if available.
- 14.2 Each skipper is encouraged to monitor Channel 68, relay instructions from the Race Committee, and otherwise assist fellow club members.

## **15 Safety**

- 15.1 When feasible, retiring boats should notify the Race Committee prior to leaving the course. If a retiring boat cannot notify the Race Committee, she should attempt to contact another boat in the race to relay her retiring.
- 15.2 The Race Committee shall postpone or cancel a race at anytime if they judge that the safety of the crews are in jeopardy.
- 15.3 Each skipper is ultimately responsible for the safety of their crew and themselves and shall exercise sound judgment while on the race course.
- 15.4 If a boat is need of emergency aid it is the obligation of the nearest boat(s) to render assistance. The compensation for rendering aid is a score that is either the average of all races sailed or the finish position of that race. The skipper has the choice.

## **16 Awards**

- 16.1 Trophies and Participation awards will be awarded at the end of the season. Two throw-outs are allowed.
- 16.2 Ties shall be broken by the following order: Who beat whom the most times; who finished best in the last race in which both competed