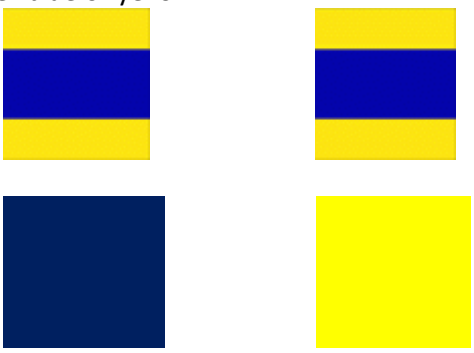
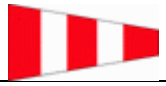
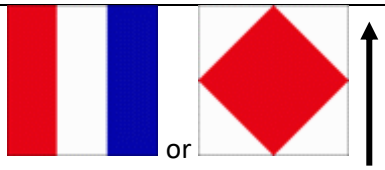
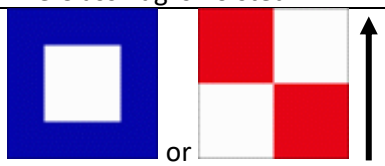
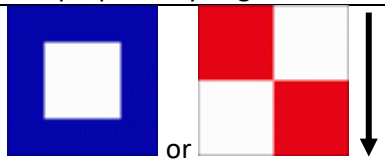
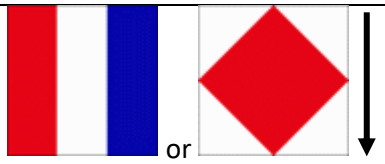
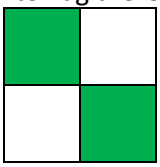
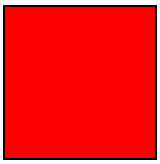
# SAILING INSTRUCTIONS GUIDANCE

**The Sailing Instructions are detailed information generally provided a few days before the event setting out the detail of the event.**

**This guidance does not cover every provision, and is not binding, it aims to set out the key points of the Sailing Instructions in an easy to understand manner.**

| | | |
|---|---|---|
| **1** | **What RULES will the regatta be run under?** | The usual Racing Rules of Sailing, also called RRS. There will be some changes to the RRS as listed.<br>Umpires will make decisions on the water and the rules for how the umpiring will work are in a separate document called Appendix UF. |
| **2** | **Changes to the SAILING INSTRUCTIONS** | Any changes will be posted at least an hour before the warning signal of the affected races, other than any change to the schedule which the Race Committee can alter based on weather or other relevant issues. |
| **3** | **COMMUNICATIONS with sailors** | These will be posted online on the official noticeboard on the RYA Racing Events website - https://racingevents.rya.org.uk/en/default/races/race/text/junior-club-championships-en<br>The Race Office is inside the Clubhouse and you can come here if you have any queries. |
| **4** | **Code of CONDUCT** | Competitors and support persons must comply with reasonable requests from the race officials |
| **5** | Any **SIGNALS** made ON LAND? | Flags will be displayed on the sailing club signal mast outside the clubhouse.<br>When it's your turn to take to the water we will hoist the D-flag (Yellow and blue horizontal stripes) over blue or yellow.<br><br>When you see this flag, together with the colour of your fleet, you should head afloat.<br><br>If we need to delay racing we will hoist flag AP (red and white vertical stripes).<br>When we take this down there will be at least 15 minutes until a start.<br> |
| **6** | **Schedule of RACES** | The first start on Saturday will be at 10am and on Sunday at 9am.<br>The Blue fleet sailors of Toppers and Fevas will go out on the water first and sail up to 5 races before coming ashore to swap with the yellow fleet sailors.<br>The yellow fleet sailors will do up to 5 races and then switch again. |
| **7** | **CLASS FLAGS** | <br>Toppers<br>T Flag (Red White Blue vertical stripes)<br><br>Feva<br>F Flag (Red diamond on white) |
| **8** | **RACING AREA** | We will have the race course as close to the clubhouse as possible |
| **9** | **COURSES** | There are two possible courses which are shown in Attachment C. Either a 'Mr Greedy' or a square course.<br>We will let you know what course you will be sailing before you go out on the water for your session. |

<table>
<tr><td>10</td><td>MARKS</td><td>All marks will be white cylinders with flags.<br>The start line will show orange flags and the finish line blue flags.<br>We will change the colour of the flags on the other course to be blue or yellow depending on which fleet is racing.</td></tr>
<tr><td>11</td><td>Obstructions</td><td>If there are any areas you won’t be allowed to sail in we will post these on the Official noticeboard.</td></tr>
<tr><td>12</td><td>The START</td><td>A start line is between two orange flags. There will be a blue or yellow flag below the orange flag on the committee boat to tell you what fleet should be racing.<br><br>The committee boat will display the number of the race about to start,<br>A number of short ‘toots’ means the committee is about to make the 3-minute signal.<br>The starting sequence will be a 3-minute sequence with a horn every minute.
<table>
<tr><th>Minutes before start</th><th>Flag</th><th>Sound</th><th>Means</th></tr>
<tr><td>3</td><td><br>or<br>The Class flag is hoisted</td><td>One</td><td>Warning Signal</td></tr>
<tr><td>2</td><td><br>or<br>The preparatory flag is hoisted</td><td>One</td><td>Preparatory Signal</td></tr>
<tr><td>1</td><td><br>or<br>The preparatory flag is removed</td><td>One</td><td>One minute signal. (If the red and white squared flag was shown then if you are over the line between now and the start you will be disqualified.)</td></tr>
<tr><td>0</td><td><br>or<br>The Class flag is removed</td><td></td><td>GO!!</td></tr>
</table>
You must start within 2 minutes of your starting signal, which is when your class flag comes down.</td></tr>
<tr><td>13</td><td>Change of NEXT LEG</td><td>To race committee can move any mark to a new position, before any boats start sailing towards it. There will not be any signal that the course has moved.</td></tr>
<tr><td>14</td><td>The FINISH</td><td>The finish line will be between a blue flag on the finish boat and a blue flag on a buoy.<br>You have 25 minutes to sail the course and finish.</td></tr>
</table>

| | | |
|---|---|---|
| | | If you are still racing more than 2 minutes after the second placed boat has finished then the umpires will judge your finishing position and tell you that you have finished. You won't then need to keep sailing to the finish line. |
| **15** | **Scoring** | A team's score will be their scores from all races added together. There are no discards. |
| **16** | **REPLACEMENT of crew or equipment** | To substitute a competitor you first need prior written approval of the race committee. To substitute damaged or lost equipment you need authorisation of the race committee, at the first reasonable opportunity. |
| **17** | **RISK STATEMENT** | It's up to competitors to decide if they want to race. There are some risks involved with taking part in the event that you should be aware of.<br>Your boat needs to have £3 million third party insurance. |
| | **ATTACHMENT C** | Diagrams of two possible courses that can be used.<br>Either a 'Mr Greedy' or a square course.<br>We will let you know what course you will be sailing before you go out on the water for your session. |
| | **APPENDIX UF** | If you have an incident with another boat and you think the other boat was in the wrong you should wave a red flag and shout "PROTEST".<br>The umpires will then make a decision.<br>If the umpires display a green & white flag there is no penalty.<br><br>If the umpires display a red flag then they will hail the number of the boat that is penalised and they should take a 1-turn penalty. The umpire may hail for that boat to do more turns.<br><br>If the umpires display a black flag then they will hail the number of a boat that is disqualified and they should leave the race area.<br> |