

MINNOW
SAILING ASSOCIATION



SAILING INSTRUCTIONS

2009 Minnow / Sabot Victorian Championships

21/22 February 2009

SAILING INSTRUCTIONS

The Organising Authority is the
Victorian Minnow Association Inc. and the Victorian Sabot Sailing Association Inc.
in conjunction with
the Sorrento Sailing Couta Boat Club Inc.

1. RULES

- 1.1. The regatta will be governed by the Rules as defined in the *Racing Rules of Sailing*.
- 1.2. The Novice course will be governed by the ISAF *Introductory Rules for Racing*, which are provided at Attachment 1.

2. NOTICES TO COMPETITORS

- 2.1. Notices to competitors will be posted on the Official Notice Board located on the sail deck of the club.

3. CHANGES TO SAILING INSTRUCTIONS

- 3.1. Any change to the Sailing Instructions will be posted at least 90 minutes before the scheduled start time of first race of the day it will take effect, except that any change to the schedule of races will be posted by 1800 on the day before it will take effect.

4. SIGNALS MADE ASHORE

- 4.1. Signals made ashore will be displayed on the club flagpole situated to the east of the clubhouse.
- 4.2. When Flag AP is displayed ashore, '1 minute' is replaced with 'not less than 30 minutes' in race signal AP.
- 4.3. When Flag "D" is displayed ashore, boats shall not leave the beach

5. SCHEDULE OF RACES

5.1.

Date	Race	Time of First Warning Signal
Saturday 2 ^{1st} February	Information Session	1100
	Session 1	1300
Sunday 22 nd February	Session 2	1000

- 5.2. The intention is to conduct two races in Session 1 and three races in Session 2, although this may be modified depending on weather conditions.
- 5.3. Code flag "L" flown on the Finish Boat will indicate that another race will be started following completion of the current race.
- 5.4. A maximum of five races shall be conducted.

6. CLASS FLAGS

- 6.1. Class flags will be;

Minnow Open	Blue flag with black Minnow symbol
Sabot Open	White flag with red Sabot symbol
Minnow Novice	White flag with black Minnow symbol
Sabot Novice	White flag with two black Sabot symbols

7. COURSES

- 7.1. The diagrams in Annex A show the courses to be used.
- 7.2. All marks are to be left to port.
- 7.3. Open courses will be designated on a board on the Race Committee Vessel located on the starboard end of the start line displayed before or with the Warning Signal. Course designation signals, and the order in which marks to be rounded, are as follows:

Designation	Course
1	Start – 1 – 2 – 3 – 1 – 3 – Finish
2	Start – 1 – 2 – 3 – 1 – 3 – 1 – 3 – Finish

- 7.4. The Novice course will be a single lap;
Start – 1 – 2 – 3 – Finish

8. MARKS

- 8.1. Open Course. Marks 1, 2 and 3 will be yellow cylindrical buoys. Mark 3 will be the start mark. The finish mark will be an orange conical buoy with a black band.
- 8.2. A new mark will be a black conical buoy.
- 8.3. Novice Course. All course marks will be red spherical buoys. The Start/Finish Mark will be an orange buoy with an orange flag.

9. THE START

- 9.1. To alert boats that a race or sequence of races will begin soon, an orange flag will be displayed with one sound signal at least one minute before a Warning Signal is made.
- 9.2. The starting line will be between a staff displaying an orange flag on a Race Committee Vessel at the starboard end and a start mark at the port end. A clearance buoy may be laid near the Race Committee Vessel and the buoy together with its mooring line shall be considered a part of the Race Committee Vessel
- 9.3. Boats whose Warning Signal have not been made will avoid the starting area during the starting sequence for other races.
- 9.4. A boat on the Open course starting later than 4 minutes after her starting signal will be scored DNS without a hearing. This changes Rule A4.

10. CHANGE OF COURSE

- 10.1. To change the next leg of the 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 a new mark is replaced, it will be replaced by an original mark.

11. THE FINISH

- 11.1. The finishing line will be between a staff displaying an orange flag on the race committee boat at the starboard end and the port end finishing mark.

12. TIME LIMIT

- 12.1. The time limit for the first boat to complete the course will be 70 minutes.
- 12.2. Boats failing to finish within 20 minutes after the first boat sails the course and finishes will, without a hearing and at the discretion of the Race Committee, either be scored DNF or allocated Score Points in accordance with SI 12.3. This changes Rules 35, A4 and A5.
- 12.3. Score Points. When boats fail to finish in accordance with SI 12.2, the Race Committee may allocate them Score Points on the basis of their rounding position at the last mark and instruct them to go directly to the next start, or return to shore as the case may be.

13. PROTESTS

- 13.1. Protests forms are available at the Race Office. Protests shall be delivered there within the protest time limit.
- 13.2. The protest time limit is 60 minutes after the last boat has finished the last race of the day.
- 13.3. Notices will be posted within 30 minutes of the protest time limit to inform competitors where and when there is a hearing in which they are parties to a hearing or named as witnesses.
- 13.4. On the last scheduled day of racing a request for reopening a hearing shall be delivered;
 - a. within the protest time limit if the requesting party was informed of the decision on the previous day;
 - b. no later than 30 minutes after the requesting party was informed of the decision on that day.This changes Rule 66.
- 13.5. On the last scheduled day of racing a request for redress based on a protest committee decision shall be delivered no later than 30 minutes after the decision was posted. This changes Rule 62.2.
- 13.6. The *Advisor* for the Novice course will be the Race Officer.

14. SCORING

- 14.1. Two races must be completed to constitute the series. The following discard provisions will apply:
 - a. When fewer than four races have been completed, a boat's score will be the total of her race scores
 - b. When four or more races have been completed, a boat's score will be the total of her race scores excluding her worst score.

15. SAFETY

- 15.1. All boats must Sign On before leaving the shore and Sign Off as soon as practicable after returning to shore at the completion of each session.
- 15.2. Sign On forms will be located initially at the Registration desk and subsequently on the shelf on the sail deck below the Official Notice Board.
- 15.3. The Sign On period will close at the scheduled warning signal time of the first race in a session. Competitors who wish to sign on for subsequent races in that session must advise the Control Tower prior to leaving the beach.
- 15.4. The Sign Off period for each class will close 60 minutes after the last boat has completed the last race of the Session for that class.
- 15.5. Failure to Sign On or Sign Off in accordance with SI 15.1 may result in that boat being scored DSQ in the first race of the session of the omission, without a hearing. This changes Rules A4 & A5.
- 15.6. All boats allocated to the Novice division shall fly a yellow pennant from the masthead at all times while afloat, and no boat allocated to the Open division will fly such a pennant. Novice pennants will be issued at registration

16. SUPPORT BOATS

- 16.1. All support boats are to register prior to the first session.
- 16.2. Team leaders, coaches, and other support personnel shall not be in the racing area from the time of an orange flag being displayed in the Race Committee vessel until all boats have finished or the Race Committee signals a postponement or abandonment, except in the case of an emergency. The penalty for failing to comply with this requirement may be disqualification of all boats associated with the support personnel who do so.
- 16.3. The racing area is defined as within 100 metres from a competitor racing or a mark of the course.
- 16.4. Coach boats may be asked by Race Committee to assist with rescue, and then will act as rescue boats.

17. BOAT STORAGE

- 17.1. Boat storage is available on the beach in front of the club. Boats are not to be stored on the hard stand.

18. PRIZES

- 18.1. All prizes will be awarded at the discretion of the Organising Authority.

19. DISCLAIMER OF LIABILITY

- 19.1. Competitors participate in the regatta entirely at their own risk. See Rule 4, Decision to Race. The Organizing Authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the regatta.

20. INSURANCE

- 20.1. Each participating boat shall be insured with valid third party liability insurance with a minimum cover of AUD\$5,000,000 whilst racing. Evidence of this valid third party liability insurance, shall be produced upon request by the Race Committee.

ANNEX:

- A. Course Diagrams

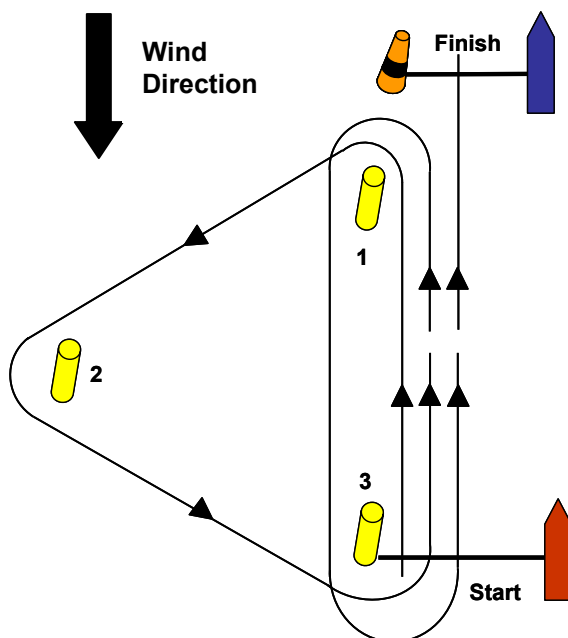
ATTACHMENT:

1. ISAF *Introductory Rules for Racing*

Course Diagrams

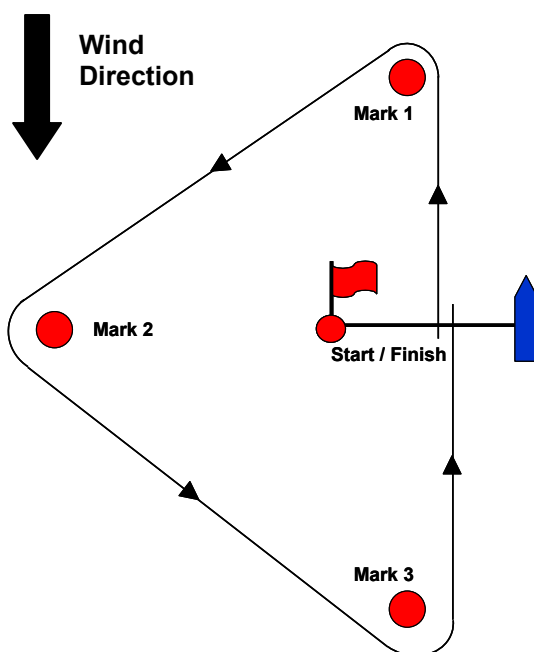
Open Course

All internal angles 60°



Novice Course

All internal angles 60°





Introductory Rules for Racing

Version 1.01 - February 2008

Some Explanations

Windward and Leeward: The *leeward* side of your boat is the side where your mainsail lies. The *windward* side is the other side.

Port and Starboard tack: You are on *port* or *starboard tack* according to your *windward* side.

Advisor: A person appointed by the race organizers to assist competitors in understanding the rules and, when appropriate, to penalize a boat.

Basic Rules

1. You must comply with the principles of good sportsmanship.
2. You must try not to collide with another boat.

Rules When Boats Meet

3. When you and the other boat are on opposite *tacks*, if you are on *port tack* you must avoid the boat on *starboard tack*.
4. When you and the other boat are on the same *tack*, you must avoid the other boat
 - (a) if she is in front of you, or
 - (b) if she is on your *leeward* side.
5. After starting, when you and the other boat approach a mark or an object that both boats need to avoid, and the other boat is between you and the mark or other object, you must give her sufficient space to pass it safely on the same side. However, when the boats are on opposite tacks at a windward mark, this rule does not apply.
6. When the other boat is required to avoid you, if you change course, you must give the other boat an adequate opportunity to avoid you.

Other Rules

7. At the starting signal you must be behind the starting line.
8. After the starting signal, you must sail the course described by the race organizers.
9. You must not touch a mark of the course.
10. If you think you or another boat has broken a rule or if you are unclear about the rules at any time during the race, you must describe the incident to the *advisor* after the race. The *advisor* may then add two points to the score of any boat that has broken a rule. If the offence is serious, the *advisor* may add extra points to the boat's score.

