



WEIR WOOD SAILING CLUB

SAILING INSTRUCTIONS for Club Racing- Amended May 2019

1. Racing Rules

- 1.1. Racing will be governed by the Racing Rules of Sailing (RRS) and the prescriptions of the RYA, except where any such rules are changed by these Sailing Instructions.

2. Entries

- 2.1. All current club members are eligible to race. In order to sign on for a race using the eRace system (see 5.1) members should ensure that the boat to be sailed is registered with the club. Visitors are welcome to compete for a maximum of three times in any one membership year and must be signed in by a current member.
- 2.2. An efficient buoyancy aid shall be worn both when afloat and on the club pontoon.

3. Changes to these instructions

- 3.1. Changes will be notified via the club web email system and these Sailing Instructions updated accordingly.

4. Schedule of Series races and Eligibility

- 4.1. All Sunday series- Two races back to back with first start at 10:30 hrs. Fleet starting sequence- first start Slow H/cap, second start Fast H/cap, third start Lasers..
- 4.2. Wednesday evening series- One Handicap race with start time as stated in the Summer Race Programme.
- 4.3. Members may sail any registered boat in a long Series. In one or two day events only one Class may be sailed

5. Signing On and Scoring

- 5.1. Competitors will sign on to race using the club eRace system by entering their membership number (Helm and Crew- the latter if applicable) and a registered sail number. If a different sail number is being used this must be added **in addition to the registered sail number**.
- 5.2. In the event of a number not being known then refer to the Membership List- in the race box- or sign on manually. **Remember-** It is the helm's responsibility to ensure they have correctly signed on, it is **not** the duty crew's responsibility to sort out any errors. Incorrect entry details may lead to disqualification.
- 5.3. OCS, DNF and RTD will count Entries in that race +1. DNS will count most Entries in any Series race +2
- 5.4. If competitors retire before completing their first lap and they wish the race to count in the Series as RTD (Entries +1) they must inform the Race Officer they have retired within 15 minutes of retiring, otherwise they will be scored 'DNS' (see 5.3).
- 5.5. There is no requirement to Sign Off after a race.

6. Racing area

- 6.1. A reminder from the general club rules:- boats must keep at least 50 metres clear of any fishermen on the banks of the reservoir. (This rule also applies to boats not racing).

Courses

- 6.2. Race Box start- Courses will be displayed on the course board at the side of the race box and on individual numbered boards on the front of the race box.. Competitors must sail between the shore and the Black Finish Buoy- positioned in front of the race box- at the end of EVERY lap.
- 6.3. Committee Boat start- The course will be displayed on the committee boat. Competitors must sail through the Start/Finish line on the final leg of EVERY lap.
- 6.4. The primary club marks are orange spherical buoys which are numbered with odd numbers from 1 to 7 along the southern shore and with even numbers from 2 to 8 along the northern shore. Other marks such as orange pillar buoys may be used at the Race Officers discretion.
- 6.5. Race Officers may set any course format they feel best suited to the prevailing conditions.
- 6.6. A 360 degree turn will need to be made by any boat that touches a mark of the course.

7. Starting Line

- 7.1. Race Box start- The start line is a transit between the fixed pole on the front of the race box and a moveable red/white pole on the shore. Two white buoys form the inner distance mark (IDM) and the outer distance mark (ODM) each set approximately in line with the transit poles. Boats start by passing between these two buoys.
- 7.2. Committee boat start- The line (also the finish line) will be between the flagstaff on the committee boat flying an orange flag (See 7.3 below) and an outer distance mark (ODM) . The ODM will be a yellow spherical Dan Buoy flying code flag 'O' (red and yellow)
- 7.3. An orange flag on the committee boat flagstaff indicates that the line is set, the flag will be lowered if the line has to be re-set and hoisted again after re-setting. No sound signals given.

8. Class Flags

- 8.1. The Class flags used- for three fleet starts- Slow Numeral pennant 1, Fast Numeral pennant 2, Laser Class flag
- 8.2. If the Slow and Fast fleets are starting together, the Handicap fleet flag will be – Yellow with a Black letter ‘H’
- 8.3. The Class flag used for single fleet starts (all Classes start together) will be Code flag ‘H’ (Red and White)

9. Starting Procedure

- 9.1. Races will be started using RRS rule 26 amended to a 3 minute start sequence. The sequence will be continuous until all fleets have started.
- 9.2. The duration or failure of any sound signal will bear no significance.).

Race Signals

Min's before Start Signal Signal	Visual	Raised or Lowered	Sound Signal	Signal Means
0 minutes	Class Flag	Raised	1 hoot	Warning
1 minutes	Flag ‘P’, ‘I’, ‘Z’ or Black flag	Raised	1 hoot	Preparatory
2 minutes	All flags except Class flag	Lowered	1 long hoot	1 Minute to start
3 minutes	Class flag	Lowered	1 hoot	Start

Flag meanings-

Flag ‘P’- Preparatory signal (Racing rules apply)

Flag ‘I’ -Rule 30.1 applies (Round the Ends)

Flag ‘Z’ –Rule 30.2 applies (20% penalty if in the zone bounded by the start marks and 1st mark 1 min before start)

Flag ‘I’ over ‘Z’ –Rules 30.1 and 30.2 in force

Black Flag –Rule 30.3 in force (DSQ if in the zone bounded by the start marks and 1st mark in the min before start

- 9.3. Individual recalls will be indicated by a second sound signal accompanied by Flag X, every effort will be made to hail the boat(s) concerned. However it is the responsibility of each helm to ascertain whether they have started correctly.
- 9.4. A General Recall will follow the standard format of RRS rule 29.2. It will be indicated by two further sound signals and raising of the First Substitute flag. The warning signal for the new start will be made one minute after lowering the First Substitute (one sound signal).The Race Officer has the option to use the black flag on any start. On a Sunday, if there is a General Recall of the Handicap Class its new Warning Signal will be the Laser Start Signal.

10. Ending a race or shortening course

- 10.1. The Race Officer will indicate to competitors the end of a race by following the shortened course procedure. i.e. before the finishing boat crosses the finish line, code flag S will be displayed with two sound signals.
NOTE- A Handicap race can only be shortened part way through a lap if ALL boats will have sailed the same distance. Average lap time does NOT apply use TOTAL elapsed time to calculate the result. ie. Enter as ‘1’ lap on the eRace system irrespective of the number of laps sailed.
- 10.2. Competitors who have finished a race and are waiting to start another race shall keep clear of the finish line and those competitors who are still racing.

11.Length of Race

- 11.1. Corrected times will be calculated using average lap times, the length of the race will be determined by the Race Officer dependent upon the prevailing conditions.
- 11.2. On a long course if a fleet becomes widely spread the Race Officer may decide to shorten the race for the slower boats and allow the faster boats to complete another lap.

12.Protests

- 12.1. Race Box start- The helm of a protesting yacht shall inform the Race Officer within 15 minutes of finishing the race, a protest cannot be lodged later.
- 12.2. Committee boat start- The helm of a protesting yacht must inform the Race Officer on crossing the finish line, a protest cannot be lodged later.
- 12.3. Protest Forms will not be used. Protests will be heard and determined by an ad hoc protest committee.

13.Scoring System

- 13.1. The Low Point scoring system, RRS Appendix A, will apply.