

**Supplementary SAILING INSTRUCTIONS FOR CLUB RACING  
Duke of Edinburgh Regatta 20<sup>th</sup> September 2020.**

**1. Rules**

- 1.1** Before competing, each helm must enter by using the Grafham Water Sailing Club WebCollect facility.  
**1.2** The fundamental rule on safety includes the UK government guidance on social distancing. A two metre separation is required between all boats at all times. Failure to comply is subject to protest.

**2. Schedule of Races:**

Starts will be at **two**-minute intervals (see S.S.I.11 and Appendix 2a). This changes RRS Rule 26 - Starting Races. The order, composition and start times are:

	Start numeral	Class	Warning Signal, Race 1	Warning Signal, Race 2	Warning Signal Race 3
<b>Start 1</b>	<b>3</b>	<ul style="list-style-type: none"> <li>Fast Handicap (&lt;=1000)</li> </ul>	10:57	Back-to-back with Race 1	Back-to-back with Race 2
<b>Start 2</b>	<b>5</b>	<ul style="list-style-type: none"> <li>FF15 (all regardless of crew size)</li> <li>Slow two-handed club handicap 1001 and above</li> </ul>	10:59		
<b>Start 3</b>	<b>7</b>	<ul style="list-style-type: none"> <li>D-Zero</li> <li>All-comers slow handicap (1001 or above)</li> </ul>	11:01		
<b>Start 4</b>	<b>9</b>	<ul style="list-style-type: none"> <li>Laser</li> </ul>	11:03		

**3. Course and Course Instructions**

- 3.1** The Race Committee boat will be stationed upwind of the leeward mark. It will remain in this position for the duration of the race.  
**3.2** Indicator boards will show the initial letters of courses described in the appendix  
**3.3** On all courses, the Windward Mark shall be left to port.  
**3.4** Boats which fail to start or finish correctly or to sail the course as set and thus fail to comply with RRS28 may be disqualified without protest or a hearing.  
**3.5** Boats shall sail the course displayed on the committee boat - see appendix 1 and 3.  
**3.6** Boats must pass through the upwind gate formed by the committee boat and the finishing mark on each lap. Boats that fail to pass through the upwind gate will not be disqualified but will be credited only with the number of laps they have sailed correctly. The Race Committee shall record the finishing time or place as appropriate as well as noting the disqualification. Boats may apply for redress if they believe an error has been made. This changes RRS63.1  
**3.7** The upwind gate and the finish line will be between the mast of the Committee boat displaying an orange flag and a Dan buoy carrying an orange flag.  
**3.8** Boats shall not sail through the Start/Finish line on the way to a leeward course mark. The Start / Finish line and the upwind gate shall be treated as an obstruction to boats sailing to the leeward course mark.

**4 Marks**

- 4.1** All marks will be special marks  
**4.2** 'Special' marks as mentioned in **Course and Course Instructions, S.S.I. 3**, will be plain yellow or orange inflatable marks.  
**4.3** A spacer mark will be a Dan-buoy flying a flag.

**5 Areas that are obstructions**

- 5.1** The Start / Finish line and the upwind gate on the port side of the committee boat shall be treated as an obstruction to boats sailing to the leeward course mark.  
**5.2** The prohibited area at the west end of the water, whose boundary is a line of buoys forming its eastern boundary.



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**5.3** Any boat actively fishing and an area extending 20 metres in any direction from it.

**5.4** A safety boat in close attendance to a small craft or competitor in difficulty.

**6 The start**

**For all starts**

- a. The starting line will be between the mast on the Committee boat flying an orange flag and a Dan buoy carrying an orange flag.
- b. To alert boats that a race will begin soon, the orange starting line flag will be displayed with multiple sound signals at least one minute before a warning signal is made.
- c. Races will be started by displaying numeral boards with classes starting at **2** minute intervals. This modifies RRS 26. Details of the start sequence and signals are shown in Appendix 2a.
- d. Boats whose warning signal has not been made shall avoid the starting area during the starting sequence for other races.
- e. A boat starting later than **2** minutes after her starting signal will be scored Did Not Start (DNS) without a hearing. This changes RRS A4.
- f. Individual recalls will be signalled by displaying Flag X in accordance with RRS 29.1, except that the flag shall be removed no later than one minute after the starting signal.
- g. A General Recall will be signalled by displaying the "First substitute" for a period of one minute.
- h. A recalled start shall start 2 minutes after the last scheduled start of that race – this modifies RRS 29.2.
- i. RRS 30.4 will apply to all recalled starts except that the Black flag shall not be displayed.
- j. In the event of a General Recall on a previously recalled start the restart will be 2 minutes after the last (or recalled) start. This modifies RRS 29.2.
- k. In the event of a postponement after the Preparatory Signal by displaying pennant AP, the numeral board is removed for re-use. The sequence will be restarted one minute after the removal of AP by re-displaying the numeral board and resuming the one minute sequence. This modifies the interpretation of Race Signal AP in the Racing Rules of Sailing.

**7 The Finish**

**7.1** .The remaining boats will finish after approximately 45 minutes (or at the Race Officer's discretion) Flag 'S' plus two sound signals will signify that the race is to be finished.

**7.2** Each boat will be finished as it passes through the 'gate' to complete the lap that it is sailing when the race is shortened.

**7.3** For all fleets, the number of completed laps and the total elapsed time will be recorded. The time, averaged by lap for each boat and corrected using the agreed Club handicap number, determines the overall result.

**7.4** The finish line will be between the mast of the Committee boat flying an orange flag and the 'gate' as described in S.S.I. 8.6.3.

**7.5** After finishing, boats shall keep clear of both finishing gates and of all boats that are continuing to race.



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**APPENDIX 1**

**Windward/Leeward (W)**

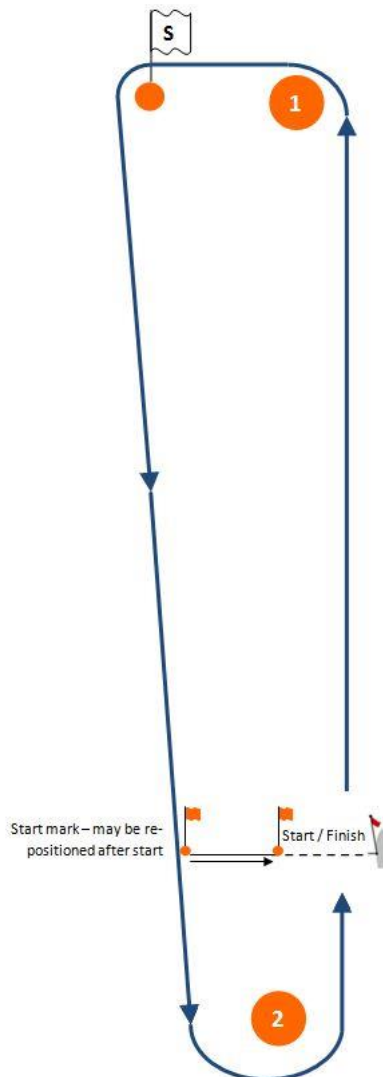
A linear course with one side in a windward direction.

Marks will be pillar buoys

Marks shall be rounded as follows -

- 0 Start Gate
- 1 Windward (Port)
- S Spacer (Port)
- 2 Leeward (Port)
- 3 Start Gate

Marks 0-3 constitute 1 lap. Repeat marks 1 - 3 until finishing signal is made from Committee boat. Boats may be finished when passing through the start gate after rounding Mark 2.





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**Trapezoid (T)**

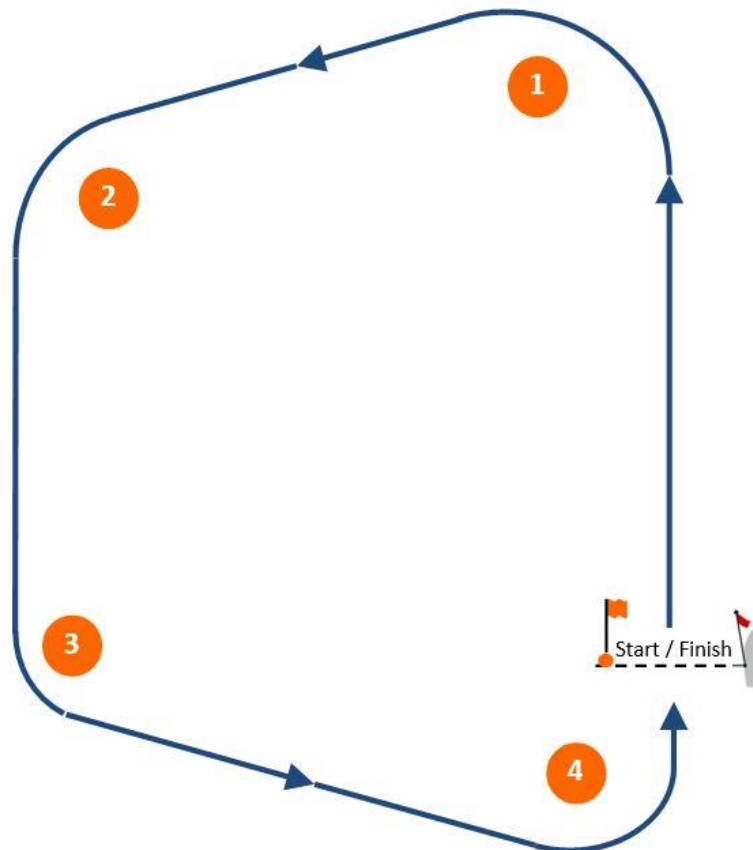
A trapezoid course with one side in a windward direction.

Marks will be pillar buoys.

Marks shall be rounded as follows -

- 0 Start Gate
- 1 Windward (Port)
- 2 Off-wind 1 (Port)
- 3 Off-wind 2 (Port)
- 4 Leeward (Port)
- 5 Start Gate

Marks 0-5 constitute 1 lap. Repeat marks 1-5 until finishing signal is made from Committee boat. Boats will be finished when passing through the start gate after rounding Mark 4.





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**Reverse-D (R)**

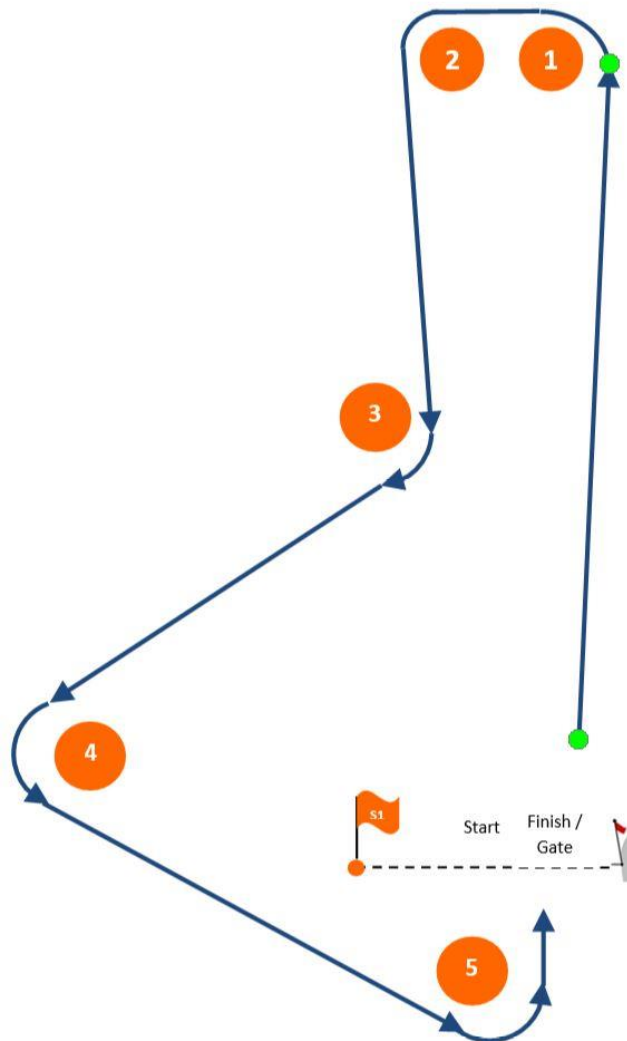
A reverse-d course with one side in a windward direction.

Marks will be pillar buoys.

Marks shall be rounded as follows -

- 0 Start Gate
- 1 Windward (Port)
- 2 Spacer (Port)
- 3 Off-wind 1 (Starboard)
- 4 Off-wind 2 (Port)
- 5 Leeward (Port)
- 6 Start Gate

Marks 0-6 constitute 1 lap. Repeat marks 1-6 until finishing signal is made from Committee boat. Boats will be finished when passing through the start gate after rounding Mark 5.





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APPENDIX 2a - STARTING SIGNALS USING Numeral Boards (Manual or Electronic)

This system describes the starting procedure mentioned in SI 11.

Numbers displayed on boards on the committee boat shall be changed with a sound signal every minute beginning with the numeral **0**.

Times shall be taken from the visual signals; the absence of a sound signal shall be disregarded.

Display	Start Sequences									
	1		2		3		4		R1	
	Means	Time to Start (min)	Means	Time to Start (min)	Means	Time to Start (min)	Means 1 <sup>st</sup> recalled start	Time to Start (min)	Means 2 <sup>nd</sup> recalled start	Time to Start (min)
<b>0</b>	Warning Signal	3								
<b>1</b>	Prep Signal	2								
<b>2</b>	Minute signal	1	Warning Signal	3						
<b>3</b>	Start	0	Prep Signal	2						
<b>4</b>			Minute signal	1	Warning Signal	3				
<b>5</b>			Start	0	Prep Signal	2				
<b>6</b>					Minute signal	1	Warning Signal	3		
<b>7</b>					Start	0	Prep Signal	2		
<b>8</b>							Minute signal	1		
<b>9</b>							Start	0	Prep Signal	2
<b>10</b>									Minute signal	1
<b>11</b>									Start	0