

Supplementary SAILING INSTRUCTIONS for Club Competition Wednesday Special Series.

1. Rules

- 1.2** Before competing, each helm must enter by using the Grafham Water Sailing Club WebCollect facility.
- 1.3** Each start number is allocated for up to six crew e.g. six single handed boats or three double handed boats. If all the slots are taken please see the Race Officer on the day.
- 1.4** 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.

5. Schedule:

- 5.1** The warning signal for the start of the first race will not occur **before 18h42.**
- 5.2** Starts will be at **one**-minute intervals. This changes RRS Rule 26 - Starting Races. The order and composition are:

Start number	fleet
3	catamarans
4	catamarans
5	Fast mono hull and asymmetric mono hull with a handicap of 1110 or lower.
6	FF15 / slow double handed
7	FF15 / slow double handed
8	D Zero
9	Slow single handed
10	Slow single handed
11	Laser
12	Laser
13	Laser

8.0 Course and Course Instructions

- 8.1** The course will be displayed on boards placed against the fence between the water and the Club house.
- 8.2** Catamarans and Fast mono hull boats may sail a different course to the slow boats in starts 6 onwards.
- 8.3** Indicator boards will show the initial letters of course marks. 'Special' or temporary course marks are shown as a white disc. The background colour of the boards indicates whether marks are to be left to port (red) or starboard (green).
- 8.4** **Boats must pass through the starting gate formed by the displayed flags on every lap.**

9. Marks

- 9.0** The approximate position of Club marks is shown on the Club course card – appendix 1

10. Areas that are obstructions

- 10.0** The prohibited area at the west end of the water, whose boundary is a line of buoys forming its eastern boundary.
- 10.1** Any boat actively fishing and an area extending 20 metres in any direction from it.
- 10.2** A safety boat in close attendance to a small craft or competitor in difficulty.

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11. The start: For all starts

- 11.0** The starting line will be between an outer limit mark, a Dan buoy displaying a chequered flag and a shore-based orange flag. There may be an inner distance mark (a Dan buoy displaying a red flag) against the shore which may not be on the start line.
- 11.1** 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.
- 11.2** The start numerals change at intervals of one minute.
- 11.3** Competitors should start at their allotted start number.
- 11.4** Boats starting later than one minute will be scored Did Not Start (DNS) without a hearing.
- 11.5** The warning signal numeral for the first start is zero
- 11.6** the start gate opens on numeral 3 and closes on numeral 14.
- 11.7** 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.
- 11.8** RRS 30.4 applies to all starts except that the black flag shall not be displayed.

12 Spare

13 The Finish

- 13.1** The finish gate is between the same outer mark and orange flag used for the start.
- 13.2** After finishing, boats shall keep clear of the finishing gate and of all boats that are continuing to race.
- 13.3** Any boat, having finished that restricts the ability of the RO to see the finish line will be marked DSQ.
- 13.4** Competitors should note the sail number of the boats with whom they finish.

17 Scoring

- 17.1** The Low Point Scoring System of Appendix A will apply except that RRS A8.2 is replaced by the following: *If a tie cannot be broken by A8.1 (number of firsts, seconds etc) then the tie shall be broken in favour of the best discard. If a tie still exists after the best discard is taken into consideration, then the next best discard (2nd, 3rd, 4th etc) will be considered until the tie is broken.*
- 17.2** The number of races to count in the series shall be 1 + 30% of the number of races (ignoring fractions) available in that series. A minimum of one boat completing a race will ensure that race is available to count towards the series. RRS A9 shall apply.
- 17.3** Qualification: Competitors are required to volunteer and complete at least one of a Race Officer and / or support team of ARO and / or a RIB duty. Please register via DutyMan.
- 17.4** Race Officers and duty crews will be awarded average points for one CRO/RIB duty performed during the series. The average will be calculated from the races sailed which resulted in a finish. The points for one race may be derived by:
- 17.4.1 use the formula of 1+30% of the available races to determine the number of races to count.
- 17.4.2 To determine the duty points, reduce the number of races to count by one and select the best results. The duty points awarded is the average of these best results. (For example, if seven races count, the duty points awarded will be the average of the best of six races. The series total points shall be the best six plus the duty points award.)

The handicap races shall be sailed using Handicap Numbers approved by the Club Racing Committee



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Appendix 1.

