

SAILING INSTRUCTIONS

VICTORIAN SCHOOL TEAM SAILING CHAMPIONSHIPS 2018

Organised by Royal Melbourne Yacht Squadron in conjunction with Australian Sailing.

1. RULES

- 1.1. Racing will be governed by the Racing Rules of Sailing, the special regulations of Australian Sailing Part 2, Appendix D Team Racing Rules and Annexure A - Boat Handling Rules.
- 1.2. In addition to the responsibilities of the competitors to decide whether to race or continue racing in Rule 4, schools rather than owners, shall be responsible for ensuring that the crew are physically fit and skilled to face the expected conditions.
- 1.3. RRS D2 applies, Races will be umpired.
- 1.4. Rule D 1.1 (d) Arm signals is deleted for 2nd and 3rd Divisions.
- 1.5. Decisions of the Protest Committee will be final as provided in RRS 70.5(a) and the approval on the website
- 1.6. Race signal AP is changed so that the warning signal may be made at any time after it has been lowered. When lowered ashore the RC will allow 10 minutes for boats to launch off the beach.
- 1.7. Provided rules 41 and D1.1 (g) are not breached, electronic devices are permitted.

2. NOTICES TO COMPETITORS

Notices to competitors will be posted on the Notice Board or [Facebook](#) -.

3. CHANGES TO SAILING INSTRUCTIONS

- 3.1. Written changes in the Sailing Instructions will be posted on Facebook 5 minutes before the first warning signal of the races they affect.
- 3.2. After this time, race officers or umpires may communicate a change to the sailing instructions on the water by telling teams, usually the team captains.

4. BOATS

- 4.1. Boats will be provided and allocated by the Organising Authority.
- 4.2. The race committee shall determine whether mains will be reefed or not.

5. SIGNALS MADE ASHORE

- 5.1. All signals made ashore will be displayed on the Facebook.

6. DAILY SCHEDULE

Competitor Information Session #	8:30
Racing - First Warning Signal	9:15
Umpire debriefing for competitors #	30 minutes after last race of the day
# Support Persons (Teachers, Coaches, Parents) are welcome to observe, but do not participate.	

7. FORMAT OF RACING

- 7.1. Races will be conducted according to the Championship Format attached.
- 7.2. The format of racing will be 3 boats v 3 boats.
- 7.3. Following a breakdown or the removal of a competitor by the umpires for injury reasons, 2 boats v 2 boats format may be used until repairs are completed.
- 7.4. The schedule of races will be provided at the information session. Changes to the schedules may also be effected by verbally informing the team captains affected.

- 7.5. Race Officials shall freely help boats to determine what race is being run or run next, the course and the marks. This is help permitted under rule 41 (c).

8. RACING AREA

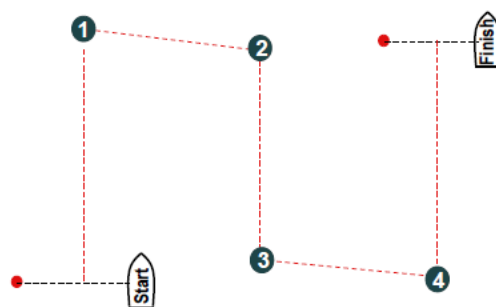
The racing area is RMYS Harbour.

9. MARKS

Marks will be buoys with flags.

10. THE COURSE

- 10.1. The course will be an S Course.
- 10.2. Marks 1 and 2 are rounded to starboard and Marks 3 and 4 to port.
- 10.3. The angles between marks may vary. The race committee may change a leg of the course before boats begin that leg without signalling a change of course. This changes rule 33.
- 10.4. Rule 27.2 is changed so that a Starting mark may be moved before the 1-minute signal.



11. THE START

- 11.1. The starting line will be between an orange flag on the Committee Vessel and the starting mark.
- 11.2. Races will be started by using Signals in **bold**. When an Auto-Hooter sound signal is used, the timing shall be taken from the sound signals. This changes Rule 26.

Signal	Mins B4 start	AUTO HOOTER Sounds	Flag – accompanied by 1 sound
Warning	1 Short	<i>Short cheep every 10 secs. Long cheep at 15, Short cheeps at, 5s, 4s, 3s, 2s, 1s</i>	Fleet Flag displayed
Preparatory	1 Short		Code Flag P displayed
1 Min	1 Long		Code Flag P removed
Start	1 Short		Fleet Flag removed

- 11.3. Fleet flags will be the gunwhale color of the fleet of boats in the draw.
- 11.4. The fleet flag of the start to follow the current start may be hung over the transom of the RCV – This is not displaying the flag for the purposes of rule 26.
- 11.5. OCS boats may also be identified by hailing. A hail not being made or failure to hear the hail will not be grounds for redress. This changes Rules 29.1 and 41.
- 11.6. In rule 29.1 "four minutes" is replaced with "two minutes" When a boat does not start within 2 minutes of her starting signal she shall be scored 6 points.

12. THE FINISH

The finishing line will be between a staff displaying a blue flag on a Race Committee Vessel and the finish mark.

13. PROTESTS AND REQUESTS FOR REDRESS

- 13.1. A representative of a boat in a hearing shall be a competitor, unless the hearing is considering a possible rule breach by a support person. This changes rule 63.3 (a) (an observer from the school is encouraged when a hearing is held ashore).
- 13.2. Time limits for protests, scoring enquiries, requests for redress and re-opening of hearings are changed in rules 61.3, 62.2 as follows:
- a) Boats intending to protest or seek redress shall notify the Race Committee, or the Umpires, immediately upon completion of that race or if that is not possible at the first reasonable opportunity after the incident or the reason for the redress request, giving the boats being protested or the form of redress being sought.

- b) Scoring enquiries and any subsequent requests for redress must be made no later than 10 minutes after coming ashore following that race or within 10 minutes of the score being posted on facebook whichever is the later.
- c) Requests to re-open a hearing must be made within 10 minutes of being informed of the decision. This changes rule 66.

14. PENALTIES

- 14.1. After any contact between boats, all boats involved shall inspect their boat for damage and shall report both the contact and any damage to the race umpire and follow the damage assessment instructions. A breach of this SI will result in that boat having 3 points added to her score without a hearing. This changes rules 63.1 and D3.1 (a).
- 14.2. A boat that loses any equipment shall have 3 points added to her score. This changes rules 63.1 and D3.1 (a).
- 14.3. When RRS D2 applies and the race umpires together with one other umpire (when available) decide that a boat has broken RRS 14 and there is damage or injury, they may penalise her team by half a race win without a hearing. The boat will be informed as soon as practical and may request a hearing. Any penalty after a hearing will be in accordance with RRS D3.1(d). (the penalty from a hearing may be higher). This amends RRS 63.1
- 14.4. When the protest committee decides that a breach of a rule, other than a rule of RRS Part 2, has had no effect on the outcome of a race, it may make any arrangement it decides is equitable, which may be to impose no penalty. This amends RRS 64.1 and D3.1.

15. PERSONAL FLOATATION DEVICES AND FOOTWEAR

PFDs, with a whistle, and footwear shall be worn at all times while afloat, except briefly while changing or adjusting clothing or personal equipment. This changes Rule 40 and the preamble to Part 4 [DP]

16. CHANGEOVERS

In accordance with the draw, a team shall be completely ready to board a changeover vessel when the changeover vessel is ready to take the team for changeover. The Team Captain shall collect the change over flags and conspicuously display them until the last boat is changing over. The changeover flags will be the colour of the deck and the hull of the boats assigned to them in the draw [DP]

ANNEXURE A - BOAT HANDLING RULES [DP]

1. General

- 1.1. While all reasonable steps are taken to equalise boats, variations will not be grounds for redress (amends Rule 62).
- 1.2. Immediately after changeover competitors shall inspect their boat and report any breakdowns to the race committee.
- 1.3. All teams, unless excused, shall share the work of positioning, rigging, de-rigging, cleaning, securing and storing the boats and shall comply with any related Race Committee request.
- 1.4. Before starting and after finishing or retiring, boats shall sail to minimise any delay to the race schedule, handing over their boat as empty of water as practical and in racing trim and without interfering with any race in progress.

2. Prohibited Items And Actions

2.1. THE FOLLOWING ARE PROHIBITED:

- The adjustment or use of equipment or fittings for a purpose other than that intended.
- Any additions or alterations of equipment supplied, other than as allowed in 2.2
- Failing to inspect a boat and ensure that the front bumper is fully operational

2. PERMITTED ITEMS AND ACTIONS

2.2. COMPETITORS SHALL NOT MODIFY THE BOATS IN ANY WAY EXCEPT THAT:

- Wind indicators, may be tied or taped anywhere on the boat; and
- Additional bailers may be used.
- Provided rules 41 and D1.1 (g) are not breached, electronic devices are permitted.
- Spare protest flags may be carried
- Corrector weights shall be carried if required.

Championship format

This is the full championship schedule for ideal conditions for each division. As progress through the races occurs, the Race Committee will monitor the schedule and relevant factors to terminate or modify stages. (read RRS D4.2)

Draws will be provided at the Competitor Briefing and at the beginning of a new stage.

Final ranks in the championship will be determined by the last completed stage.

Stage 1: Split Round Robins (seeded) (Div 3 will do a double round robin)

Stage 2a: Complete a Full Round Robin; or

Stage 2b: Round Robin - 1st and 2nd teams from each Stage 1 Split Round Robin

Stage 2c: Round Robin – 3rd and 4th teams from each Stage 1 Split Round Robin

Stage 2d: Round Robin - 5th and 6th teams from each Stage 1 Split Round Robin

Stage 3a: Semi-Final Knockout - 3rd vs. 2nd or

Stage 3b: Petite Final Knockout – 4th vs. 3rd

Stage 3c: Consolation Round Robins or Knockouts

Stage 4: Grand Final 2nd (Stage 3 winner) vs. 1st in Stage 2

Knockouts will be first to 3 wins, higher placed team starts with 1 win

Sub divisions.

Where the two highest placed teams in a sub division are in different divisions there will be a first to two wins knock-out series, with the highest placed team starting with a race win.