



## Sailing Instructions

**Note: All racers must have recognizable sail numbers in order to be scored. Alpha-numeric figures should be 10" tall and affixed to the starboard side of the sail. If on both sides, the starboard side should be higher.**

### **1.0 Governed By**

1.1 The regatta will be governed by the Racing Rules of Sailing 2009-2012 (RRS), including the Specialist Edition of the Racing Rules of Sailing for Windsurfing and the Notice of Race, except as changed by these Sailing Instructions.

1.2 Rule 31 and B 3.3 shall be changed to read: A board may touch any mark on the course other than start/finish marks and the committee boat but shall not hold on to them. Contact made with the committee boat, anything attached to the boat (such as a dingy, anchor lines, etc.) or the start/finish mark shall require a 360° penalty turn to be completed prior to continuing.

1.3 Rule 30.1 as modified here shall be in effect for all races. After the fleet preparatory signal, if any part of board, rig, racer, or equipment is on the course side of the starting line or its extensions during the minute before her starting signal, the racer shall sail to the pre-start side of the line around either end before starting.

1.4 Rule 30.3 "Black Flag Rule" does not apply.

### **2.0 Scoring**

2.1 The Low Point Scoring System of Appendix A as modified below will be used for all single race days or events as well as season score:

- 1st place 1 pt
- 2nd place 2 pts
- 3rd place 3 pts, etc....
- DNS the number of fleet finishers + 1
- DNF the number of fleet finishers + 1
- DSQ the number of registered sailors within the fleet + 2
- DNC (did not compete) the number of registered sailors within the fleet + 1

- 2.2 For each race, sailors will be scored within their starting fleet.
- 2.3 Race Event Scoring = sum of fleet finish positions (less throw outs) divided by the number of races (less throw outs)
- 2.4 Throw-Outs: Each event day, if five races are completed, there will be one throw-out; if ten races are completed, there will be two throw-outs.
- 2.5 A racer who does not finish must notify the boat or score keeper no later than 15 minutes after the last race, otherwise they will be scored as a DNS

### **3.0 N / A.**

### **4.0 Wind Minimums**

- 4.1 8 mph for Formula Fleet, otherwise the Race Committee will determine if there is adequate wind.
- 4.2 The Race Committee will be the sole judge as to sufficient wind to start the other Fleets.

### **5.0 Courses**

- 5.1 The Race Director will explain the course at the Skipper's Meeting.
- 5.2 It is the racers responsibility to know the course.
- 5.2 If there is a change of course prior to the start of a race the committee boat shall indicate a change of course with several short blasts and raising the "L" flag. All racers shall go to the committee boat for instructions.

### **6.0 Marks**

- 6.1 The Race Director will identify all marks of the course at the Skippers Meeting

### **7.0 Time Limit**

- 7.1 Racers who finish 20 minutes after the first finisher of their fleet will be scored DNF.

### **8.0 Protests and Requests for Redress**

8.1 A boat intending to protest shall always inform the other boat at the first reasonable opportunity. When her *protest* concerns an incident in the racing area that she is involved in or sees, she shall **hail** 'Protest' at the first reasonable opportunity for each. If the other boat is beyond hailing distance the protesting boat need not hail but shall inform the other boat at the first reasonable opportunity.

8.2 Protests shall be written on forms available at the race committee table and logged there within thirty minutes of the time of the last finisher of the last race.

8.3 The Race Director is responsible for forming a Protest Committee. If possible this will be done the day of the race event. If the committee cannot meet on the day, the Race Director will notify the parties of the hearing date and/or conduct the hearing via e-mail.

8.4 PROTESTS ARE DISCOURAGED. These are "fun" races and sailors are advised to avoid collisions, know the Rules, and settle protests on the water via the 720° penalty turn. A Protest Committee may not be formed unless there is personal injury or property damage.

### **9.0 Penalty System**

9.1 A boat that may have broken a rule of Part 2 of the Racing Rules of Sailing or hailed for a *protest* while racing may take a penalty turn at the time of the incident to exonerate herself. Her penalty shall be a 720° turn (two tacks and two jibes) to be executed where she will not interfere with other boats racing.

### 10.0 Eligibility

10.1 Each racer must register and be a member of US windsurfing to be scored for the NRT.

### 11.0 Awards

11.1 Trophies will be awarded three places deep in each qualifying class.

### 12.0 The Start

<i>Signal</i>	<i>Flags* and sound</i>	<i>Class starting signal</i>		<i>Total Start Sequence</i>
Warning – Formula Fleet	White flag; 1 sound	5		11 min
Preparatory – Formula Fleet	Black flag; 1 sound	4		10 min
One-minute – Formula Fleet	Preparatory flag removed; 1 long sound	1		7 min
Starting - Formula Fleet Warning - Longboard Fleet	White flag removed; 1 sound Blue Flag up	0	3	6 min
Preparatory – Longboard Fleet	Black flag; 1 sound		2	5 min
One-minute – Longboard Fleet	Preparatory flag removed; 1 long sound		1	4 min
Starting - Longboard Fleet Warning - Novice Fleet	Blue flag removed; 1 sound Red Flag up		0	3 min
Preparatory – Novice Fleet	Black flag; 1 sound		2	2 min
One-minute – Novice Fleet	Preparatory flag removed; 1 long sound		1	1 min
30 sec	3 short whistles		30 sec	30 sec
20 sec	2 short whistles		20 sec	20 sec
10 sec	1 short whistle		10 sec	10 sec
Start - Novice Fleet	Red flag down		0	0

\* All times are taken from visual signals (i.e. flags). Missing or incorrectly timed sound blasts or whistles should be disregarded.

12.1 The Race Committee may designate a different start sequence at the Skippers Meeting.

**Information and Inquiries: [www.windsurfbaba.org](http://www.windsurfbaba.org) or  
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