## **Royal Freshwater Bay Yacht Club**

# Windward/Leeward Race Day



## Supplementary Sailing Instructions

Saturday, 5 November 2016

Race Control: VHF 77 or 0422 654 833

## Royal Freshwater Bay Yacht Club Windward/Leeward Race Day Supplementary Sailing Instructions

Saturday, 5 November 2016

The Organising Authority is the Royal Freshwater Bay Yacht Club (Inc)

#### 1 RULES

- 1.1 The Racing Rules of Sailing (RRS) 2013-16.
- 1.2 The RFBYC Standard Sailing Instructions, the Etchells Metro Series Sailing Instructions and these Supplementary Sailing Instructions.
- 1.3 In the event of conflict, the Supplementary Sailing Instructions shall prevail.

#### 2 CHANGES TO SAILING INSTRUCTIONS

2.1 Any change to the Sailing Instructions made on the water will be delivered by a Race Committee Signal Boat. Flag L will be displayed while the changes are being given. It is the responsibility of each boat to obtain the written or oral instructions.

#### 3 SIGNALS MADE ASHORE

3.1 Signals made ashore will be displayed on the flag mast on the upper lawn area of RFBYC Main club house.

#### 4 SCHEDULE OF RACES

4.1 Racing will be conducted in two Sessions, each Session comprising two races for all fleets with the exception of Sports boats who will sail three races.

#### 4.2 **Session 1**

Etchells, Dragons, BW8, Couta Boats, Flying 15, Contender

#### Session 2

Division 1, Division II (Incorp J24), Division III (incorp, M27, Farr 727) & Sports Boats

- 4.3 The start of Race 1 for Session 1 will be at 1230hrs. The start of Race 1 for Session 2 will be at 1430hrs or as soon as possible after the completion of racing in Session 1, whichever is the later.
- 4.4 Race 2 for each fleet will occur as soon as practical following the previous race.
- 4.5 Race 3 (Sportsboats only) will occur as soon as practical following Session 2. Race 2.

- 4.6 The starting order of Fleets in each Session will be determined on the day and fleets may be combined.
- 4.7 The Starting sequence will be in accordance with Rule 26 with the Warning Signal displayed 5 minutes prior to the Starting signal.

#### 5 COURSE

- 5.1 Courses will be Windward /Leeward see Appendix A.
- 5.2 Except when finishing boats shall not pass through the Finish line in either direction. The penalty will be DSQ without a hearing. This changes Rule 60.1 and A5.

#### **6 COMMITTEE VESSELS**

The Start Boat will be the RFBYC start boat "Tam Thompson". The Finish Boat will be the RFBYC "Four Seasons"

#### 7 MARKS

- 7.1 Marks 1, 1a, 3p and 3s will be yellow cylindrical buoys.
- 7.2 Marks 2 and 2a will be orange inflatable buoys.
- 7.3 The start and finish marks will be black and white chequered buoys.
- 7.4 Marks 1, 1a, 2 and 2a will be left to port.

#### 8 THE START

8.1 The starting line is between the staff displaying an orange flag on the Committee Boat at the starboard end and a black and white chequered buoy at the port end

#### 9 FINISH

The finishing line is between the staff displaying an orange flag on the Committee Boat at the Starboard end and a black and white chequered buoy at the port end. To alert competitors that another race will follow in that session, code flag Q will be displayed as boats are finishing.

#### 10 CHANGE OF COURSE

- 10.1 In the event of a minor change in the wind direction, (less than 10 degrees), the Race Committee may relocate the existing marks without signalling a Change of Course. This changes RRS33.
- 10.2 In the event of a major change in wind direction, (greater than 10 degrees), the Race Committee may change the course in accordance with RRS33.

#### 11 RESULTS

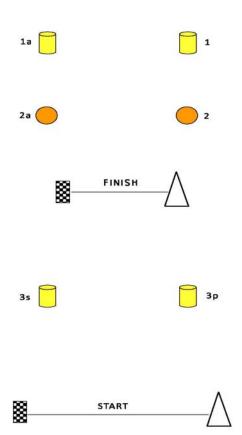
Raw finish times will be sent to individual clubs for scoring independently according to their own race series and handicaps.

Time slots for result presentation will differ at each Club. Please refer to your home club for this information.

## Appendix A

### Windward/Leeward Race Day

### **COURSE LAYOUT**



Course 1 (Numeral Pennant 1) Start 
$$-1 - 1a - 3p/3s - 1 - 1a - 3p/3s - Finish$$

Course 2 (Numeral Pennant 2) Start 
$$-1 - 1a - 3p/3s - Finish$$

Course 3 (Numeral Pennant 3) Start 
$$-2-2a-3p/3s-2-2a-3p/3s$$
 - Finish

Marks 1, 1a, 2 and 2a will be left to port