

SAISA Charleston Intersectional Hosted by College of Charleston Charleston, SC Nov. 9-10, 2019 SAILING INSTRUCTIONS

1. RULES

1.1 This regatta will be governed by the rules as defined in *The Racing Rules of Sailing*.

2. NOTICES TO COMPETITORS

2.1 Notices will be posted on the official Notice Board which will be described at the Skipper's Meeting.

3. CHANGES TO SAILING INSTRUCTIONS

- 3.1 Changes to the Sailing Instructions may be made at any time and posted on the Official Notice Board.
- 3.2 Oral changes to the Sailing Instructions may be given on the water by a hail from the Signal Boat in accordance with RRS 90.2(c). Changes must be made before the warning signal.

4. SIGNALS MADE ASHORE:

- 4.1 Signals made ashore will be displayed from the main dock at the sailing area.
- 4.2 When code flag "AP" is displayed ashore, "1 minute" is replaced with "not less than 15 minutes" in the RRS Race Signal "AP."

5. **BOATS**

- 5.1 Z420s and FJ's, without trapeze or spinnaker gear, will be provided. If weather permits both fleets will be sailed so both A and B divisions will race on the same course. A division will start first in the Z420's and switch to the FJ's Sunday. B will sail the FJ's Saturday and the Z420's Sunday.
- 5.2 Competitors shall report any **damage, contact between boats, or loss of equipment**, however slight, to the OA representative immediately after the finish of the race to the Race Committee boat.

6. SCHEDULE OF RACES

- 6.1 Saturday: Report Time is 9:30am. Skippers Meeting will be at 10:00am with racing immediately after.
- 6.2 Sunday: Report time 9:30am, racing start at 10:30. No race will start after 3pm.

7. RACING AREA

The location of the racing will be in Charleston harbor adjacent to the Charleston Harbor Marina at Patriots Point. The race course will be placed either just to the west of the Yorktown, to the north of the ferry channel off the bow of the Yorktown in the "Marsh" or around the corner of the marina to the south and east at "Crab Bank".

8. COURSES AND MARKS

8.1 The courses will be either a W-4 (windward-leeward-windward-finish) or a W-5 (windward-leeward-windward-leeward-finish) and will be posted on the white board in the classroom. The finish line on a W-4 may be set up on the starboard side of the committee boat and will be a smaller bright orange ball. The course to be sailed will be announced orally and posted on the Signal boat.

9. Marks

9.1 Marks will be Red/orange balls. The Start leeward end ball will be white. The finish line of the W-4 course to the starboard side of the committee boat will be a bright orange ball.

10. THE START

- 10.1 Races will be started using the 3 minute countdown Sound- Signal Starting System.
- 10.2 The starting line will be between a staff displaying a burgee on a race committee boat and the course side of the port-end starting mark.

- 10.3 A boat shall not start more than 3 minutes after the starting signal.
- 10.4 Individual recalls will be signaled by a display of Code Flag X with an accompanying sound signal. Individual boats will be hailed by *sail number* if possible. Code Flag X will remain hoisted until all boats have started properly, or for a period of no less than 2 minutes. Failure of a boat to hear the hail or sound signal shall not be grounds for redress.
- 10.5 After a General Recall, the "Round-the-Ends Rule" provisions of RRS 30.1 shall apply. Flag I need not be displayed. (This changes RRS 30.1.) A General Recall will be signaled a series of sound signals and commands via loud hail.
- 11. CHANGE OF THE NEXT LEG OF THE COURSE Marks may be moved in accordance with ISSA-PR 7.7(c).

12. THE FINISH

- 12.1 The finish line will be between a staff displaying a burgee on a race committee boat and the course side of the nearby finishing mark if a W-5 course. If a W-4, the finish line will be between the burgee on the committee boat and a bright orange mark to the starboard side of the committee boat.
- 12.2 If one or more boats are unreasonably delaying the completion of a race, the race committee may score the boat(s) in place and terminate the race. This changes rules 35 and A4.

13. PENALTY SYSTEM

- 13.1 RRS 44.1 and 44.2 are changed so that penalty is one full turn instead of two.
- 13.2 The penalty for breaking instruction 5.2 (failure to report damage), unless the protest committee is satisfied that the competitor made a determined effort to comply, will be disqualification from the race most recently sailed.

14. TIME LIMIT:

- 14.1 The time limit will be 30 minutes for the first boat to finish.
- 14.2 Boats failing to finish within 10 minutes after the first boat will be scored DNF.

15. PROTESTS AND REQUESTS FOR REDRESS

- 15.1 Protest procedures will be in accordance with ISSA Procedural Rules. Protests should be filed as soon as sailors return to the dock. Hearings will take place after all boats have returned to the dock.
- 15.2 The protest time limit will be 20 minutes after the protesting boat has docked..
- 15.3 Appendix T4.2 is in effect for Redress.

16. SCORING

- 16.1 Scoring will be in accordance with ISSA-PR 9 and 11(c).
- 16.2 Three races in each division must be completed to constitute a regatta

17. SUPPORT AND COACH BOATS

Coaching will be in accordance with ISSA Procedural Rule 8.

18. ENVIRONMENTAL AND SAFETY

- 18.1 ISSA-PR 2.2 applies, requiring the wearing of approved PFDs.
- 18.2 A boat that retires from a race shall notify the race committee as soon as possible.
- 19. **RECORD OF PARTICIPATION:** Record of Participation information must be entered on-line to Techscore by the adult representative. The time limit to submit this information is 30 minutes after the completion of the last race. Failure to do so will be 20 points per Division added to the total team score. This changes RRS 63.1.
- 20. **DISCLAIMER OF LIABILITY:** Competitors participate in the regatta entirely at their own risk; see RRS 4 *Decision to Race*. The organizing authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the regatta.