



Gordon Cornwell Memorial Regatta

TIER 3, SATURDAY

Boardman Lake – Traverse City, Michigan

Organizing Authority & Host —Traverse Area Community Sailing (TACS)

SAILING INSTRUCTIONS

1. – RULES –

1.1. - The regatta will be governed by the rules as defined in the Racing Rules of Sailing (RRS) including the ISSA Procedural Rules and the MISSA by-laws. This will be a Tier 3 event.

1.2. - The United States Sailing Association (US Sailing) prescription to RRS 63.4 will not apply.

1.3. - The RRS will be changed as follows and these changes will appear in full in the Sailing Instructions (SIs). The SIs may also change other rules.

2. – ELIGIBILITY and ENTRY –

2.1. The regatta will consist of A and B divisions of 420's (no traps, mainsheet bridles or spinnakers). The regatta will be a round robin format, schools will rotate boats after every two races (schools will be assigned a single boat for their A and B team to share and rotate into between divisions). A full team shall be comprised of a skipper and crew (alternate optional) for A division (420); and a skipper and crew (alternate optional) for B division (420).

3. Changes to sailing instructions will be posted on the Official Notice Board, (white board in pavilion).

4. In the event that 420 damage cannot be attributed to a particular team the repair costs will be shared evenly between all of the teams.

5. – SCHEDULE –

Saturday

Time:

08:30	check in, Cornwell Sailing Center (TACS)
09:15	competitors meeting (on the dock outside pavilion)
10:00	first warning signal
16:00	No warning signal after this time

6. –Racing Area will be on Boardman Lake. There is a free boat launch and trailer parking for Boats.
7. – COURSES – will be in accordance with ISSA Procedural Rules (PR).
- 7.1. All mark roundings will be made to port except for the leeward gate (open), which will be rounded inside – to – outside. The start will be between “start” mark and a flag on RC boat.
- 7.2. The 420 class will then head to mark W1, mark W2, mark L1 or L2, Mark W1, to mark W2, then head to finish. The finish will be on the port (the start line) side of RC boat between the pin end and a flag.
- 7.3. All marks will be of varying colors of Hippity Hops.
- 7.4. Starting sequence shall be 3-mn dinghy starts per RRS appendix S.

8. Individual / General Recalls

- 8.1. Code flag X may be displayed for individual recalls. It is the responsibility of the yacht to make a proper start. Failure of the race committee to make these signals or failure of a starter on the course side to see or hear these signals shall not relieve the offending yacht from restarting and is not grounds for redress.
- 8.2. After a General Recall, the Round-the-ends

9. Protests

- 9.1. Tier 3, make 100% effort to show your integrity as sailors and do your turn(s) on the water. All protests must be added to the protest (white) board at the bottom of the stairs in the boathouse within 15 min of coming ashore. Boat filing the protest must inform the boat being protested at that time. All protests will be heard 15 min. after the gun is sounded upon coming ashore when racing is complete. A visiting coach will be hearing protests by the stairs in the boathouse. 3 min of justice will be awarded.

10. – SCORING –

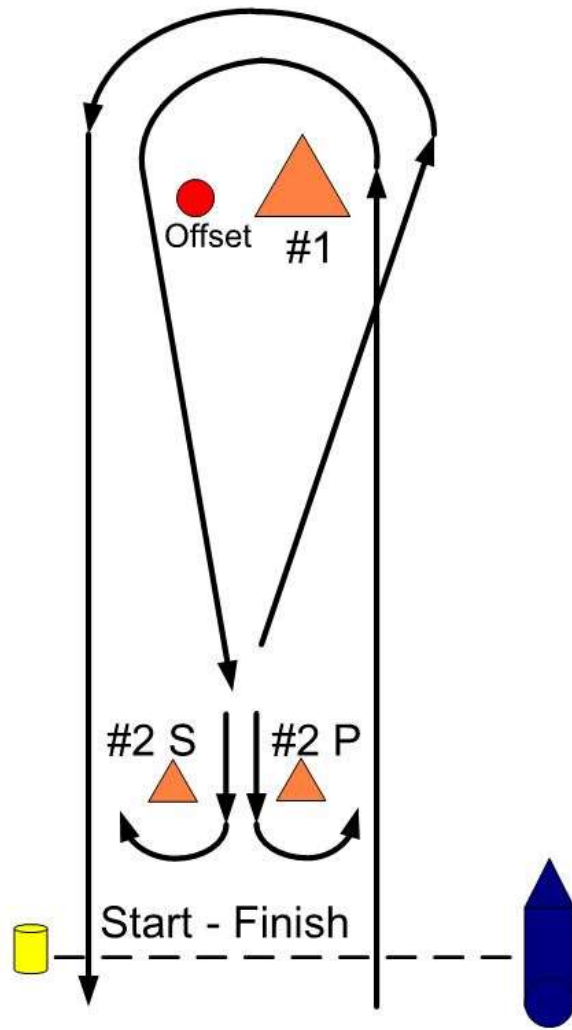
- 10.1. - Scoring will be done in accordance with ISSA Procedural Rules
- 10.2. - All completed races will be counted.
- 10.3. - Breakdown points will not be awarded.

11. - SUPPORT BOATS — please stay below the starting line, and coaching may happen between races.

12. - RADIO COMMUNICATION — Except in an emergency, entrants shall not make or receive radio communications while on the water. This applies to cellular phones.

13. PRIZES - Prizes will be awarded to the overall winners A and B and overall.

14. - 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.



W - Even # of legs