

Southern Idaho Sailing Association

General Sailing Instructions

2011

1. RACING RULES:

Some basic International Sailing Federation rules are noted here as general reminders. It is recommended that you obtain a complete copy of these rules. You can get them from the Internet at:

<http://www.ussailing.org/rules/>

1.1 The regatta shall be governed by rules of the International Sailing Federation (ISAF) except and unless altered by these Sailing Instructions.

1.1a By participating in this Regatta, each competitor and boat owner agrees to be governed by the Racing Rules of Sailing and these SISA General Sailing Instructions (ISAF Rule 3a)

1.1b Each Competitor agrees that the responsibility for the decision to participate in a race or to continue racing is his/hers alone. (ISAF Rule 3a)

1.1c Each skipper agrees that he or she is responsible for the safety of all persons on his/her boat.

1.2 Any modifications to these sailing instructions will be announced at the beginning of each regatta during the skippers' meeting.

1.3 When boats are on opposite tacks, a port-tack boat shall keep clear of a starboard-tack boat. (ISAF Rule 10)

1.4 When boats are on the same tack and overlapped, a windward boat shall keep clear of a leeward boat. (ISAF Rule 11)

1.5 When boats are on the same tack and not overlapped, a boat clear astern shall keep clear of a boat clear ahead. (ISAF Rule 12)

1.6 Tacking: After a boat passes head to wind, she shall keep clear of other boats until she is on a close-hauled course. During that time, ISAF Rules 10, 11 and 12 above do not apply. If two boats are subject to this rule at the same time, the one on the other's port side or the one astern shall keep clear. (ISAF Rule 13)

1.7 The Two Turns Penalty: A boat that may have broken a rule involving another boat may exonerate itself by taking a penalty at the time of the incident. After getting well clear of other boats and as soon after the incident as possible, a boat takes a Two-Turns Penalty by promptly making

two turns in the same direction, including two tacks and two gybes. (ISAF Rules 44.1 and 44.2)
Note: If the boat is a multihull, one turn, including one tack and one gybe, will apply.

1.8 A boat that has touched a mark may, after getting well clear of other boats and as soon as possible, take a penalty by promptly making one turn, including one tack and one gybe. When a boat takes the penalty after touching a finishing mark, she shall return completely to the course side of the line before finishing. (ISAF Rule 44.1 and 44.2)

2. SAFETY:

2.1 Before raising the mast, when launching from shore or landing, ALWAYS check for and AVOID low overhead electrical power lines.

2.2 A boat shall carry adequate life-saving equipment for all persons on-board including one item ready for immediate use. (ISAF Rule 1.2) Personal Flotation Devices/Life Jackets (PFDs) must be carried in all boats for each occupant in the boat. When the yellow and red striped life jacket flag is flown from the committee boat, PFDs must be worn. Non-compliance will result in disqualification (DSQ) from the race.

2.3 It is **STRONGLY RECOMMENDED** all participants wear lifejackets. At no point should SISA race volunteers or SISA Board members be considered the final answer in on-the-water safety. All participants should wear the appropriate safety gear in all weather conditions.

2.4 Even if a boat has the right-of-way, it is her obligation to avoid a collision or other circumstances that could result in damage or injury. (ISAF Rule 14)

2.5 A boat that retires from a race is asked to notify the race committee as soon as possible.

2.6 Winds over 20 knots will be justification for postponement or abandonment of a race.

2.7 In the event of abandonment, the race committee will raise the abandonment flag and sound the horn repeatedly. All competitors shall proceed directly to the launching area. Each competitor is responsible for his/her own safety. In circumstances considered hazardous, the race committee may require a competitor to accept help. Competitors are encouraged to assist one another out of courtesy.

2.8 No alcohol or drug consumption is allowed on the committee boat.

2.9 Only the designated race committee volunteers are allowed to operate the committee boat. No one under the age of 21 shall operate the committee boat.

3. RACE ENTRY AND SKIPPERS' MEETING:

3.1 An entry becomes official when posted on the master score sheet held by the race committee. Sail numbers (or boat name if there is no sail number) shall match the entry on the score sheet and

be readable to the race committee. Incomplete or inaccurate entry information may result in disqualification during or following the regatta.

3.2 The skippers' meeting will be held at 11:00 a.m. on Saturday, generally in the area of the committee boat. All participating boats must be registered prior to the skippers' meeting. There is no skippers' meeting on Sunday unless announced otherwise on Saturday.

4. FLEETS:

4.1 Three or more boats of the same design and size constitute a fleet. The race committee will announce the fleet starting order at the skippers' meeting.

4.2 Boats of different designs and sizes sailing together shall constitute an "open" fleet.

4.3 Fleets may choose by majority vote to alter the sailing instructions for their fleet. The fleet must notify the race committee of those changes prior to the start of the race.

5. SCORING AND AWARDS:

5.1 Scoring is as follows:

First Place	1 point
Second Place	2 points
Third Place	3 points
and so forth for all boats finishing	
DNS (did not start)	all entries in fleet, plus 1 point
DNF (did not finish)	all starting boats in fleet, plus 1 point
DSQ (disqualified)	all entries in fleet, plus 1 point

5.2 Ties will be broken in favor of the boat with the most first place finishes, and should any boats remain tied, the most second places, and so on. Should this method fail to resolve the tie, throw-out race results (if any) for the tied boats will be restored, and the resulting scores compared. As a final tiebreaker the standing of the last race will determine the winner.

5.3 A minimum of three races is necessary to constitute a regatta. Five or more races are required before a throw-out is allowed. DSQs may not be thrown out.

5.4 If a fleet decides by majority vote not to score a race during a regatta, a fleet representative must advise the race committee at the end of the day's racing.

5.5 Scoring for all open fleets shall be computed using the Portsmouth Yardstick handicapping system.

5.6 First, second, and third place trophies will be awarded when five or more boats are entered in the same fleet. Only a first place trophy will be awarded when three or four boats are entered in a fleet.

6. RACE START AND STARTING SEQUENCE:

6.1 The first race on Saturday is scheduled to begin at 12:00 noon, wind permitting. On Sunday, the first race is scheduled to begin at 10:00 a.m., wind permitting. No races will be started after 3:00 p.m. on Sunday.

6.2 The race committee will signal the end of each racing day by raising the cocktail flag after the last class has started the last race.

6.3 The starting sequence will be signaled with 5 minute intervals between starts:

White flag and horn (warning signal) at 10 minutes before the first start; white flag will be dropped one minute prior to raising the blue flag.

Blue flag and horn (preparatory signal) at 5 minutes before the first start; blue flag will be dropped one minute prior to raising the red flag.

Red flag and horn signals the first start.

When there is more than one fleet starting, the starting signal (red flag) will remain up as preparatory signal for the next fleet start. The flag will be dropped one minute prior to the start of the next fleet and raised to start at the five-minute mark. This system will continue until all fleets have started.

The red flag shall remain flying at all times while the race is in progress.

Visual signals take precedence over sound signals at all times.

Timing signals are based on the flags reaching or leaving the top of the mast.

6.4 The race committee will attempt to hail any boats starting early by number. It is the skipper's responsibility to return and start over.

6.5 The race committee will signal a general recall with successive horn blasts and a recall flag. Boats will restart in five minutes. The starting signal (red flag) remains displayed and becomes the preparatory signal for the fleet being recalled. The clock continues to run in the starting sequence.

6.6 Time limits are at the discretion of the race committee. If the first boat in a class or start does not finish within one hour, the race may be abandoned. Boats not finished 45 minutes after the first finisher may be scored DNF.

7. THE COURSE

7.1 Large buoys or flags designate course marks.

7.2 The start/finish line is the line between the committee boat and the round orange buoy or flag. The line shall be as close as possible to 90° to true wind.

A barging buoy may be set behind the committee boat to warn skippers to keep clear of the committee boat. A barging buoy is NOT an extension of the committee boat or a mark of the course. There is no penalty for touching the barging buoy.

7.3 The location of the course marks and the start/finish line will be announced at the skippers' meeting.

7.4 Upon completion of the first leg of the course, the start/finish line shall rank as an obstruction. Do not sail through the start/finish line unless starting or finishing. A racer who passes through the line may clear the obstruction by unwinding around either end marker correctly. Failure to clear shall result in a DNF. Note: If the committee boat leaves the start-finish line during a race, the line shall continue to rank as an obstruction only if it remains well marked (i.e. two orange buoys)

7.5 The numbered course for each race shall be posted on the course board mounted on the committee boat at the starting line. Courses are to be sailed according to these instructions (see course map).

7.6 All boats not in their 5-minute start sequence must keep clear of all boats starting.

7.7 All marks are to be rounded to port, with the exception of a reverse course in which marks are to be rounded to starboard.

7.8 The finish line shall be in the approximate location of the starting line for a normal course. The finish line may be moved from the general location of the starting line. When finishing, always cross the finish line in the direction from the last mark. Clear the finish line and finishing area as soon as possible after finishing.

7.9 When the race committee shortens the course, they will advise participants by sounding the horn and raising the 'shorten course' flag before the first boat reaches the mark preceding the revised finish. In addition, the committee will lower the red flag and fly the blue flag when in position at the relocated finish line.

7.10 In general, the race committee will not answer questions while on the water.

8. PROTESTS

8.1 A skipper intending to protest shall always inform the skipper of the other boat at the first reasonable opportunity. When the protest concerns an incident in the racing area that he/she is involved in or sees, he/she shall hail "Protest" and conspicuously display a red flag at the first

reasonable opportunity for each. He/She shall display the flag until they are no longer racing. However, boats under 6 m (20 feet) in length need not display the flag. (ISAF Rule 61.1)

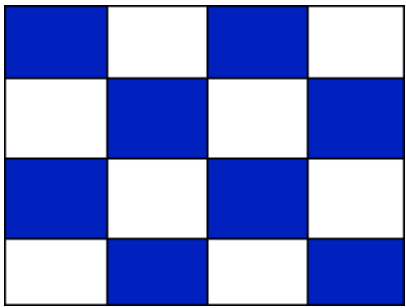
8.2 A skipper must notify the race committee of the intent to protest when finishing. The race committee will acknowledge the protest.

8.3 Protests shall be written (see attached form) and shall be filed within one half hour of the race committee reaching shore following the last race of the day.

8.4 Skippers being protested have the following options: a) clear themselves in accordance with the alternative penalty rule (SISA 1.7), b) retire prior to finishing, or c) attend the protest hearing and present their case. Options a and b do not absolve violations determined by the protest committee to be gross misconduct (ISAF Rules Part 5, Section C).

STANDARD VISUAL SIGNALS

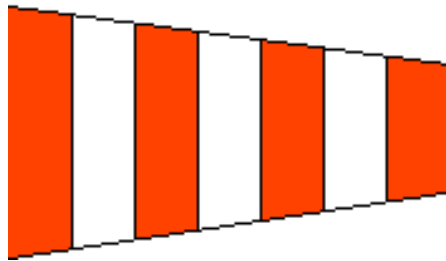
Race Abandoned - Blue and White



Wear Life Jackets - Yellow and Red



Race Postponed - Red and White



General Recall –
Yellow with Blue border

