



NSSA Single Handed Team Racing Championship 2009

To be held at Hollowell Sailing Club on 3rd 4th October 2009

SAILING INSTRUCTIONS

1. RULES

- 1.1. The event will be governed by the rules defined in the Racing Rules of Sailing including Appendix D, Team Racing rules..
- 1.2. A registered team shall only change in exceptional circumstances and with the permission of the race committee. Such decisions will not be grounds for a competitor to seek redress.
- 1.3. Teams will not be mustered. It is competitors' responsibility to be ready to race.
- 1.4. Boats are provided by the Organising Authority and are deemed to conform with their class rules. Boats shall not be modified, except when instructed by the Race Committee.
- 1.5. Competitors shall wear team bibs issued at registration, which must be clearly visible at all times when racing and adequate personal buoyancy must be worn and properly secured at all times whilst afloat. This replaces rule 40. The penalty for breaking this Instruction will be the deduction of a win.
- 1.6. A boat capsized after her starting signal and inverts such that both her gunwales are touching the water or her mast is stuck in the bottom of the lake or sea shall retire immediately.
- 1.7. If buoys include a flag, then provided the flag remains on the buoy, there shall be no penalty when a boat touches any part of a flag which does not surround the staff of a mark. This amends rule 44.1.
- 1.8. Competitors automatically grant the Organising Authority/NSSA without payment the right in perpetuity to make, use and show any motion pictures, still pictures and live, taped or filmed television of, or relating to, the Regatta, unless otherwise advised in writing before the first race.

2. NOTICES

- 2.1. The official notice board will be located in the entrance to the clubhouse. Provisional race results will be posted on the clubhouse window. (see Instruction 11.1)

3. CHANGES TO SAILING INSTRUCTIONS

- 3.1. Changes to these SIs will be signalled by flying flag L from the shore signal position. Such changes will be posted on the official notice board not less than ten minutes before the warning signal of the first affected race. A change to the start of racing on Sunday will be posted by 20:00hrs on Saturday.
- 3.2. In accordance with rule 90.2(c), any change to the sailing instructions on the water will be communicated orally to each boat by the Race Committee and/or the umpires. Any issue or re-issue of race schedules will not require the displaying of flag 'L'

4. SIGNALS MADE ASHORE

- 4.1. Signals ashore will be displayed on the club flagpole.
- 4.2. When Flag AP is displayed ashore, '1 minute' is replaced with 'not less than 10 minutes' in race signal AP
- 4.3. Boats may only launch when instructed by the Beachmaster.

5. EVENT FORMAT & SCHEDULE OF RACES

- 5.1. The event will be based on a NSSA/Wilson Swiss League round robin (see Attachment A)
- 5.2. Team pairings for the first round will be drawn on a random basis. The schedule of races will be displayed on the official noticeboard. Any changes to schedules for subsequent rounds will be displayed not less than ten minutes before the affected race.
- 5.3. The first warning signal on Saturday will be no earlier than 15 minutes after the end of the competitor briefing. The first warning signal on Sunday will be 09:00. In completing the round robin on Sunday, a new round will not be started after 13:00 and a new race of the round robin will not be started after 14:30.
- 5.4. The best-placed teams from the round robin will qualify for the finals which will be a knock-out competition. The draw for the semi finals will be 1st v 4th and 2nd v 3rd. Each round will be the best of three races, teams will swap boats after the first race and if a third race is required, toss a coin for boats. There will not be a 3rd/4th place race off
- 5.5. The race committee may change the format, in the light of weather conditions, time constraints and any other relevant factors in as fair and practical manner as possible.

6. COURSE AND MARKS

- 6.1. The course configuration will be a starboard hand “S” course, as displayed on the noticeboard. All course marks are rounding marks.
- 6.2. Course marks will be round yellow marks and pin end buoys will be dan buoys with an orange or blue flag, along with start and finish committee boats.
- 6.3. The Race Committee may move marks of the course without signals. Rule 33 will not apply.

7. STARTS AND FINISHES

- 7.1. Every race will be assigned a race number and the number will be displayed on the Start Boat between the Warning signal and the Preparatory signal for that race. When displayed in this way, it overrides all prior communications, schedules or instructions.
- 7.2. The start flag for all odd numbered races will be flag B and flag Q for even numbered races
- 7.3. The signals for starting a race shall be as shown below. Rule 26, Starting Systems, will not apply. Times shall be taken from each sound signal. The failure of a visual signal shall be disregarded.

Starts will be at 3 minute intervals and the start signal for one race will be the warning (3 minute) signal for the next race

<i>Mins</i>	<i>Sound</i>	<i>Race 1</i>			<i>Race 2</i>			<i>etc</i>
-3	one	Warning	Flag B	Up				
-2	one	Preparatory	Flag P	Up				
-1	one	One Minute	Flag P	Down				
0	one	Start	Flag B	Down	Warning	Flag Q	Up	
+1	one				Preparatory	Flag P	Up	
+2	one				One Minute	Flag P	Down	
+3	one				Start	Flag Q	Down	

- 7.4. The start and finish lines will be between an orange flag on the mast of the committee boat at the starboard end and the port end mark.
- 7.5. Boats whose warning signal has not been made shall avoid the starting area during the starting sequence for other races.
- 7.6. A boat that fails to start within two minutes of her starting signal will be scored DNS without a hearing. However, if the boat was OCS at her starting signal, she shall be scored in accordance with rule D3.1. This amends rules A4 and A5.
- 7.7. Rule 29.1 applies in that flag X will only be displayed for one minute. An OCS boat that has rounded the first mark shall not return
- 7.8. The Start Boat may hail that boats are over the line before the start or that there are premature starters. An erroneous call or the failure to hear one will not be grounds for a competitor to seek redress.
- 7.9. Attention may be drawn to an imminent warning signal by a series of short sound signals. If flag AP has been flown, these signals may be used in place of the standard one minute interval. This changes race signal AP.

8. TIME LIMIT

- 8.1. There will be no race time limit.
- 8.2. Boats failing to finish within ten minutes after the first boat sails the course and finishes will be scored DNF. This changes rule 35.

9. UMPIRING

- 9.1. Races will be umpired, Rule D2.3 applies.

10. PROTESTS & PENALTIES

- 10.1. Protests shall be in accordance with Rule D2.1(b) which requires that a red flag is displayed and Rule 2.4(b) will apply to all protests.
- 10.2. A single-flag protest procedure will apply and Rule D2.2(a) is replaced by: When a boat protests under a rule of Part 2 or under rule 31, 42 or 44, she is not entitled to a hearing. Instead, a boat involved in the incident may promptly acknowledge breaking a rule and take the appropriate penalty. If the protested boat takes a penalty, the incident is closed. If not, an umpire shall decide whether any boat has broken a rule and shall signal a decision in compliance with rule D2.2(b).

- 10.3. Boats intending to seek redress for a breakdown or damage shall display a red flag and inform an umpire at the first reasonable opportunity (Rule D5.1.) Boats should carry on racing if possible and inform the Start Boat before starting or Finish Boat immediately after finishing, of her intention.
- 10.4. The intention to protest or seek redress (for any reason) must be reported to the Principle Race Officer within ten minutes of returning to shore. The protestors will remain close to the Results Office until the protest or redress is heard by the Protest Committee, which will be as soon as parties to the protest are available or evidence relating to breakages is available.
- 10.5. The Protest Committee may decline to hear a protest or request for redress if its outcome is not relevant to progress but not seeding in the next round of the competition. This changes rule 63.1.

11. SCORING

- 11.1. In the round robin, teams are responsible for checking the results for their race. Provisional results will be posted outside the Results Office and any discrepancies must be notified to the Results Office within 10 minutes of coming ashore or the results being posted, whichever is the later.
- 11.2. Rules D3 and D4 will apply, modified by these Instructions and Attachment A (*Wilson Swiss League*).

12. PROVISION OF BOATS

- 12.1. Standard rigging and equipment shall not be altered, removed or added to, without the permission of the race committee. In the event that decisions to reef sails are made by the race committee, all boats shall abide by the decision.
- 12.2. Competitors are responsible for inspecting boats before racing. A boat suffering a breakdown should if possible, continue racing and must report the breakdown to the Beachmaster, immediately on coming ashore.
- 12.3. The Race Committee shall decide redress in accordance with Rule D5. If redress is granted in the form of a re-sail, it may not be sailed if the result of the race is not relevant to the progress, but not seeding in the next round.
- 12.4. The Protest Committee may apportion responsibility for the damage between the teams involved in an incident. The Organising Authority may recover any financial loss from the teams as appropriate. If loss or damage cannot be attributed to, or is not the sole responsibility of one team, the cost of repair or replacement will be deducted equally from the deposits of all teams.

13. TROPHIES & PRIZES

- 13.1. The HMY Britannia Gig's Yoke will be awarded to the winners of the Championship.
- 13.2. The Lancashire Plate will be awarded to the highest placed team (not qualifying for the Knockout Finals) at the end of the round robin, who were in the lower half of the round robin at the end of completed rounds on Saturday or at the end of Round 5, whichever is the later. If the Championship do not progress past Round 5, the Plate will be awarded to the team finishing highest in the lower half of the round robin (e.g. 32 entries = 17th place). When the entry is an odd number, the lower half will include the higher number (e.g. 31 entries = 16 teams).
- 13.3. The highest placed member organisation whose team contains at least one youth (will be 16 or over on 31st December) and the highest placed member organisation whose team consists of three juniors (will be under 16 on 31st December) will be invited to form teams to represent the NSSA at the Eric Twiname RYA Youth & Junior Team Racing Championship.

14. DISCLAIMER OF LIABILITY

- 14.1. Competitors are entirely responsible for their own safety, whether afloat or ashore, and nothing reduces this responsibility. By going out to race, competitors confirm they are competent to sail and compete in the prevailing conditions. Nothing done by the organisers can reduce the responsibility of competitors, nor will it make the organisers responsible for death or personal injury, however it may have occurred, as a result of competitors taking part in the racing. The organisers encompass everyone helping to run the event. The provision of patrol boats does not relieve competitors of their responsibilities.

ATTACHMENT A – NSSA/WILSON SWISS LEAGUE

- A1. The round robin will be a computer-generated Swiss League.
- A2. A draw will determine the first round. The second round will be, using the order of the original draw, the first winner against the second winner and so on except the first loser will sail the last loser or the last winner.
- A3. Rounds will then be scheduled at the conclusion of a round for the next round but one by ordering the teams, using the tie-breakers below, and then matching them, as far as possible, in order of their places (the first team will sail the second team and so on) except that teams will not be matched if they have met within seven rounds of the round being scheduled.
- A4. If the final round cannot be completed its results will be ignored.
- A5. Races that cannot be sailed in order or for which results are not entered or complete will be ignored for scheduling purposes. Subsequently corrected or altered results will not affect a published schedule.
- A6. A drop-out is a team unlikely, in the opinion of the race committee, to take any further part in the event. The decision to designate a team as a drop-out will be posted after which its races will continue to be scheduled but will not be sailed and opponents will score a win. Drop-outs will be scheduled, from the first unscheduled round after dropping out, first against each other and then, where possible, against the lowest-placed team it has not met. Drop-outs may re-join the event at the discretion of the race committee whose decision will be final, changing rule 60.1 (b) (*redress*).
- A7. Any other missing team is a no-show and the opposing team will be given a walk-over after at least one of its boats has started and sailed for two minutes.
- A8. A resail slot is five races sailed between two rounds. They will be sailed without breaks between the preceding and the succeeding races. If there are fewer than five resails the remaining 'races' may be ignored. The race committee will allocate the resails within a slot and they will not necessarily be in the same boats as the original race. Resails will be sailed as practical and race committee decisions on resails will be final, changing rule 60.1(b).
- A9. Half-win penalties will be applied after the end of the round robin and before tie-breakers are applied. Teams carrying half-win penalties will be displayed on the league tables with an asterisk next to their numbers of wins.
- A10. Resails will be scheduled at the ends of a round. If there are no resails the following round will continue without a break. The race committee may delay a resail to the next available opportunity and any such decision will be final, changing rule 60.1 (b) (*redress*). A race to be resailed will be scored as a win for both teams until it is resailed. Resails will not necessarily be in the same boats as the original race.
- A11. Rule D4.2 (Tie-breaking) is deleted and replaced with: Ties will be broken, in order of precedence, in favour of the team(s) that has:
- a) won the last race between them (if the tie is between two teams only)
 - b) sailed more races against teams that have a higher place.
 - c) sailed fewer races against teams that have a lower place.
 - d) the lowest sum of the places of the teams the tied teams have beaten.
 - e) the lowest sum of the places of the teams to which the tied teams have lost.
 - f) beaten the highest-placed team the tied teams have individually beaten.
 - g) not been beaten by the lowest-placed team to which the tied teams have individually lost.
- Step a) will be applied whenever a step leaves a tie between two teams. Steps b) to g) will be repeated until no more ties can be broken:
- h) by the draw for the first round; ties in odd-numbered rounds will use the draw, ties in even-numbered rounds will use the draw inverted