

SAILING INSTRUCTIONS

Carter Lake Sailing Club 2013 Friday Evening Sunfish/Kayak Races

1. RULES

The sailing regatta will be governed by the rules as defined by "The Racing Rules of Sailing for 2013 - 2016".

2. NOTICES TO COMPETITORS

Notices to competitors will be posted on the official race notice board located on the porch window of the CLSC clubhouse.

3. SAILING INSTRUCTION CHANGES

Any change in these sailing instructions will be presented at the skippers meeting or may be posted on the website in the "this weekend at Carter Lake" section on the homepage.

4. SIGNALS MADE ASHORE

- 4.1 Signals made ashore will be displayed as designated at the skippers meeting.
- 4.2 When flag AP is displayed ashore, "1 minute" is replaced with "not less than 30 minutes" in the Race Signals AP.

5. SCHEDULE OF RACES

- 5.1 Friday Evenings and August 16,30 2013. Skippers meeting will be held at 5:30pm to determine the course for the day.
- 5.2 One to three races are scheduled for each day.
- 5.3 The scheduled time of the warning signal for the first race each day is 6:30pm.
- 5.4 The warning signal for (any) succeeding races will be as soon as practical after the finish of the preceding race.

6. CLASSES

- 6.1 The series is open to all members of Carter Lake Sailing Club and guests. All boats will race in one Portsmouth fleet.
- The ratings for boats that do not have current Portsmouth certificates will be assigned by the race committee chairmen and are not subject to appeal.
- 6.3 The class flag is green.
- Expected classes are: Sunfish and Sunfish variants.

7. RACE AREA

- 7.1 The race course map on the CLSC web site shows the location of the racing areas and approximate location of the marks, starting area, "no wake" and "fishing" areas.
- 7.2 The race course will be determined at the skippers meeting at 5:30pm, and may include any starting/finishing line configuration and any objects/points to be used as marks.

8. COURSES

- 8.1 The course to be sailed will be designated by indicating the order in which marks are to be passed beginning with the first mark and ending with "F" for finish.
- 8.2 The start line may be used as a gate of the course, indicated on the course board by the letter "G".
- 8.3 All marks are left to port, unless this rule is changed at the skippers meeting.
- 8.4 Courses may be shortened in accordance with rule 32.
- 8.5 Alternatively, courses may be set at the skippers meeting using various objects on the lake as marks.

9. MARKS

Fixed Marks are designated 1,2,3,4,5,6,7. All marks are upright three foot white plastic cylinders. Marks may have a red "cone" on top to improve visibility. Objects/points other than the fixed marks may be designated as marks at the skippers meeting.

10. THE START

- Races will be started in accordance with rule 26. Unless changed at the skippers meeting.
- The starting line will be determined at the skippers meeting.
- A boat has 10 minutes to start after her class' start time. Boats unable to start within this time period will not race and will be scored DNS.

11. THE FINISH

The finish line will be determined at the skippers meeting.

12. TIME LIMIT

If one boat sails the course as required by rule 28.1 and finishes within 90 minutes, all boats that finish within 45 minutes of the first boat shall be scored according to their finishing places unless the race is abandoned. Boats failing to finish within 45 minutes after the first boat in their fleet sailed the course and finished will be scored TLE (Time Limit Expired). If no boat finishes within 90

minutes, the race committee shall abandon the race. This changes rules 35 and A4.2.

13. PROTESTS

- Protesting boats must inform the Race Committee of their intention to protest as soon as practical after finishing. Please wait for a break in the finishers to hail the committee boat.
- Protest forms are available from the Race Committee on the signal boat. Protests shall be delivered to the Race Committee within the protest time limit.
- The protest time limit is 60 minutes. The protest time starts when the RC signal boat docks. The same protest time limit applies to protests by the Race Committee, and requests for redress.
- 13.4 A hearing will be scheduled as soon as possible and held at a mutually agreed upon time and place.
- Pre-hearing arbitration is available to all parties involved in a protest. The protest may be resolved in a pre-hearing attended by both parties if the penalized boat accepts a 40% scoring penalty. Penalty places are defined in rule 44.3(c) except 20% is replaced with 40%. The full protest committee will hear unresolved pre-hearings.
- Appeals of protest committee decisions and any PHRF ratings will be made in accordance with procedures prescribed by S.A.I.L.

14. SCORING

- 14.1 The low point scoring system of Appendix A will be used. The following changes apply:
- 14.1.1 <u>TLE</u>: Number of finishers plus 2.
- 14.1.2 <u>OCS, DNF</u>: Number of starters plus 1.
- 14.1.3 <u>DSQ, DNS, RAF</u>: Number of starters plus 2.
- 14.1.4 All races will be scored.
- 14.1.5 All boats racing including guests will be scored, but only club members are eligible for awards.

15. RECALLS

- 15.1 The RC signal boat <u>may</u> hail premature starters either by boat name or sail number on VHF channel 69. The following are not grounds for redress:
- 15.1.1 Failure of a boat to receive the recall broadcast.
- 15.1.2 Failure of the RC signal boat to broadcast the recall.
- 15.1.3 A boat's position in the sequence of broadcast numbers.

This does <u>not</u> change rule 29.

16. SAFETY REGULATIONS

- 16.1 Check in is required prior to the first start each day. Check in on starboard tack when the RC signal boat is displaying the Code L flag. The penalty for breaking this rule is a warning.
- Boats must meet U.S. Coast Guard, State of Colorado, and Larimer County safety requirements.
- 16.3 A boat that retires from a race shall notify the Race Committee as soon as possible.
- The Race Committee will attempt to use VHF channel 69 for race communication while on the water. Channel 16 will be used for emergency communications.