

Dragon Derby

June 30th & 1st July

GLANDORE HARBOUR YACHT CLUB

SUPPLEMENTARY SAILING INSTRUCTIONS

These Supplementary Sailing Instructions must be read in conjunction with the NOR and the GHYC Standard SI's

1 SIGNALS MADE ASHORE

- 1.1 When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 2 minutes' in the race signal AP. This changes RRS Race Signals AP

2 SCHEDULE OF RACES

- 2.1 Schedule is specified in the NOR

3 CLASS FLAGS

Class flags will be: Dragon – Code Flag D

4 RACING AREA AND MARKS

Addendum 1 shows the location of the racing area and the approximate location and type of marks.

5 THE COURSES

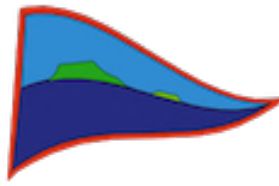
Addendum 2 contains the courses, the order in which marks are to be passed, and the side on which each mark is to be left.

- 5.1 At the discretion of the PRO, a Spreader mark may be added to the course. The Spreader Mark shall be rounded on the same side (Port or Starboard) as the first Mark. The Spreader Mark will only be rounded on the first loop of the course. The PRO may advise the Fleet/s of the addition of the Spreader Mark via CH 68.
- 5.2 Courses will not be shortened. This changes rule 32.

6 THE START

- 6.1 The starting line will be the line between either;
- 6.1.1 A moveable shore based red staff with a yellow reflective top and a flagged outer limit mark as described in Addendum 2 – Starting Flags & Notes of the Standard SI's. An inner distance mark, red buoy with pole, may be positioned on or near the shore side of the line. Boats shall start between the flagged limit mark and the inner distance mark at the final crossing of the Start Line...
- 6.2 A boat that does not start within 4 minutes after her starting signal will be scored Did Not Start without a hearing. This changes RRS A4 and A5.

7 THE FINISH



- 7.1 The finishing line will be the same as the start line as described in Addendum 2 – Starting Flags & Notes of the Standard SI's,
- 7.2 Boats that have finished shall not re-cross the finishing line in any direction except for some unavoidable cause. The Race Committee may lodge a protest. This changes RRS 60.

8 TIME LIMITS

- 8.1 The Race Time Limit will be 30 minutes
- 8.2 Finishing Window Time limit will be 10 minutes
- 8.3 Any Boat failing to finish within the Finishing Window will be scored Did Not Finish without a hearing. This changes RRS 35, A4 and A5.

9 SCORING

- 9.1 The number of races that are required to be completed to constitute a series is defined in the NOR.
- 9.2 Discards will be deducted from the Boats total score as follows:-

Number of Races	Discards
4 or more	1
7 or more	2
12 to 14	3

10 PRIZES

- 10.1 1st Place - The Dragon Derby Perpetual Decanter Trophy will be awarded following the last race (Approx. 17:00) on the 1st July with a bottle of Mount Gay Rum, presented by IoLaire courtesy of Don Street III
- 10.2 2nd Place - Prize will be awarded to Helm and Crew

Additional Information:-

Addendum 1 –Courses – the order in which marks are to be passed, and the side on which each mark is to be left.

Addendum 2 – Racing Area and approximate location of Marks

Addendum 1

- The course chart below indicates the order in which marks are to be passed, and the side on which each mark is to be left.
- Courses 1 - 3 use the Yellow Outer Limit and courses 4 – 8 use the Red Outer Limit

1	Start, Union Hall, Kilfinnan, Finish	Yellow Limit and all marks port
2	Start, White House, Kilfinnan, Finish	Yellow Limit and all marks port
3	Start, Mid Mark, Kilfinnan, Finish	Yellow Limit and all marks to port
4	Start, Sunk Rock, Kilfinnan, Finish	Red Limit to starboard at start and all other marks to port
5	Start, Kilfinnan, Union Hall, Finish	Red Limit and all marks to starboard
6	Start, Kilfinnan, White House, Finish	Red Limit and all marks to starboard
7	Start, Kilfinnan, Mid Mark, Finish	Red Limit and all marks to starboard but Limit to port on finish
8	Start, Kilfinnan, Sunk Rock, Finish	Red Limit and all marks to starboard but Limit to port on finish
9	Course set by PRO – Marks and side to be passed will be communicated by VHF radio CH 68	

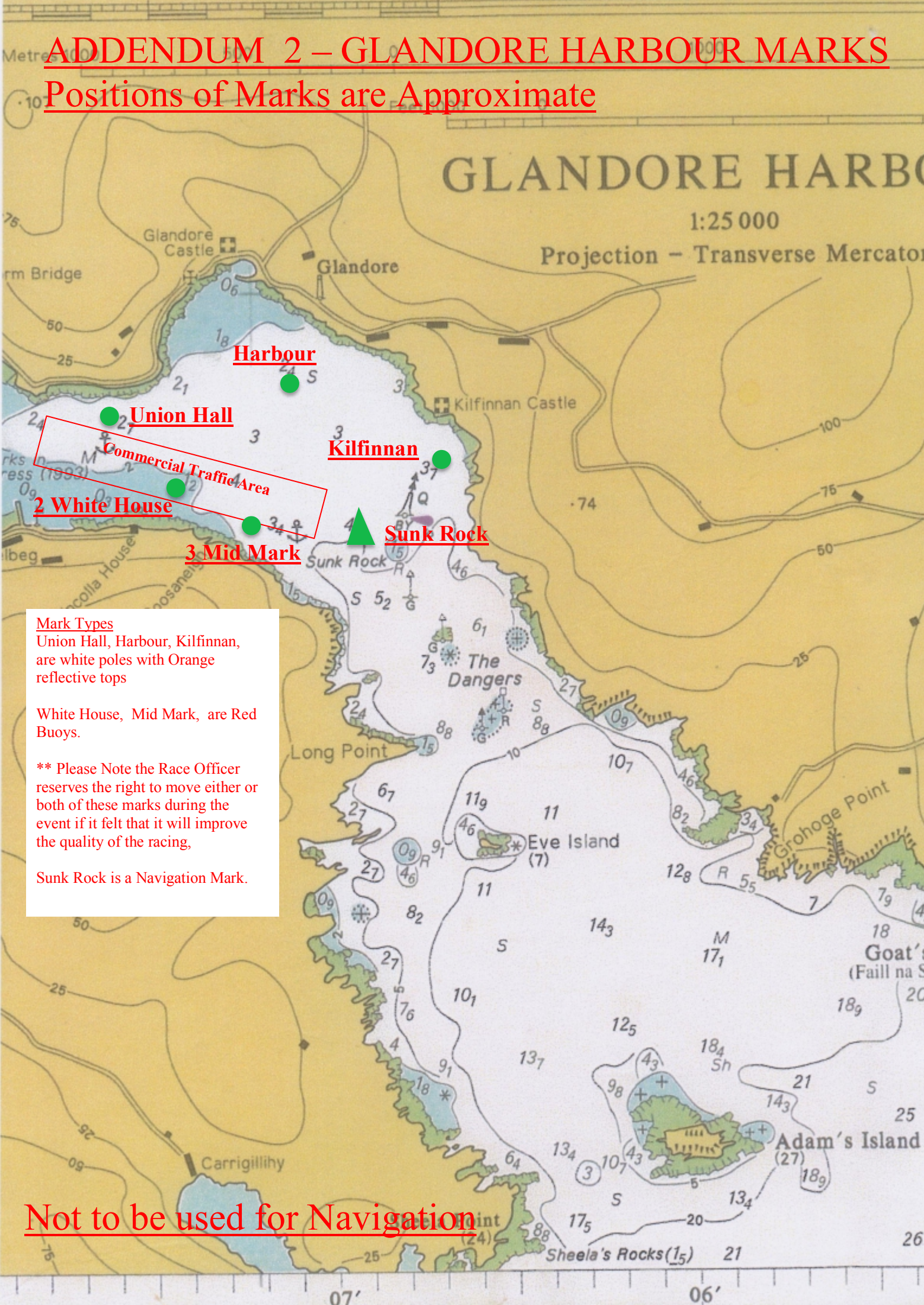
ADDENDUM 2 – GLANDORE HARBOUR MARKS

Positions of Marks are Approximate

GLANDORE HARBOUR

1:25 000

Projection – Transverse Mercator



Harbour

Union Hall

Commercial Traffic Area

2 White House

3 Mid Mark

Kilfinnan

Sunk Rock

Mark Types

Union Hall, Harbour, Kilfinnan, are white poles with Orange reflective tops

White House, Mid Mark, are Red Buoys.

** Please Note the Race Officer reserves the right to move either or both of these marks during the event if it felt that it will improve the quality of the racing,

Sunk Rock is a Navigation Mark.

Not to be used for Navigation