



2018 Glandore Regatta (Keelboats)

18th August

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 4 minutes' in the race signal AP. This changes RRS Race Signals AP

2 SCHEDULE OF RACES

- 2.1 The Schedule will be as described in the NOR

3 CLASS FLAGS

Class flags will be:

- Squib – Code Flag Numeral 1
- Dragon – Code Flag D
- Cruiser/Keelboat/Day Boat – Code Flag 5

4 RACING AREA AND MARKS

- 4.1 The Racing Area and Marks are as defined for the GHYC One Design League events please see Addendum 1 of the SSI's for the One Design Leagues

5 THE COURSES

The courses will be made up by the PRO and advised over the VHF 68.

- 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 may be shortened in accordance with RRS Rule 32.2(a). "Shortened Course" may be broadcast on ch. 68, at the discretion of the PRO.



- 5.3 Courses Shortened, using the Code Flag S, by the shore based Race Officer will require a course to include the Harbour Mark within the course. Once the S Flag is displayed and the double Horn sounded, competitors will proceed to the Harbour Mark passing between it and the moveable shore based staff described in 7.1 in the direction from the previous mark, this adds to RRS Rule 32.2 (a)
- 5.4 Courses may also be shortened by the Race Committee displaying Code Flag F in the vicinity of a mark while making repetitive sound signals. Boats should round/pass the mark on the required side and sail directly to the finishing line. Boats should cross the finish in the direction from the mark at which F is displayed. This adds to RRS Rule 32.2.

6 THE START

- 6.1 A staff with an orange flag on the Race Committee boat and a Red flagged limit mark which will be identified on the day, prior to the First Gun of any Class start and it will depend on Wind conditions
- 6.2 The race committee signal boat may have a buoy/dinghy attached to the stern which shall be considered part of the mark
- 6.3 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 between a Red flagged outer limit and the Club shore based red pole (A moveable shore based red staff with a yellow reflective top as described in Addendum 2 – Starting Flags & Notes of the Standard SI's.), unless the course is shortened SSI 5.2, or 5.3
- 7.2 No boat shall cross the Finish line except when finishing a race.. This changes RRS 28
- 7.3 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 120 minutes
- 8.2 Finishing Window Time limit will be 15 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 Low point scoring from 1 race will decide the Regatta winner for each Class.

10 PRIZES

- 10.1 Prizes will be awarded at Casey's Bar at a time to be advised.
- 10.2 Trophies/Prize will be awarded for each Class as follows:-
- 10.2.1 Lar Casey Cup - Dragons
 - 10.2.2 Regatta Cup – Squibs
 - 10.2.3 Keelboat/Day-Boat depending on classes entered.
 - 10.2.4 Overall winner of Dragon and Squib fleet using RYA PY handicaps.