

Squib Early Evening League 2022

GLANDORE HARBOUR YACHT CLUB

SAILING INSTRUCTIONS

These Sailing Instructions must be read in conjunction with the NOR

1 RULES

Are as described in the NOR

2 NOTICES TO COMPETITORS

- 2.1 Race documents and results are posted on the GHYC website which can be found at <http://glandoreyc.com/racing/racinginformation>
- 2.2 Any change to the sailing instructions will be posted before 0800 on the day it will take effect, except that any change to the schedule of races will be posted by 2000 on the day before it will take effect.

3 SCHEDULE OF RACES

- 3.1 The Schedule will be as described in the NOR

4 CLASS FLAGS

Class flags will be: Squib – Code Flag Naval Numeral 9

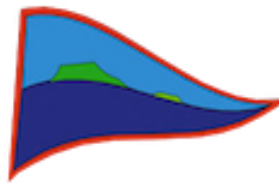
5 RACING AREA AND MARKS

- 5.1 The Racing Area and Marks are as shown on Addendum 1

6 THE COURSES

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

- 6.1 At the discretion of the PRO, a Spreader mark may be added to the course near to the first mark. The Spreader Mark shall be rounded after the first mark on the same side (Port or Starboard) as the first Mark. The PRO may advise the Fleet/s of the location, type and colour of the Spreader Mark via CH 68.
- 6.2 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.
- 6.3 At the discretion of the Race Officer, an announcement when describing the course may be made over the VHF which prohibits boats from passing through the Start Line after starting, and/or from passing through the Finish Line except when finishing, for the duration of a race.



7 THE START

- 7.1 The Start Line is between a staff with an orange flag on the Race Committee boat and a flagged Outer Limit Mark. The location of the committee boat will be identified on the day via VHF channel 68.
- 7.2 The race committee boat may have a buoy/dinghy attached to the stern which shall be considered part of the mark
- 7.3 An Inner Limit Mark, to be described on the day when courses are described, may be positioned between the Outer Limit Mark and the Committee boat near to the Committee boat, and if so boats shall start between the Outer limit mark and the Inner Limit mark at the final crossing of the Start Line.
- 7.4 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.

8 THE FINISH

- 8.1 The Finish Line is between a staff with a blue flag on the Race Committee boat and a flagged limit mark. The Race Committee Boat may also display a class flag(s) to indicate which class(es) are finishing.
- 8.2 Boats that have finished shall not re-cross the finishing line in any direction except for some unavoidable cause until the last boat in the race has finished. The Race Committee may lodge a protest. This changes RRS 60.

9 TIME LIMITS

- 9.1 The Race Time Limit will be 45 minutes

10 SCORING

- 10.1 The number of races that are required to be completed to constitute a series is defined in the NOR.
- 10.2 Scoring will be as Rule 90.3, and Appendix A Rule A5.3 will apply. For the purposes of Rule A5.3 the number of boats entered in the series shall be the number of boats that have started at least one race in the series.

11 PRIZES

- 11.1 Prizes will be awarded as follows:-
 - 11.1.1 First place: Squib Half Model Trophy, take home prize
 - 11.1.2 Second Place: take home prize

12 ARBITRATION

- 12.1 Appendix T will apply

13 SAFETY

- 13.1 Personal Floatation Devices (PFD's). All competitors shall wear PFDs at all times while afloat, except briefly while changing or adjusting clothing or personal equipment. Flag Y will not be displayed. Wet suits and dry suits are not PFDs. This alters RRS Rule 40

Addendum 1 – map of marks

SSI Appendix 1 Map of Racing Area and Racing Marks

All marks are white poles except Sunk Rock which is a green navigational buoy.

Rocket House and Eve (not shown) if used are moveable marks and are Red with a flag

