

Fall Harvest Regatta Sailing Instructions

1.0 Rules

- 1.1 The regatta will be governed by the rules as defined in the 2017-2020 Racing Rules of Sailing.
- 1.2 The Racing rules will be changed as follows:
 - 44.1 - The two-turn penalty is modified to a **one-turn penalty** (one tack and one Jibe).
 - A4 - A boat starting later than 3 minutes after her starting signal will be scored DNS.
 - 35 - Boats failing to finish within 15 minutes after the first boat in their class sails the course and finishes will be scored DNF.

2.0 Registration: Registration must be completed by the end of the registration period (10:30 a.m. on race day).

3.0 Notices to Competitors: Notices to competitors will be posted on the official notice board located outside the clubhouse on its north wall next to the roll-up door.

- 3.1 Changes to Sailing Instructions: Changes to these sailing instructions will be posted at registration and or discussed at the Skippers Meeting on the day of the race.

4.0 Signals Made Ashore:

- 4.1 Signals made will be displayed from the RC start/finish deck or from an anchored RC boat.
- 4.2 All races will be started from shore, unless the safety boat raises the come within hail flag.
- 4.2 If a postponement is signaled ashore, the warning signal will be made not less than 20 minutes after flag "AP" flag is lowered.

5.0 Schedule of Races:

Date	Skippers Meeting	First Warning	Final Race
October 14, 2017	10:30 AM	11:00 AM	4:30 PM
October 15, 2017	None	11:00 AM	3:30 PM

- 5.1 Number of Races: Up to 6 races will be sailed on race day.
- 5.2 First Warning: The first warning per the schedule outlined above in 5.0, is one minute after the AP flag is lowered when on the water.

6.0 Class Flags: The class flag for each class will be a letter pennant or a placard with a course number. Class flags will be posted the official notice board immediately after the Skippers Meeting on the day of the race.

7.0 Racing Area: The racing area will be the water within the South Thermalito Forebay, North of launch ramp and dock.

8.0 The Courses: A course sheet is attached the end of this document. The course will be displayed on a placard or by raising a course flag from the RC start/finish deck on the anchored committee boat.

9.0 Race Marks:

9.1 Marks are large inflatable orange or yellow bouys. All marks to be rounded to PORT as noted on the course sheet. **Mark A is windward, Mark B is reach, Mark C is Leeward**

10.0 The Start/Finish:

- 10.1 Races will be started by using rule 26 with the warning signal given 3 minutes before the starting signal. There will be at a minimum, a one-minute delay between starts.
- 10.2 Boats whose warning signal has not been hoisted, shall avoid the starting area.
- 10.3 The start/finish lines **are restricted** except when starting or finishing.
- 10.4 A boat starting later than 3 minutes after her starting signal will be scored DNS
- 10.5 **Race Committee Boat:** The Start line will be situated between an orange ball on the committee boat and an orange or white ball marker.

11.0 The Finish: The finish line will be the same as the starting line.

12.0 Penalty System:

- 12.1 Rule 44.1 has been modified. The two-turn penalty is modified to a one-turn penalty (one tack and one gybe).

13.0 Time Limits:

- 13.1 If no class finishes within 45 minutes of their start, that race may be abandoned.
- 13.2 Boats failing to finish within 20 minutes after the first boat in their class sails the course and finishes will be scored DNF.

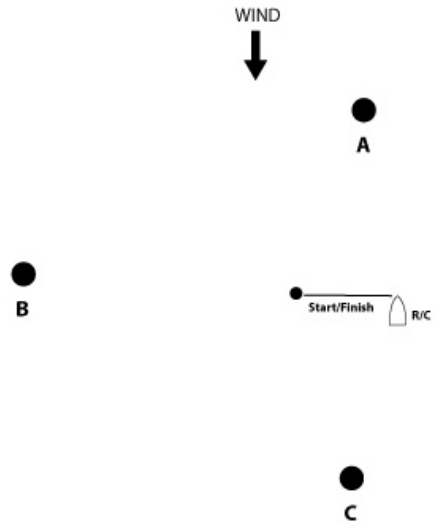
14.0 Protests and Request for Redress:

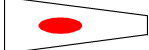





- 14.1 Protests will not be tolerated and the sportsmanship rule applies, by doing a 360-penalty turn if you are at fault. However, if a altercation on the water cannot be solved, the Principle Race Officer (PRO) will make a ruling after hearing both side of the story, however the loser of the decision will be DSQ from that race, even if not at fault, so it is recommended you solve your issues on the water!
- 14.2 Any protest must be filed with the PRO within 15 min. of the final finishing boat. A protest form must be obtained from the PRO. A protest may never be filed against the race committee; our word is the final word. We are here to have fun!



15.0 Scoring:





- 15.1 The Low Point Scoring, RRS A4 will be used. There will be one throw-out if 8 or more races are completed; ties will be solved in head to head competition.
- 15.2 One Design Classes: Designated One-Design classes will be scored separately as a class for the series.
- 15.3 Open Class: Boats not already designated, as a One-Design class fleet will be scored using the current Portsmouth Handicap rating.

16.0 Safety Regulations: ALL SAILORS MUST WEAR Approved PDFs during ALL times of a race. Every boat must have a towline as governed by their class rules.



Course Flag	Course Number	Sequence of Marks (Pass ALL marks to Port)
	1	Start, A, C, Finish
	2	Start, A, B, C, Finish
	3	Start, A, B, C, A, C, Finish
	4	Start, A, B, C, A, B, C Finish
	5	Start, A, C, A, C, Finish
	6	Start, A, B, C, A, C, A, B, C Finish

Signal	Flag Sound	Sound	Time to Start
Warning	Class Flag and Placard Displayed	1 Short	3:00
Preparatory	 Flag Raised	1 Short	2:00
One-Minute	 Flag Lowered	1 Long	1:00
Start	Class & Course Flags Lowered	1 Short	0:00
Delay	One minute + between starts		1 minute plus

	Preparatory (P)	Alpha	Bravo
	Individual Recall (X)	Charlie	Delta
	Postponement (over 'H' = return to shore)	Echo	Foxtrot
	Abandonment (over 'H' = return to shore)	Golf	Hotel