



# 17<sup>TH</sup> NATIONAL STUDENT LASER TEAM RACING CHAMPIONSHIP

## Supplementary Sailing Instructions

### 1 Rules

The Team Racing will be sailed under the ISAF Racing Rules of Sailing 2005-2008, the Appendix D, when not amended hereafter, and these SSI. Appendix D2.2 (Umpired Races) shall apply.

### 2 Entries

A maximum of 4 boats from each team shall race in a race. The assignment of boats to race shall be made by the Team Manager at his discretion and may be varied after each race. The fifth boat not competing shall remain within the waiting area for the duration of the race. Failure to do so may result in disqualification of the team.

### 3 Team Identification

Each team will be identified using coloured ribbons tied to the booms. The coloured ribbons will be issued on race day.

### 4 Format of Race

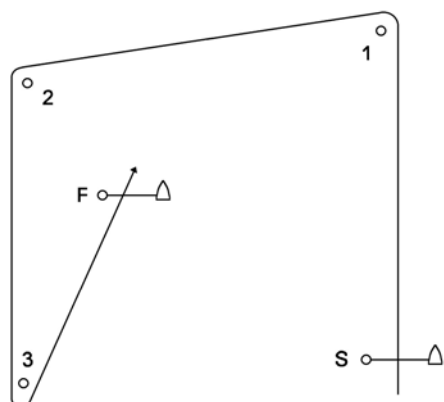
Depending on the number of teams entered, the Organising Authority will determine the number of flights and matches. The match schedule will be posted on the Official Notice Board.

### 5 Race Area

The race area will be the sea in front of the NSC.

## 6 The Course

The course will be sailed in the following order:



Start, Mark 1, Mark 2, Mark 3, Finish.

Waiting  
Area

## 7 Waiting Area

Support boats and boats not racing shall remain within the waiting area, which is situated approximately 50 metres to leeward of the starting line. Immediately after finishing, boats that have finished racing shall leave the racing area and return to the waiting area, keeping well clear of the racing area and racing boats. The penalty for failing to comply with this requirement may be disqualification of the team associated with the infringing support personnel.

## 8 The Start

- 8.1 The order of starting for each flight will be determined by a draw and will be posted on the Official Notice Board.
- 8.2 The starting line will be between a staff displaying an orange flag on the committee boat and a yellow spherical mark.
- 8.3 Starting procedures for 3 matches.

Minutes Before Starting Signal	Signal	Flag and Sound
-5	Warning Signal.	Flags with team colours of Match 1 displayed (1 sound signal).
-4	Preparatory Signal.	Flag P displayed (1 sound signal).
-1	1 minute before Start of Match 1.	Flag P removed (1 sound signal).
-0	Start of Match 1. Warning for Match 2.	Flags with team colours of Match 1 removed. Flags with team colours of Match 2 displayed (1 sound signal).

- 8.4 The warning signal for each succeeding match shall be made with the starting signal for the preceding match.
- 8.5 Boats failing to start correctly within 4 minutes after their starting signal will be scored DNS.

## **9 Recall**

- 9.1 Individual recalls will be signaled in accordance with Rule 29.2. Flag X will be flown for 4 minutes only.
- 9.2 General recalls will be signaled in accordance with Rule 29.3  
A general recalled match start would be restarted 5 minutes after the last start in the flight. Flag First Substitute will be flown for only 4 minutes (altering Rule 29.3).

## **10 The Finish**

The finishing line will be between a staff displaying a blue flag on the committee boat and a blue spherical mark.

## **11 Time Limit**

Any boat which does not finish within 10 minutes of the finishing time of the first boat in her race will be scored DNF.

## **12 Umpiring**

- 12.1 These SSI 12.1 to 12.8 apply to all breaches of the Rules except 78 (Class Rules). For the purpose of these SSI, "Umpire" means any member of the Protest Committee or other person appointed by the chairman of the Protest Committee. The following Rules are amended as noted hereafter: 61, 63, 64, 65, 66, 67 and Appendix D, Rules 2.2(a), 2.2(b), 2.2(e), and 3.1.
- 12.2 Written protest will not be accepted by the Protest Committee. Rules 61.2 and 61.3 will not apply. Rule 62.2 has been amended: The request shall be made orally to an umpire immediately after finishing.
- 12.3 A protesting boat shall comply with Rule D2.1(a) and shall immediately hail the boat against whom it wishes to protest and shall try to call the attention of an umpire. The protest flag, a red flag which alters Rule D2.2(a), shall be displayed handheld and shown conspicuously to both protestee and Umpire.
- 12.4 A boat that acknowledges breaking a Rule of Part 2 or Rule 31.1 may exonerate herself by immediately sailing well clear of all other boats and remaining clear while she makes one complete 360-degree turn, including one tack and one gybe. When the breach occurs at the finishing line, she shall make her turn complying with Rule D2.1(b).
- 12.5 A boat that breaks a Rule of Part 2 or Rule 31.1 and does not exonerate herself in accordance with SSI 16.4 shall, when instructed by an Umpire, execute two full 360-degree turns, complying with Rule 44.2. When a boat acknowledges fault but claims

that the other boat involved in the incident has broken a Rule of Part 2 or that Rule 31.3 applies, shall act in accordance with SSI 12.3 above.

- 12.6 When a boat breaks Rule 42, an umpire may instruct the boat to exonerate herself by execution of **two** full 360-degree turns, complying with Rule 44.2. A boat that has broken Rule 42 two times in one race will be disqualified, although she may have exonerated herself for each individual infringement. A competitor that has been disqualified in two races for breaking Rule 42 may be disqualified for the whole series.
- 12.7 An Umpire may penalise a boat which does not exonerate herself by executing her penalty turn or turns correctly, or when the Umpire decides that the boat, after completing her penalty, still gained an advantage over the other boat(s) by the breach. A boat that fails to comply with an Umpire's instruction or has infringed Rule 14, shall be disqualified without a hearing (amending Rule 63.1).
- 12.8 When an Umpire will decide upon a protest that no breach of any rule has occurred, the protest may be waved. The Umpire will show this by hand signals. No flag signal will be used (altering Rule D2.3 (b)(1)). The Umpire will instruct a boat to take a penalty by whistling and pointing towards the penalised boat. No flag signal will be used [altering Rule D2.2(b)(2) and D2.2(d)].

### **13 Scoring**

The scoring system will be in accordance with Rule D3 except the 6 points of rule D3.1(b)(2) is changed to 10 points.