



OPTIMIST INVITATIONAL TEAM RACING CHAMPIONSHIPS

12 – 13 JUNE 2010

SAILING INSTRUCTIONS

1. RULES

- 1.1 The regatta will be governed by the rules as defined in *The Racing Rules of Sailing*.
- 1.2 RRS Appendix D will apply including D2.2 and D2.3(a), *single flag protest procedure*, all matches will be umpired.
- 1.3 The flag required to be displayed under D2.2 and D2.3(a) shall be a red flag which shall be raised by hand until the protest is acknowledged by the umpires.

2. ENTRIES

- 2.1 8 teams are allowed to participate in the Optimist Invitational Team Race. They will be selected according to NOR clause 2.
- 2.2 Teams shall have 3 permanent members who shall not be changed throughout the event except in the case of illness or injury as approved by the race committee. These 3 team members shall be named by the respective coaches prior to the start of the first race.

3. CHANGES TO THE SAILING INSTRUCTIONS

Amendments to the Sailing Instructions may be made also on the water, and be verbally communicated to the participants: this will be signaled by the display of the code flag L accompanied by one long sound signal, to signal that the competitors should come close to the Race Committee to receive the verbal instructions. This amends the Race Signals contained in the RRS.

4. FORMAT OF RACING

- 4.1 Appendix 1 shows the format of racing.

- 4.2 The format and number of races will be determined by the race committee and will be the format in Appendix 1.

5. SCHEDULE OF RACES

- 5.1 Racing is from 12 – 13 June 2010.
- 5.2 Appendix 1 to these SI shows the numbers of the races and the order in which races will be started. Flights will follow the alphabetical order, and within flights races will be started sequentially.
- 5.3 The scheduled time of the warning signal for the first race each day is 1100hrs.

6. CLASS FLAGS

Teams will be identified through coloured ribbons as follows;

Team 1 – Green
Team 2 – Yellow
Team 3 – Brown
Team 4 – Pink

Team 5 – White
Team 6 – Purple
Team 7 – Red
Team 8 – Gold

7. RACING AREA

There will be a single racing area held off the National Sailing Centre.

8. THE COURSE

- 8.1 The diagram in Appendix 2 shows the course, including the order in which marks are to be passed, and the side on which each mark is to be left.
- 8.2 The Race Committee will set a course which will take approximately 9 minutes. An actual shorter or longer racing time shall not be grounds for seeking redress.
- 8.3 Courses will not be shortened. This changes RRS 32.

9. MARKS

- 9.1 Marks 1, 2, 3 and 4 will be pink round buoys.
- 9.2 Marks at starboard ends of the starting and finishing lines will be Race Committee Vessels with staffs displaying an orange and blue flag respectively.
- 9.3 The mark at the port end of the starting line will a yellow round buoy.
- 9.4 The mark at the port end of the finishing line will be a blue round buoy.

10. THE START

- 10.1 Races will be started as follows (this changes RRS 26):

Signal	Flag and Sound	Minutes before starting signal
Warning	Class flags; 1 sound	3
Preparatory	P; 1 sound	2
One-minute	Preparatory flag removed; 1 sound	1
Starting	Class flags removed; 1 sound	0

- 10.2 The starting line will be the line between two starting marks as stated on SI 9.2 and 9.3.
- 10.3 Signals will be made from the committee vessel at the starboard end of the starting line.
- 10.4 Boats not racing shall remain within the waiting area, which is situated to leeward of the starting line, during the conduct of team racing until all races are finished. The waiting area windward boundary will be signaled by small white buoys.
- 10.5 Immediately after finishing, boats that have finished shall return directly to the waiting area, keeping well clear of all boats racing and of all boats whose warning signal has been made.
- 10.6 A boat starting later than 2 minutes after her starting signal will be scored Did Not Start. This changes RRS A4.1.

11. INDIVIDUAL RECALL

Individual recalls will be made in accordance with RRS 29.1 except that flag X will be flown for up to 2 minutes (changing RRS 29.1).

12. THE FINISH

The finishing line will be between a staff displaying a blue flag on the finishing boat at the starboard end and the finishing mark at the port end.

13. TIME LIMITS

Boats failing to finish within 5 minutes after the first boat sails the course and finishes will be scored Did Not Finish. This changes RRS 35 and A4.1.

14. UMPIRING

- 14.1 Races will be umpired. For the purpose of these SI, 'umpire' means any member of the Jury or other person appointed by the chairman of the Jury.
- 14.2 RRS D2.3(a) will apply.
- 14.3 Modify RRS D2.2(d)(4) as follows:
- Delete "or report the incident to the protest committee, signaled by displaying a black flag or both" and;
 - Add "Both flags, black and red together, with a long sound signal mean: 'The penalized boat is disqualified. However, she may continue racing.'"

- 14.4 Modify RRS D2.4 by adding:
“d) A boat intending to protest another boat under RRS 14 when there is damage, or intending to request redress, shall clearly display a red flag as soon as possible after finishing or retiring and inform the Race Committee, but not later than two minutes after the race is completed or after the Race Committee decision on scoring is given.”

15. SCORING

- 15.1 Scoring of individual races will be in accordance with RRS D3.1, except that RRS D3.1(a) and (b) are deleted and replaced by:
“(a) Each boat finishing a race shall be scored points equal to her finishing place, except that:
(1) A boat that did not compete (DNC), did not start (DNS), did not finish (DNF), retired after finishing (RAF) or that broke RRS 29.1 (OCS) shall be scored 9 points; and
(2) A disqualified boat (DSQ) shall be scored 12 points.
(3) A boat finishing the race without complying with RRS 28.1 within the time limit described in SI 13 shall be scored (DSQ) without a hearing.”
- 15.2 Appendix A6 will apply.
- 15.3 The final places shall be awarded as described in Appendix 1. In the case of semi-finals or final cannot be completed places (1st to 3rd) will be awarded to the team with most accumulated points of races from that round. If the teams have different amount of races, the incomplete flight will not score to anything.
- 15.5 RRS D4 is deleted.

16. SUPPORT

- 16.1 Team leaders, coaches and other support personnel shall keep at least 50m away from the racing area or any racing boat. Coach boats are requested to keep to a low speed when around the race area. The penalty for failing to comply with the above requirements may be disqualification of the team associated with the infringing support personnel.

APPENDIX 1

Total Races: Minimum 64, maximum 72

QS1: 24 races, QS2: 28 races, SF: 6 to 10 races, F: 6 to 10 races

1. Qualifying Series 1

- 8 teams sail a complete round robin
- All teams start with 0 points
- Each team sails at least 7 races
- Total of 7 flights and 28 races
- Top 4 teams qualify to semi finals

Flight 1	Flight 2	Flight 3	Flight 4	Flight 5	Flight 6	Flight 7
3vs6	8vs2	4vs7	8vs4	1vs4	7vs5	4vs3
1vs8	6vs4	2vs5	7vs3	8vs5	1vs3	5vs6
7vs2	3vs5	8vs3	1vs5	6vs7	2vs4	7vs8
5vs4	7vs1	1vs6	6vs2	3vs2	6vs8	1vs2

2. Semi finals

- 4 teams sail 'best of 5'
- Each team sails 3 to 5 races
- Total of 3 to 5 flights and 6 to 10 races
- The first team who scores 3 points in SF1 and SF2 qualify to the finals to race for 1st and 2nd place
- The losers of SF1 and SF2 qualify to the petit finals to race for 3rd and 4th place

1 = Winner QS2	Flight 1	Flight 2	Flight 3	Flight 4	Flight 5
2 = 2 nd QS2	SF1: 1vs4	SF1: 1vs4	SF1: 1vs4	* SF1: 1vs4	* SF1: 1vs4
3 = 3 rd QS2	SF2: 2vs3	SF2: 2vs3	SF2: 2vs3	* SF2: 2vs3	* SF2: 2vs3
4 = 4 th QS2					

*Only if necessary

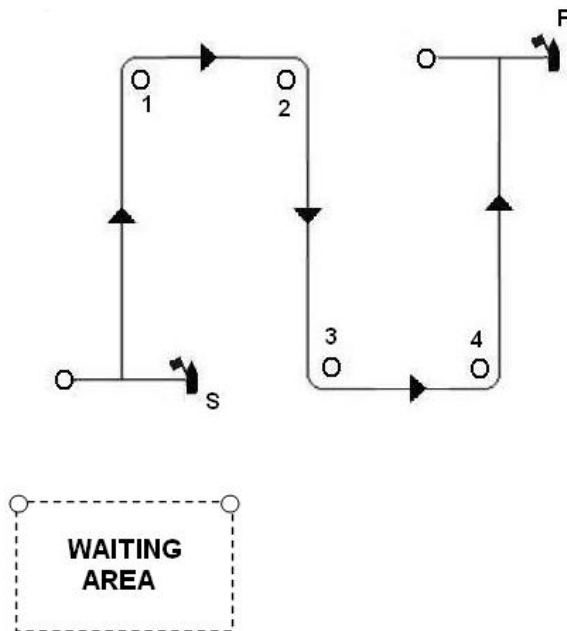
3. Finals and Petit finals

- 4 teams sail 'best of 5'
- Each team sails 3 to 5 races
- Total of 3 to 5 flights and 6 to 10 races
- The Champion is the first team who scores 3 points between the 2 SF winners
- The 3rd place is the first team who scores 3 points between the 2 SF losers

1 = Winner SF1	Flight 1	Flight 2	Flight 3	Flight 4	Flight 5
2 = Winner SF2	Finals: 1vs2	Finals: 1vs2	Finals: 1vs2	* Finals: 1vs2	* Finals: 1vs2
3 = Loser SF1	Petit F: 3vs4	Petit F: 3vs4	Petit F: 3vs4	* Petit F: 3vs4	* Petit F: 3vs4
4 = Loser SF2					

*Only if necessary

APPENDIX 2 - COURSE



Start – Mark 1 (s) – Mark 2 (s) – Mark 3 (p) – Mark 4 (p) – Finish
(p) indicated port rounding, (s) indicates starboard rounding