

2023 Halloween Regatta Saturday, October 28th 2023 SAILING INSTRUCTIONS

1. RULES

- 1.1. This Regatta will be governed by rules as defined in the Racing Rules of Sailing (RRS) (2021-2024).
- 1.2. Coast Guard-approved life jackets must be worn at all times while on the water.

2. NOTICES TO COMPETITORS

- 2.1. Prior to race day, notices to competitors will be posted on the DC Sail website: http://www.dcsail.org/.
- 2.2. On race day notices to competitors will be announced at the Competitors' Meeting.

3. CHANGES TO SAILING INSTRUCTIONS

3.1. Any change to the sailing instructions will be announced at the Competitors' Meeting. Any change to the schedule of races will be posted by 11:30 on the day it will take effect.

4. SIGNALS MADE ASHORE

- 4.1. Signals made ashore will be displayed from the top of the DC Sail houseboat.
- 4.2. The code flag "AP" with two horns means "Racing is postponed. Do not leave the harbor." The time of the next warning signal will be no sooner than 10 minutes after the lowering of "AP".

5. SCHEDULE OF RACES

Saturday, October 28, 2023

- 11:00 Competitors arrive
- 11:30 Competitors' meeting on DC Sail dock
- 12:00 First start
- 16:00 Awards Ceremony on DC Sail dock

6. THE COURSES

- 6.1. See Figure 1 below for course configurations. The preferred course will be a windward-leeward course, twice around (W4).
- 6.2. A leeward gate and/or an offset windward mark may be used.
- 6.3. The RC will announce course changes from the RC boat prior to the Warning Signal. If no announcement is made, it is presumed that the course is the same as the previous race.
- 6.4. All marks shall be rounded to port, with the exception of a leeward gate which is to be rounded on the inside.
- 6.5. The start/finish line is not restricted and may be passed through at any time during the race. The start/finish line is not a required gate on legs where boats are not starting/finishing.

7. MARKS

- 7.1. The marks will be a variation of circular red/white/yellow buoys, inflatable yellow cylinders, and orange inflatable cylinders. Race committee will announce at the Competitors' Meeting the intended color/shape for each mark on the course.
- 7.2. Race Committee will aim to maintain the same mark designations throughout racing. Alternate colors/shapes being used at specific parts of the course are not grounds for protest or redress.

8. CHANGE OF THE NEXT LEG OF THE COURSE

8.1. Marks may be changed during the event to maintain the true configuration of the course. Marks may be freely moved if there are no boats on that leg of the course. If marks are modified while boats are sailing on the same leg, a signal and announcement from RC will notify competitors. This modifies RRS 33.

9. THE START

- 9.1. Races will be started using Three-Minute Dinghy Starts. See Figure 2 for the starting sequence.
- 9.2. Failure of a competitor to hear the starting signals shall not be grounds for redress.
- 9.3. The starting line will be between a staff displaying an orange flag on the race committee vessel and the course side of the starting mark.
- 9.4. There may be a standoff buoy attached to the Race Committee Signal Boat. This buoy and the line attaching it to the boat are considered to be part of the signal boat.

10. TIME LIMITS

- 10.1. Time limit for boats to finish after the first boat starts, sails the course and finishes is 45 minutes, after which the race will be abandoned and re-sailed.
- 10.2. All boats not finished within 15 minutes of the first boat will receive points equal to 2 points more than the last finisher, but in no case more than the number of starters. This changes RRS 35 and A5.2.

11. RECALLS

- 11.1. Individual recalls will be signaled in accordance with RRS 29. The race committee will attempt to notify competitors who are OCS by hail. Failure of a competitor to hear the hail shall not be grounds for redress.
- 11.2. A boat's recall number is her hull number.

12. THE FINISH

12.1. The finish line will be between an orange flag on a race committee boat and the finish mark.

13. PROTESTS

- 13.1. Protest forms can be found at the tent dock near the notice board and at the DC Sail office barge. They should be submitted to DC Sail shore duty race committee personnel.
- 13.2. For each class, the protest time limit is 15 minutes after the last boat has finished the last race of the day or the race committee signals no more racing today, whichever is later.
- 13.3. A boat intending to protest or file for redress must notify the race committee immediately after finishing or withdrawing, identifying the party they intend to protest. This changes RRS 61.3.
- 13.4. The protest committee will hear protests in the approximate order of receipt, beginning as soon as possible after protests have been received. Protests will be heard in the DC Sail houseboat.
- 13.5. RRS Appendix T, Section 1 and Section 4 will apply.

14. SCORING

14.1. Scoring will be done in accordance with RRS Appendix A low point system. Each boat's total score will be the sum of her scores for all races. This changes RRS A2.

15. RADIO COMMUNICATION

- 15.1. Except in an emergency, a boat shall neither make radio transmissions while racing nor receive radio communications not available to all boats. This restriction also applies to mobile and cellular phones.
- 15.2. Race Committee will monitor VHF 69 for safety. Communications to the racers will be hailed from the Race Committee Boat.

16. **BOATS**

- 16.1. The DC Sail fleet will be used for competition. All standing rigging will be preset before the regatta to make the boats as evenly matched as possible. Standing rigging shall not be adjusted or modified without the authority of the race committee. Bottom cleaning of any kind is not allowed.
- 16.2. Boats will race with the same two crew members for the duration of the event. Skippers and crews may switch roles freely throughout the event.

17. EXPEDITING RACING

17.1. To expedite matters, the race committee may award a boat her position and score in a race if it is determined that the boat's position in that race is secure. In this event, the boat will be informed of her position and will be asked to proceed without delay toward the starting area so that the next race may be started within a reasonable time. This changes RRS A3.

18. AVOIDING COLLISIONS

18.1. Particular attention is directed to RRS 14. Any collision may result in disqualification of both boats unless the protest committee finds, as fact, that a boat made every reasonable attempt to avoid damage. If the protest committee deems that a boat was negligent in an incident involving a collision, the boat will be disqualified from the regatta.

19. COMMERCIAL TRAFFIC

- 19.1. A boat may not exercise right-of-way, cross in proximity to, or interfere with the reasonable transit of the race area by commercial ships. Boats must take evasive action well in advance of a potentially dangerous situation.
- 19.2. The race committee or the protest committee may protest a boat for breaking SI 19.1 based on information received from any source. The protest time limit does not apply. This changes RRS 60.2, 60.3, and 61.3.
- 19.3. Boats may not protest other boats for breaking SI 19.1. This changes RRS 60.1.

20. SAFETY

- 20.1. Each competitor is solely responsible for his or her personal safety. However, in circumstances it considers hazardous, the race committee may require a competitor to accept assistance.
- 20.2. If there is an injury to any crew member, assistance may be obtained immediately by hailing the race committee. Boats may continue racing in accordance with rule 41 when appropriate.
- 20.3. A boat that retires from a race shall notify the race committee promptly.
- 20.4. Competitors who help a boat in distress may request redress.

21. BOAT ASSIGNMENTS AND ROTATION

- 21.1. DC Sail FJs will be assigned randomly by Race Committee after the close of registration.
- 21.2. Boat rotations will be assigned and conducted at the discretion of Race Committee.
- 21.3. If rotations are conducted, sailors will remain with the same team pair throughout the day and will move together between boat numbers.

Figure 1: Course Configuration

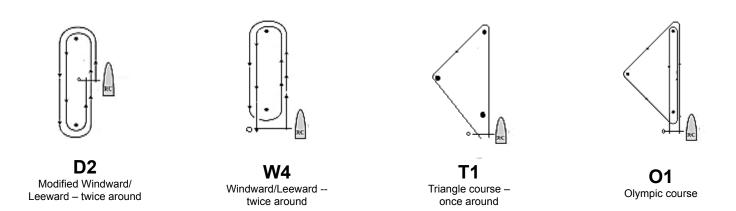


Figure 2: Starting Sequence

Signal	Flag and Sound	Time Before Start
Warning Signal	3 long	3 minutes
Preparatory Signals	2 long	2 minutes
	1 long and 3 short	1 minute, 30 seconds
	1 long	1 minute
	3 short	30 seconds
	2 short	20 seconds
	1 short	10 seconds
	1 short	5 seconds
	1 short	4 seconds
	1 short	3 seconds
	1 short	2 seconds
	1 short	1 second
Starting Signal	1 long	START