

Sailing Instructions

Greater Tulsa Model Yacht Club

September 12, 2002

Sportsmanship - First and foremost, sailing requires sportsmanship. All members and guests sailing in GTMYC events are invited to join in the spirit of good competition within the bounds of sportsmanship. This is an area that all competitors are strongly encouraged to consciously consider and support. Poor sportsmanship or prolonged arguing and false hailing during a race will not be tolerated.

Racing Rules - All competition shall be governed by the 1997 ISAF Racing Rules incorporating Appendix E for models.

- It is incumbent on the right of way boat to hail the give way boat by sail number, and allow that skipper the chance to respond.
- Collisions are to be avoided at all costs. After hailing, a right of way boat must take action to avoid a collision if the give way boat fails to respond.

Class Rules - All CR914s must comply with the latest class regulations governing this one design boat including the installation of a class legal bow bumper.

Race Director (RD)- The designated RD for the day, has the authority to change these Sailing Instructions during the course of the sailing day.

Penalties

- There shall be no penalty for hitting a rounding mark. Hitting a starting or finishing mark requires a 360 degree penalty turn.
- A 360 degree penalty turn shall be performed as soon as the boat can be sailed clear of other boats, **and not longer than 2 minutes after the infraction.**

Protests

- A DSQ (disqualification) can not be a throw out race.
- To protest a skipper shall hail "protest" and the offender's sail number. If the offender refuses to do a penalty turn, a preliminary hearing will be heard at the pond at the end of the race day. If the two skippers cannot resolve the protest a formal protest must be filed using the protest forms supplied in the scorers book. This form must be turned into the scorer before leaving the pond. The protest will then be heard at the next fleet meeting."
- Prolonged arguing and false hailing during a race will not be tolerated. The RD may disqualify offenders.

Start

- The start time sequence will be started after the last boat finishes each heat.
- Only a line judge may call a boat over early, not another competitor.
- A boat over the starting line before the start has no rights while returning. Such a boat does not need to round the end of the start line but must get the entire hull behind the line before officially starting.
- A boat over the line early that does not return is scored DSQ.

The Race

A race will be scored if 2 or more boats sail the course on an established race day

Finish

- A boat officially finishes when any part of the boat in its normal position touches the finish line.
- After finishing, boats must keep clear of boats that have not finished.
- The RD may allow a last place boat to abandon the course to allow the next heat to start promptly.

Repair Delays

- A boat may request a 5-minute repair delay BEFORE the one minute mark of a two minute start sequence and BEFORE the 30 second mark of a one minute start sequence. Only one repair delay may be taken by each competitor per race day.
- Adjustments to boats are not considered a reason for delaying a race start.
- A boat that is damaged or entangled by a "keep clear" boat during a race and cannot finish, will be scored DNF or can ask for redress.
- Request for redress must be made to the race committee within five minutes of the end of the heat.

Race Course - The RD shall select the race course before the start of each race. The RD may announce changes to the course at any time, before or during a race, as long as the change is fair to all competitors.

Obstacles - Competitors may hail for room to tack or alter course to avoid such moving obstacles as fishing lines, shore line, docks, and other floating debris or wildlife. The start / finish line shall be closed when more than one fleet is sailing on the same racecourse.

Scoring

- Day scoring will be done using the low point system. First place boat gets 1 pt. Second place gets 2 pts. and so on.
- DNF = # of competitors, DSQ or retire = # of competitors + 1.
- The minimum number of races that must be sailed to constitute a race day is 5.
- The maximum number of races to be scored in a race day is 15.
- All race scores will be averaged at the end of the race day. If a competitor does not start a race there will be no score for that race. For competitors to be scored for the day, they must sail 1/2 of the races sailed during the race day. Lowest average score wins.
- Scored racing will cease if the fleet participation level falls to less than 50% of the number of boats that have sailed in the race with the highest number of boats on that day.
- Scheduled race days that are cancelled or abandoned will not be made up.
- If an individual does not sail one or more of the race days scored in a series, they will be scored DNS for the days not sailed. DNS equals the equals the number of competitors scored in a race day plus 2.
- If a competitor serves as the Race Director for a race day, he will receive a score for that day that equals the average of his other series scores.

Throw-Outs

- In the daily races the following throw outs will be allowed: 1 to 5 races, no throw outs, 6 to 10 races 1 throw out, and 11 to 15 races, 2 throw outs will be allowed.
- In the annual scheduled series races, differing numbers of throw out days may be established, but in no case will there be less than 3 race days scored