

2016 EAST-WEST HARBOR 20 REGATTA

SAILING INSTRUCTIONS

Hosted by

Newport Harbor Yacht Club

October 1-2, 2016

OA: Newport Harbor Yacht Club / Harbor 20 Fleet 1



1. RULES

- 1.1 The regatta will be governed by the rules as defined by The Racing Rules of Sailing, and the Harbor 20 Class and Fleet 1 rules.
- 1.2 RRS 44.1 is changed so that only a One-Turn Penalty is required.
- 1.3 US Sailing Prescriptions RRS 60, 63.2 and 63.4 are deleted.

2. NOTICES TO COMPETITORS

Notices to competitors will be posted on the official notice board located in the main hallway at Newport Harbor Yacht Club (NHYC) and on the online notice board located at www.nhyc.org.

3. CHANGES TO SAILING INSTRUCTIONS

Any change in the sailing instructions will be posted not fewer than thirty (30) minutes before it will take effect, except that any changes made to the schedule of races will be posted before 2000 on the day before the change is to take effect.

4. SCHEDULE OF RACES

- 4.1 Eight (8) races are scheduled of which two (2) shall be completed to constitute a series.
- 4.2 The first warning signal for each day of racing is scheduled for 1200.

5. BOATS PROVIDED BY THE ORGANIZING AUTHORITY

- 5.1 Harbor 20 boats will be provided for competing teams.
- 5.2 Boats will be assigned by random draw at the Competitors' Meeting. Skippers and crews will rotate boats. The draw procedure is provided as Appendix A of these sailing instructions.
- 5.3 Competitors will use the boats provided and may not make any modifications (including adjustment of standing rigging) without prior approval of the OA, except that telltales may be added to boats and batten tension may be adjusted.
- 5.4 All supplied equipment shall be carried aboard while racing.
- 5.5 Running rigging and fittings shall be used for their intended purposes only.
- 5.6 While reasonable steps are taken to equalize the boats, variations will not be grounds for redress. This changes RRS 62.
- 5.7 Competitors are responsible for inspecting their assigned boats before each race for possible breakdowns and missing equipment. Discrepancies must be reported to the RC immediately.
- 5.8 Competitors shall report any damage, breakdown, or loss of equipment, however slight, to the RC at the first reasonable opportunity.

6. RACING AREA

- 6.1 The racing area will be in the harbor north of the main dock of NHYC.
- 6.2 Moored boats rank as *obstructions*. Moored boats and their mooring balls and lines shall not be touched in any way. A boat may not protest for an alleged breach of this SI. This changes RRS 60.1.

7. COURSES

- 7.1 The diagrams in Addendum B - Course Descriptions show the possible courses to be sailed.
- 7.2 No later than the warning signal, the race committee (RC) signal boat will display the course to be sailed.
- 7.3 The letter "G" displayed with any course description will denote that a gate will replace Mark 3. When there is a leeward gate, boats shall sail between the gate marks from the direction of the previous mark and round either gate mark.
- 7.4 All marks are to be left to port unless otherwise indicated.

8. MARKS

- 8.1 The marks will be as follows:

MARK	DESCRIPTION
1, 2, 3 (3s, 3p)	GREEN inflatable cube
O	ORANGE inflatable ball
Start, Finish	ORANGE inflatable cube

- 8.2 The starting/finishing line marks are not marks of the course except when starting or finishing.

9. START/FINISH

- 9.1 All races will be started using RRS Appendix S.
- 9.2 The start/finish line will be between the course side of a staff with an orange flag on an R/C signal boat and the course side of a nearby start or finish mark.

10. CHANGE OF COURSE AFTER THE START

To change the position of the next mark, the R/C will move the original mark to a new position. The change will be signaled before the leading boat has begun the leg, although the new mark may not yet be in position. Any mark to be rounded after rounding the new mark may be relocated to maintain the original course configuration.

11. TIME LIMIT

The time limit for the first boat to finish will be one (1) hour. A boat still racing fifteen (15) minutes after the first boat in her class sails the course and finishes will be scored Time Limit Expired (TLE) without a hearing. In such case, the R/C may terminate the race and score the boat points equal to the number of boats finishing plus two (2). This changes RRS 35, A4, A5, and A11.

12. PROTESTS

- 12.1 All protest shall be submitted in writing. Forms are available at the NHYC Front Desk. Protest forms shall be delivered to the Front Desk no later than thirty (30) minutes after the R/C signal boat has returned to the dock. That time will be posted.
- 12.2 Protests will be heard as soon as possible, in the order determined by the Protest Committee. It is the responsibility of each boat involved to be ready and have witnesses available when the hearing is called.
- 12.3 The penalty, if any, for breaking a class rule or fleet rule shall be at the discretion of the protest committee. This changes RRS 64.1(a).
- 12.4 RRS 66 is changed by adding this sentence: "On the last day of racing, a party to the hearing may ask for a reopening no later than thirty (30) minutes after being informed of the decision."

13. SCORING

- 13.1 A boat's series score will be the sum of all her race scores.
- 13.2 The East or West team's score will be the sum of the series scores for all boats on that team.
- 13.3 The winner if the East/West Perpetual Trophy will be the team with the lowest team score.

14. TROPHIES

Trophies will be presented at Lido Isle Yacht Club during the Awards Dinner on Sunday, October 2, 2016.

APPENDIX A

Boat Draw Procedure

Saturday Assignments

1. Boats will be divided into 4 groups: A, B, C and D. Within each group, each boat will be given a number 1 through 4. A list will be available of the boats and their assigned letters and numbers.
2. The team captain for each fleet will draw a slip of paper marked A-B, B-A, C-D or D-C. (If D-C is drawn, for example, the fleet will use boats in group D in the first two races, and boats in group C the next two races.)
3. Within each fleet, each skipper will draw a slip marked 1, 2, 3 or 4.
4. A scribe will record the boat assignments. (For example, if your captain drew slip D-C, and you drew #4, you would get boat D-4 in the first two races.)
5. A copy of the boat assignments will be given to each skipper and to the RC.

Note: If a skipper draws a number that represents his or her own boat in races 1-2 or 3-4, he or she will trade numbers with another skipper from the same fleet.

Note: At the break after race 2, each skipper will trade boats with another skipper. (For example, if you were assigned boat D-4 in races 1-2, you would have boat C-4 in races 3-4. You would trade with the skipper who started with boat C-4, who will now have boat D-4.)

Sunday Assignments

1. The team captain who drew the slip marked A-B on Saturday will draw one of the two slips C-D or D-C, and the team captain who drew the slip marked B-A on Saturday will take the other slip.
2. The team captain who drew the slip marked C-D on Saturday will draw one of the two slips A-B or B-A, and the team captain who drew the slip marked D-C on Saturday will take the other slip.
3. Within each fleet, each skipper will draw a slip marked 1, 2, 3 or 4.
4. A scribe will record the boat assignments.
5. A copy of the boat assignments will be given to each skipper and to the RC.