



SAILING INSTRUCTIONS

2011 VICTORIAN MINNOW CHAMPIONSHIPS

NOVICE FLEET

Saturday 5th – Sunday 6th March, 2011

ORGANISING AUTHORITY
Sorrento Sailing Couta Boat Club
in conjunction with
Minnow Sailing Association

SAILING INSTRUCTIONS

1. RULES

- 1.1. The Green Fleet course will be governed by the ISAF *Introductory Rules for Racing*, which are provided at Attachment 1.

2. NOTICES TO COMPETITORS

- 2.1. Notices to competitors will be posted on the official Race Notice Board located under the deck of the clubhouse.

3. CHANGES TO SAILING INSTRUCTIONS

- 3.1. Any change to the Sailing Instructions will be posted at least 90 minutes before the scheduled start time of first race of the day it will take effect, except that any change to the schedule of races will be posted by 1800 on the day before it will take effect.

4. SIGNALS MADE ASHORE

- 4.1. Signals made ashore will be displayed on the club flagpole situated to the east of the clubhouse.
4.2. When Flag AP is displayed ashore, '1 minute' is replaced with 'not less than 30 minutes' in race signal AP.
4.3. When Flag "D" is displayed ashore, boats shall not leave the beach.

5. SCHEDULE OF RACES

- 5.1.

Date	Race	First Warning Signal
Saturday 5th March	Registration, measurement and inspection	0800-1100
	InformationSession	1130
	Session 1	1400
Sunday 6th March	Session 2	1000
	Presentation	o/c Session 2

- 5.2. The intention is to conduct up to four races in each session, although this may be modified depending on weather conditions.
5.3. A maximum of seven races shall be conducted.
5.4. To alert boats that further races will be held within the current session, Code Flag 'L' will be flown on the Finish Boat
5.5. On Sunday 6th March, no starting signal shall be made after 1500hrs.

6. CLASS FLAG

The class flag will be the Minnow emblem on a white flag

7. RACING AREA

The racing area will be the waters of Port Phillip in the vicinity of SSCBC.

8. COURSES

- 8.1. The diagram in Annex A show the course to be used, the order in which marks are to be passed, and the side on which marks to be left.
8.2. The course will be a single lap;

Start – 1 – 2 – 3 – Finish

2011 Victorian Minnow Championships

9. MARKS

- 9.1. The Start/Finish Mark will be an orange buoy with an orange flag.
- 9.2. All course marks will be red spherical buoys.

10. THE START

- 10.1. Races will be started using a five minute sequence as described below;

Signal	Flag & Sound Signal	Minutes before Start
Warning	Class flag hoisted, 1 sound	5
Preparatory	Flag 'P' hoisted, 1 sound	4
One Minute	Flag 'P' down, 1 long sound	1
Starting	Green Flag down, 1 sound	0

- 10.2. The starting line will be between a staff displaying an orange flag on the Race Committee vessel at the starboard end, and a start mark at the port end.

11. THE FINISH

The finishing line will be between a staff displaying an orange flag on the Race Committee vessel at the starboard end, and the finishing mark at the port end.

12. TIME LIMIT

- 12.1. The target time for each race will be 20 minutes.
- 12.2. Score Points. When boats are trailing a long way behind the main fleet, the Race Committee may allocate them Score Points on the basis of their rounding position at the last mark and instruct them to go directly to the next start, or return to shore as the case may be.

13. PROTESTS

- 13.1. The *Advisor* for the Novice course will be the Race Officer.

14. SCORING

- 14.1. Three races are required to be completed to constitute a series.
- 14.2. When fewer than four races have been completed, a boat's series score will be the total of her race scores.
- 14.3. When four or more races have been completed, a boat's series score will be the total of her race scores excluding her worst score.

15. SAFETY REGULATIONS

- 15.1. Sign-On / Sign-Off. For each race or race session each boat intending to race shall personally 'sign-on' in the area below the club deck prior to the warning signal of the race or race session, and shall 'sign-off' as soon as practicable upon returning to shore, but no later than the end of protest time for that day. Failure to comply with this Instruction may result in a boat being penalized for one or more races of that day by the Race Committee.
- 15.2. Competitors in difficulty are to follow the instructions of the rescue boat crews.
- 15.3. The Race Committee may stop a boat launching, or require it to return ashore, if they consider the boat, its equipment, or skipper is not adequate for the likely conditions, or for any other reason. The decision is final and will not be grounds for redress.
- 15.4. Personal Flotation Devices. All competitors shall wear whilst racing, personal flotation devices which are in good condition and in accordance with the specifications issued or approved by Yachting Australia.

2011 Victorian Minnow Championships

16. OFFICIAL BOATS

Official boats will fly the SSCBC burgee.

17. SUPPORT BOATS

Team leaders, coaches and other support personnel shall not come within 100 metres of areas where boats are racing from the time of the preparatory signal until all boats have finished or retired or the Race Committee signals a postponement, general recall or abandonment.

18. RUBBISH DISPOSAL

Boats shall not put rubbish in the water. Rubbish may be placed aboard support and Race Committee boats.

19. BOAT STORAGE

Boat storage is available on the beach in front of the club. Boats are not to be stored on the hard stand.

20. PRIZES

Prizes will be awarded to the first three placegetters.

21. DISCLAIMER OF LIABILITY

21.1. Competitors who participate in SSCBC races do so entirely at their own risk and responsibility. The responsibility for a boat's decision to participate in a race or to continue racing is hers alone.

21.2. MSA and SSCBC, its officers, officials, members, servants and agents accept no liability with respect of loss of life, personal injury or loss or damage to property which may be sustained by reason of competitors participation or intended participation in the event or how so ever arising in connection with the event.

22. INSURANCE

Each participating boat shall be insured with valid third-party liability insurance with a minimum cover of A\$5 million (A\$10 million recommended) per event.

ANNEXES:

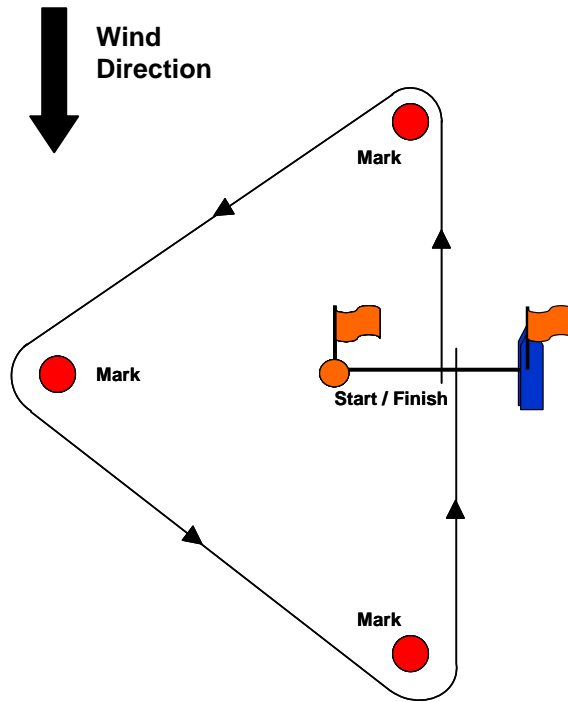
- A. Course Diagram
- B. Flags to be Used

ATTACHMENT:

- 1. ISAF *Introductory Rules for Racing*

Course Diagram

All internal angles 60°



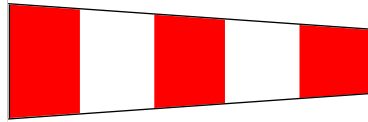
Flags to be Used

1. Flown Ashore

Flag 'AP'

Racing postponed

See SI 4.2



Flag 'D'

Do not leave the beach

See SI 4.3



2. Flown by the Race Committee Boat

Class Flag

Warning Signal

See SI 9.1



Flag 'P'

Preparatory Signal

See SI 9.1



Start/Finish line

Marks the end of the Start and Finish line on the Committee Boat

See SI 9.2 and 10.1



Flag 'L'

More races to follow

See SI 5.4





Introductory Rules for Racing

Version 1.01 - February 2008

Some Explanations

Windward and *Leeward*: The *leeward* side of your boat is the side where your mainsail lies. The *windward* side is the other side.

Port and *Starboard tack*: You are on *port* or *starboard tack* according to your *windward* side.

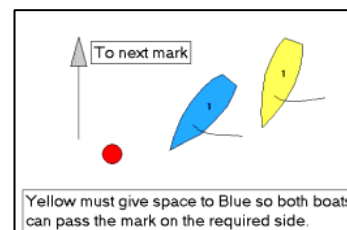
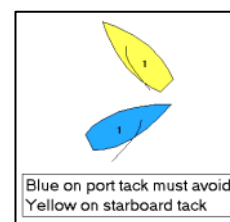
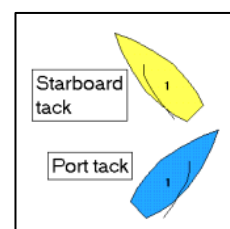
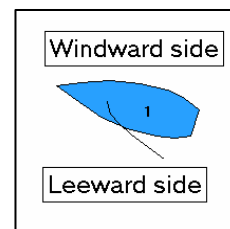
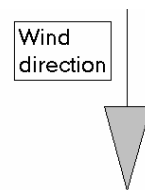
Advisor: A person appointed by the race organizers to assist competitors in understanding the rules and, when appropriate, to penalize a boat.

Basic Rules

1. You must comply with the principles of good sportsmanship.
2. You must try not to collide with another boat.

Rules When Boats Meet

3. When you and the other boat are on opposite *tacks*, if you are on *port tack* you must avoid the boat on *starboard tack*.
4. When you and the other boat are on the same tack, you must avoid the other boat
 - (a) if she is in front of you, or
 - (b) if she is on your *leeward* side.
5. After starting, when you and the other boat approach a mark or an object that both boats need to avoid, and the other boat is between you and the mark or other object, you must give her sufficient space to pass it safely on the same side. However, when the boats are on opposite tacks at a windward mark, this rule does not apply.
6. When the other boat is required to avoid you, if you change course, you must give the other boat an adequate opportunity to avoid you.



Other Rules

7. At the starting signal you must be behind the starting line.
8. After the starting signal, you must sail the course described by the race organizers.
9. You must not touch a mark of the course.
10. If you think you or another boat has broken a rule or if you are unclear about the rules at any time during the race, you must describe the incident to the advisor after the race. The advisor may then add two points to the score of any boat that has broken a rule. If the offence is serious, the advisor may add extra points to the boat's score.