



BELLINGHAM YACHT CLUB

2017 TUESDAY NIGHT DINGHY SERIES

SAILING INSTRUCTIONS

1 Rules

1.1 This event shall be governed by the "The Racing Rules of Sailing" (RRS) except as modified by these instructions.

2 **Entries** - Boats not registered as required by the Notice of Race prior 14:00 on the day of race will be asked to leave the starting area.

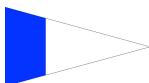
3 **Racing area** - The Racing area will be in Bellingham Bay between Squaticum Harbor and Fairhaven.

4 Schedule of Races

4.1 Boats are asked to check in verbally with the committee boat after the Lima "L" flag is displayed.

4.2 The Warning Signal for the first race of the evening is scheduled for 1800 hrs.

4.3 The Race Committee will attempt to run two (2) or more races each evening. Code Flag "Second Substitute" may be flown from the RC Signal Boat to indicate that an additional race will be run.



4.4 No races will begin after sunset. The race committee will attempt to time races such that all competitors have time to return to their dock before dark.

5 Notices to Competitors

5.1 Notices to competitors will be posted on the Official Notice Board which is located on the window of the downstairs entrance to the Bellingham Yacht Club (BYC) Clubhouse.

5.2 Any changes to these Sailing Instructions will be posted on the Official Notice Board before 1500 hrs on the day they take effect.

5.3 Signals made ashore will be flown from the flag pole located in front of the BYC Clubhouse.

6 Classes, Starting System and Start sequence

6.1 The Sound Signal Starting System (RRS Appendix S) will be used for these races.

6.2 A minimum of three (3) boats shall constitute a class. Classes may be combined at the discretion of the Race Committee.

6.3 Start sequence and class flags:

Class A – Optimist	Code Flag "1"	or	Opti class Flag
Class B - FJ	Code Flag "2"	or	FJ Class Flag
Class C - Laser	Code Flag "3"	or	Laser Class Flag
Class D - 505	Code Flag "4"	or	505 Class Flag
Class E – 29er	Code Flag "5"	or	29er Class Flag

7 **Courses** - Courses will be windward/leeward. Note that all marks are to be left to Port.

Class A – Optimist	Start – Mark #1 - Mark #3- Finish
Class B - FJ	Start – Mark #1 – Mark #3- Finish

Class C - Laser	Start – Mark #2 – Mark #3 - Finish
Class D - 505	Start – Mark #2 - Mark #3 - Finish
Class E – 29er.	Start – Mark #2 - Mark #3 – Finish

7.1 When present, a colored ball on the end of the class flag pole indicates the color of the windward mark for that class

8 **Marks and Start /Finish Line**

Mark #1 (Outer Weather Mark)	Yellow inflatable.
Mark #2 (Inner Weather Mark)	Orange inflatable
Mark #3 (Leeward Mark)	Inflatable Mark/ Leeward of the Start Line

The Start Line and the Finish line will be between an orange flag on the RC Signal Boat and an orange inflatable tetrahedron.

8.1 After completing the first leg of the course, a boat shall not cross the starting line nor finishing line. A boat shall not cross the finishing line until she is completing the last leg of the course and finishes. A boat that breaks this rule shall not correct her error. However, she will be exonerated if she takes a Two-Turns Penalty (see RRS 44.2). On a leg of the course from Mark #1 to Mark #2 or from Mark #2 to Mark #1, boats may leave the line between the committee boat and S or F either to port or to starboard. This changes RRS 28.1.

9 **Gate Starts** – The RC may work with the 505 Fleet to add in several races with a gate start. These gate starts are intended to be practice for the RC and fleet and will be covered by an addendum to the Sailing Instructions. The Gate Start will be in effect for the 505 Class when Code Flag “G” is displayed prior to the Warning Signal.



This modifies RRS 26 and RRS Appendix S

10 **Protests** – Protests must be reported to the race committee before leaving the course or alternatively phoned in to the protest committee at 360- within two hours of the last boat finishing.

11 **PENALTIES** -

11.1 *PENALTIES AT THE TIME OF THE INCIDENT - The first two sentences of RRS 44.1 are changed to: ‘A boat may take a One-Turn Penalty when she may have broken a rule of Part 2 or RRS 31 while racing. However, when she may have broken a rule of Part 2 while in the zone around a mark other than a starting mark, her penalty shall be a Two-Turns Penalty.’ This modified RRS 44.1*

11.2 *POST-RACE PENALTIES - After a race, a boat that may have broken a rule of Part 2 or RRS 31 while racing may take a Post-Race Penalty for that incident. The penalty shall be a Scoring Penalty, calculated as stated in rule 44.3(c). However, RRS 44.1(a) and (b) apply. A boat takes a Post-Race Penalty by informing the race committee in writing and identifying the race number and when and where the incident occurred. **The Post-Race Penalty shall be 30% and must be taken within 15 minutes of posting of the Protest on the Official Notice Board.***

BYC TUESDAY NIGHT RACING

ADDENDUM #1

505 Class Gate Start Instructions (When in effect)

1. If a Gate Start is to be in effect, the RC Signal boat will fly Flag "G" prior to the Alert Signal
2. The starting sequence shall be RRS 26.
3. The starting line will be between an orange inflatable mark in the vicinity of the RC Signal Boat and a staff on the stern of the Gate Boat. (BYC RIB)
4. The courses to be sailed will be from the normal Tuesday night course list unless notified otherwise by the Race Committee.
5. Prior to the Warning Signal, the Signal Boat shall display the sail number of the Pathfinder, the time in seconds that the Gate will be open and the course to be sailed.
6. The Pathfinder will be randomly selected by the RC for the first race and shall be the 3rd finishing boat for the next race.
7. At the Warning Signal, the Pathfinder will connect with the Gate Boat.
8. At the Starting Signal, the Pathfinder will start sailing a close-hauled course on Port tack until released by the Gate Boat. Once released by the Gate Boat, the Pathfinder ceases to be a starting mark and may either tack or continue on Port tack.
9. At the time designated by the Signal boat prior to the Warning Signal, the Gate boat will drop the G flag with a long sound and drift. After one additional minute, The Gate Boat will signal one short sound, signaling that the Starting Line is closed.