



## July 3 – July 5, 2009 Ephraim, Wisconsin

### SAILING INSTRUCTIONS

#### 1. ELIGIBILITY / ENTRY

This event is open to any boardsailor who has completed registration procedures and agreed to abide by all class rules and the sailing instructions. Competitors must use equipment consistent with the specifications outlined in the race as specified in class rules.

#### 2. REGATTA SCHEDULE

The following schedule is provisional. The RC may amend the schedule, as it deems necessary.

##### Friday, July 3

12:00 pm Fun Sail Island Trip (non competitive)

##### Saturday, July 4

9:30-11:00 am Registration at Race Site  
11:30 am Skippers Meeting (mandatory)  
12:00 noon Racing (white flag)  
Midday Break Youth Racing (Weather Permitting)  
Evening Dinner at Race Site

##### Sunday, July 5

8:00 am Breakfast at local restaurants  
10:00 am Skippers Meeting (mandatory)  
10:30 am Racing (white flag)  
Midday Break Youth Racing (Weather Permitting)

#### 3. FUNDAMENTAL RULES AND SAFETY

THE SAFETY OF A BOARD AND ITS ENTIRE MANAGEMENT SHALL BE THE SOLE AND INESCAPABLE RESPONSIBILITY OF THE COMPETITOR RACING THE BOARD. IT SHALL BE THE SOLE RESPONSIBILITY OF EACH COMPETITOR TO DECIDE WHETHER TO START OR CONTINUE RACING. However the RC may exercise its authority to postpone or abandon a race or assist a competitor they feel is in need of help. The RC recommends the use of a Coast Guard approved Personal flotation Device (PFD) while participating.

#### 3. RULES

This competition shall be organized, conducted and judged under the current rules of the IYRU, the prescriptions of the USYRU, appendix 2-sailboard Racing Rules, the Event Guidelines of the USWA, and rules of the IMCO class, except as altered by these Sailing instructions (SI) or by official notices posted on the Official Notice Board (ONB).

## Sail Numbers

Each entrant may register only one sail number for all the sails to be used for the regatta. USWA numbers will be given priority. Any change in sail numbers is not advised, but if necessary must be submitted in writing to the RC for approval prior to the next race. Sail numbers should be displayed on the upper starboard leech of the sail (IRYU Rule 25). Family members may use the same sail number, but should let the RC aware of it.

## Scoring

A **High-Point** scoring of racing will apply with **1 Throw-Out for every 5 races. Use Total number of participants registered in Fleet for All fleet calculations.**

1 point for starting the race.

1 point for finishing the race.

1 point for each competitor beaten that is registered in fleet.

0 point for DSQ (unsportsman like conduct may not be discarded.)

Example: Sailor **A** finish second last in a fleet of 10. He gets 1 pt. For starting., 1 pt. for beating the last place sailor for a total of 3 points. Sailor **B** in same fleet finishes third. He gets 1 pt. for starting and 1 pt. for finishing and 7 pts. for beating the 7 sailors behind him for a total of 9 pts. Sailor **C** starts the race but drops out because he is tired. He gets a total of 1 point for starting, after notifying RC of drop out.

Ties will be broken in favor of the sailor who beat the other sailor the most in all races completed. If a tie still exists, last race shall break the tie.

## Starting

These sequences are for starting two fleets per IYRU 4.3 (a), system 2. Fleets will have 3 minute starting intervals between them. First fleet will start with the second fleet starting 3 minutes later. Which fleet will start first will be determined by RC, and could change throughout the regatta.

This will be the series of flags and horns that take place for a race start.

There will be **several horn blasts** approximately 30 seconds prior to the white flag and horn, to warn the sailors of that sequence start.

9 minutes	White flag up	Single horn	( 6 minutes to first fleet start) ( 9 minutes to second fleet start)
7 minutes	White flag down		
6 minutes	Blue flag up	Single horn	(6 min. from second fleet start also)
4 minute	Blue flag down		
3 minute	Red flag up	Single horn	<b>( First fleet start )</b> (3 min. from second fleet start)
1 minute	Red flag down		
0 minute	Red flag up	Single horn	<b>( Second fleet start )</b>

A sailor shall not be scored if starting later than 3 min. after their fleet start signal.

## **Recalls**

The RC will attempt to hail recall sail numbers, but the responsibility for starting correctly shall be the skipper's. In the case of a recall the skipper must recross the starting line without interfering with the other starting sailors. He can do this by rounding either end of the starting line, or straight back to below the starting line.

### **General Recalls**

Shall be signaled by 2 horn blasts after the starting horn for that fleet. The restart will take place 3 minutes after the second fleet has started their race. That 3 minute countdown will start from the time of the red flag start of the second fleet. (So it is important to keep clear of the second fleet sailors getting ready for their start).

If the second fleet is being recalled, the 3 minute countdown to their next restart started from their original red flag start time also. (So the second fleet should get back around behind the starting line as soon as possible, to prepare for the restart).

### **Changing the course after the start**

The RC reserves the right to shorten the course after a race start due to weather conditions. (This could be done by moving the RC boat to a different buoy on the course, or reducing the number of laps after the race start).

### **Junior Fleet**

The Junior fleet racing shall take place if the weather conditions allow it to be safe for the sailors. This race will consist of a reach course. ( A course set so the sailors will be sailing perpendicular to the wind going out to the mark and also returning to the starting line). The Junior fleet should use compatible sized equipment to the best of equipment available at site, to maintain competitive fairness within the fleet.