



## SAILING INSTRUCTIONS

### VICTORIAN SCHOOL TEAM SAILING CHAMPIONSHIPS 2024

Organised by Mornington Yacht Club in conjunction with Team Racing Victoria.

#### 1. RULES

- 1.1. As Stated in the NoR
- 1.2. Race signal AP is changed so that the warning signal may be made at any time after it has been lowered. When lowered ashore the RC will allow 10 minutes for boats to launch off the beach.
- 1.3. Provided the flag remains on the buoy there shall be no penalty when a boat touches any part of a flag which does not surround the staff of a mark. This amends RRS 44.1.

#### 2. NOTICES TO COMPETITORS

Any notices to competitors will be made on the School Sailing Facebook page.

#### 3. CHANGES TO SAILING INSTRUCTIONS

- 3.1. Written changes in the Sailing Instructions will be posted on the Notice Board 5 minutes before the first warning signal of the races they affect.
- 3.2. After this time, race officers or umpires may communicate a change to the sailing instructions on the water by telling teams, usually the team captains.

#### 4. BOATS

- 4.1. Boats will be provided and allocated by the Organising Authority.
- 4.2. The race committee shall determine whether mains will be reefed or not.

#### 5. SIGNALS MADE ASHORE

- 5.1. All signals made ashore will also be displayed on the Notice Board.

#### 6. DAILY SCHEDULE

Competitor Information Session #	8:30
Racing - First Warning Signal	9:15
Umpire debriefing for competitors #	30 minutes after last race of the day
# Support Persons (Teachers, Coaches, Parents) are welcome to observe, but do not participate.	

#### 7. RACING AREA

The racing area is outside the MYC moorings.

#### 8. MARKS

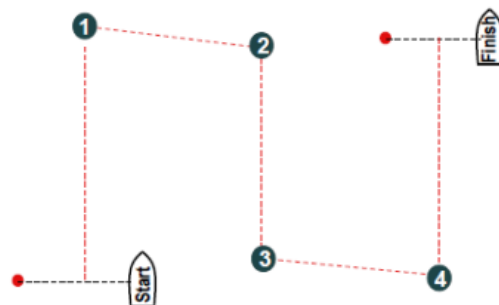
Course marks will be yellow buoys. Start will be red buoy, finish will be a black and white checkered buoy.

#### 9. THE COURSE

- 9.1. The course will be an S Course.
- 9.2. Marks 1 and 2 are rounded to starboard and Marks 3 and 4 to port.
- 9.3. The angles between marks may vary. The race committee may change a leg of the course before boats begin that leg without signalling a change of course. This changes rule 33.
- 9.4. Rule 27.2 is changed so that a Starting mark may be moved before the 1-minute signal.

#### 10. THE START

- 10.1. The starting line will be between an orange flag on the Committee Vessel and the starting mark.





10.2. Races will be started by using Signals in **bold**. When an Auto-Hooter sound signal is used, the timing shall be taken from the sound signals. This changes Rule 26.

Signal	Mins B4 start	AUTO HOOTER Sounds	Flag – accompanied by 1 sound
<b>Warning</b>	<b>1 Short</b>	<i>Short cheep every 10 secs.</i>	<b>Fleet Flag displayed</b>
<b>Preparatory</b>	<b>1 Short</b>	<i>Long cheep at 15,</i>	<b>Code Flag P displayed</b>
<b>1 Min</b>	<b>1 Long</b>	<i>Short cheeps at, 5s, 4s, 3s, 2s, 1s</i>	<b>Code Flag P removed</b>
<b>Start</b>	<b>1 Short</b>		<b>Fleet Flag removed</b>

Fleet flags:

MYC – Numeral Pennant 1

Australian Sailing Blue – Numeral Pennant 2

Australian Sailing Yellow – Numeral Pennant 3

Australian Sailing Green – Numeral Pennant 4

10.3. OCS boats may also be identified by hailing. A hail not being made or failure to hear the hail will not be grounds for redress. This changes Rules 29.1 and 41.

10.4. In rule 29.1 "four minutes" is replaced with "two minutes" When a boat does not start within 2 minutes of her starting signal she shall be scored 6 points.

## 11. THE FINISH

The finishing line will be between a staff displaying a blue flag on a Race Committee Vessel and the finish mark.

## 12. PROTESTS AND REQUESTS FOR REDRESS

12.1. A representative of a boat in a hearing shall be a competitor, unless the hearing is considering a possible rule breach by a support person. This changes rule 63.3 (a) (an observer from the school is encouraged when a hearing is held ashore).

12.2. Time limits for protests, scoring enquiries, requests for redress and re-opening of hearings are changed in rules 61.3, 62.2 as follows:

- Boats intending to protest or seek redress shall notify the Race Committee, or the Umpires, immediately upon completion of that race or if that is not possible at the first reasonable opportunity after the incident or the reason for the redress request, giving details about the boats being protested or the form of redress being sought.
- Teams are required to check their scores at the first reasonable opportunity, which is usually before going afloat again. Scoring enquiries and any subsequent requests for redress must be made to the changeover dock at the first reasonable opportunity.
- Requests to re-open a hearing must be made within 10 minutes of being informed of the decision. This changes rule 66.

## 13. PENALTIES

13.1. After any contact between boats, all boats involved shall inspect their boat for damage and shall report both the contact and any damage to the race umpire and follow the damage assessment instructions. A breach of this SI will result in that boat having 3 points added to her score without a hearing. This changes rules 63.1 and D3.1 (a).

13.2. A boat that loses any equipment shall have 3 points added to her score. This changes rules 63.1 and D3.1 (a).

13.3. When RRS D2 applies and the race umpires together with one other umpire (when available) decide that a boat has broken RRS 14 and there is damage or injury, they may penalise her



team by half a race win without a hearing. The boat will be informed as soon as practical and may request a hearing. Any penalty after a hearing will be in accordance with RRS D3.1(d) (the penalty from a hearing may be higher). This amends RRS 63.1

- 13.4. When the protest committee decides that a breach of a rule, other than a rule of RRS Part 2, has had no effect on the outcome of a race, it may make any arrangement it decides is equitable, which may be to impose no penalty. This amends RRS 64.1 and D3.1.

#### **14. CHANGEOVERS**

In accordance with the draw, a team shall be ready to changeover and stationed at the designated changeover point. [DP]



## **ANNEXURE A - BOAT HANDLING RULES [DP]**

### **1. General**

- 1.1. While all reasonable steps are taken to equalise boats, variations will not be grounds for redress (amends Rule 62).
- 1.2. Immediately after changeover competitors shall inspect their boat and ensure that the front bumper is fully operational and report any breakdowns to the race committee.
- 1.3. All teams, unless excused, shall share the work of positioning, rigging, de-rigging, cleaning, securing and storing the boats and shall comply with any related Race Committee request.
- 1.4. Before starting and after finishing or retiring, boats shall sail to minimise any delay to the race schedule, handing over their boat as empty of water as practical and in racing trim and without interfering with any race in progress.

### **2. Prohibited Items and Actions**

- 2.1. The following are prohibited:
  - The adjustment or use of equipment or fittings for a purpose other than that intended.
  - Any additions or alterations of equipment supplied, other than as allowed in 3.1

### **3. Permitted Items and Actions**

- 3.1. Competitors shall not modify the boats in any way except that:
  - Wind indicators, may be tied or taped anywhere on the boat.
  - Additional bailers may be used.
  - Provided rules 41 and D1.1 (g) are not breached, electronic devices are permitted.
  - Spare protest flags may be carried.



## **ANNEXURE B - Championship format**

This is the full championship schedule for ideal conditions for each division. As progress through the races occurs, the Race Committee will monitor the schedule and relevant factors to terminate or modify stages. (read RRS D4.2)

Draws will be provided at the Competitor Briefing and at the beginning of a new stage.  
Final ranks in the championship will be determined by the last completed stage.

### **Division 1:**

- Stage 1: Swiss League
- Stage 2: Knockout Quarter Finals
- Stage 3: Knockout Semi Finals
- Stage 4: Knockout Petite Final
- Stage 5: Knockout Grand Final

### **Divisions 2:**

- Stage 1: Swiss League
- Stage 2: Knockout Quarter Finals
- Stage 3: Knockout Semi Finals
- Stage 4: Knockout Petite Final
- Stage 5: Knockout Grand Final

### **Sub divisions.**

Where the two highest placed teams in a sub division are in different divisions there will be a first to two wins knock-out series.



## **ANNEXURE C – HLS Round Robin Scoring System**

1. If the full round robin has been completed, teams will be ranked on the basis of RRS D4.3 and ties broken using RRS D4.4.
2. If the full stage has not been completed, teams will be ranked in order of their percentages of races won. Any ties shall be broken in accordance with the following rules and RRS D4 is changed accordingly. Ties shall be broken in the following order in favour of
  - 2.1. If all tied teams have met, the number of races won when the tied teams met.
  - 2.2. If all tied teams have met, the points scored when the tied teams met.
  - 2.3. The sum of points scored in all races divided by the number of races sailed.
  - 2.4. For each tied team, the sum of the percentages of races won by the teams they beat, calculated as H3 above, divided by the number of races they won.
  - 2.5. For each tied team, the sum of the average points per race for the teams they beat, divided by the number of races they won.
  - 2.6. A sail-off if possible, otherwise a game of chance.
3. In 2.2, 2.3 and 2.5 the team with the lowest number shall be ranked first; in all other cases the team with the highest number shall be ranked first.
4. If a tie is partially resolved by one of the above, then the remaining ties shall be broken by starting again at 2.1.
5. For the purposes of 2.3, if a team is penalised a race win, or part thereof, the penalty is changed to include 6 points added to the team's overall score (or 6 points pro-rated e.g. half a race win is 3 points).



## **ANNEXURE D – SWISS LEAGUE FORMAT FOR THE QUALIFYING SERIES**

### **Qualifying Series Format**

1. A Computer-generated Swiss League will be used for the Qualifying Series.
2. Teams will be initially allocated to the Swiss League through a random draw conducted by the Organising Authority.
3. The second and subsequent rounds will be determined by the computer program.
4. Rounds will be scheduled at the conclusion of a round for the next round but one.
5. Teams will not be matched if they have met within Day 1- 4 rounds, Day 2- 3 rounds, and Day 3- 2 rounds of the round being scheduled.
6. If the final round cannot be completed its results will be ignored.
7. Races that cannot be sailed in order or for which results are not entered or complete will be ignored for scheduling purposes. Subsequently corrected or altered results will not affect a published schedule.
8. Resails will be sailed at the end of the next available round. Race committee decisions on resails will be final, changing RRS 60.1 (b).

### **Tie-breakers**

Ties will be broken, in order of precedence, in favour of the team(s) that has:

1. if the tie is between two teams only, won the last race between them.
2. sailed more races against teams that have a higher place.
3. sailed fewer races against teams that have a lower place.
4. the lowest sum of the places of the teams the tied teams have beaten.
5. the lowest sum of the places of the teams to which the tied teams have lost.
6. beaten the highest-placed team the tied teams have individually beaten.
7. not been beaten by the lowest-placed team to which the tied teams have individually lost.
8. by the draw for the first round; ties in odd-numbered rounds will use the draw, ties in even-numbered rounds will use the draw inverted.

Step 1 will be applied whenever a step leaves a tie between two teams. Steps 2 to 7 will be repeated until no more ties can be broken when remaining ties will be broken: