



25 - 30 SEPTEMBER



Australian University Games

Teams Racing

Monday 26 September – Thursday 29 September 2011

Southport Yacht Club

Gold Coast, QLD, Australia

SAILING INSTRUCTIONS

1. RULES

- 1.1. The regatta will be governed by:
 - 1.1.1. The rules as defined in the Racing Rules of Sailing (RRS)
 - 1.1.2. The Prescriptions and Special Regulations Part 2 of Yachting Australia
 - 1.1.3. The Team Racing Rules (Appendix D of the RRS)
- 1.2. All races will be umpired as per RRS Appendix D2.2
- 1.3. The rules for boat handling (SI Attachment A)
- 1.4. Class rules will not apply.

2. NOTICES TO COMPETITORS

Notices to competitors will be posted on the Honda Marine Official Notice Board located on the south side of the Southport Yacht Club Hollywell clubhouse.

3. CHANGES TO SAILING INSTRUCTIONS

- 3.1. Changes to the Sailing Instructions will be posted on the Honda Marine Official Notice Board 15 minutes prior to any race that may be affected, except that any changes to the schedule will be posted by 1800hrs on the day before it will take effect.
- 3.2. Oral instructions may be given on the water by the race committee and/or the Umpires when code flag L is displayed. It will be the responsibility of each team to obtain any verbal instructions given.

4. SIGNALS MADE ASHORE

- 4.1. Signals made ashore will be displayed on the Hollywell Tower.
- 4.2. When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 15 minutes' in the race signal AP.

5. SCHEDULE OF EVENTS

DATE	TIME	EVENT
Monday 26 th Sept 2011	10.00	Registration
	11.00	Competitors Meeting
	12.00 – 15.30	Practice Session
Tuesday 27 th & Wednesday 28 th Sept 2011	09.30	Compulsory Competitors Briefing
	10.00 – 16.00	Racing
	After racing	Umpires debrief
Thursday 29 th Sept 2011	09.30	Compulsory Competitors Briefing
	10.00 – 16.00	Racing
	16.00	Presentation

6. FORMAT

- 6.1. Racing shall consist of a round robin series
- 6.2. No warning signal for races in the final round will be made after 1530hrs on Thursday 29th September.
- 6.3. The race committee reserves the right to alter the format at any time.

7. BOATS

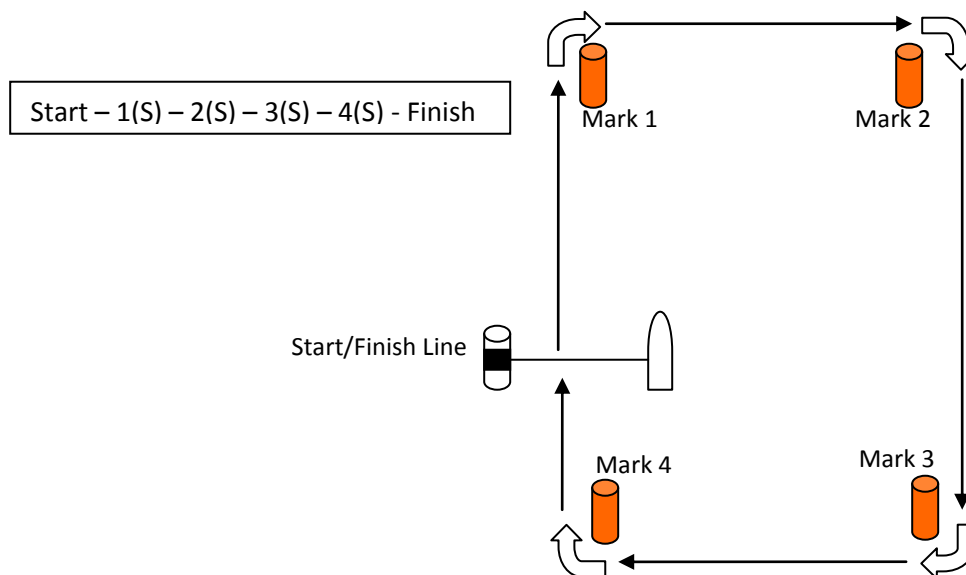
- 7.1. Boats shall be provided for all competitors, who shall not modify them or cause them to be modified in any way except that fittings or equipment designed to be adjusted while racing may be adjusted. (See Attachment A)
- 7.2. All equipment intended to be in the boat for sailing purposes shall be in the boat while afloat.
- 7.3. The penalty for not complying with one of the instructions of this section will be disqualification from all races sailed in which the instruction was broken.
- 7.4. Competitors shall report any damage or loss of equipment, however slight, to the organising authority's representative immediately after securing the boat ashore. The penalty for breaking this instruction unless the jury is satisfied that the competitor made a determined effort to comply will be disqualification from the race most recently sailed..
- 7.5. The cost of damage (at commercial rates) to any boat or equipment will be charged to the team that is deemed to be responsible. In the case of damage between opposing teams both teams may be charged. Damage costs will be deducted from the damage bond of the team responsible.
- 7.6. Damage that occurs whereby the responsible team cannot be identified will result in the cost of the damage being allocated evenly across all teams entered and deducted from the damage bond.

8. RACING AREA

Races will be conducted on the Broadwater in the western channel adjacent to the club.
SEE ATTACHMENT B for a map of the racing area.

9. COURSES

- 9.1. The diagram below shows the course, the order in which marks are to be passed and the side on which each mark is to be left.



- 9.2. The course area is defined as the area where a boat may sail from the time of her warning signal till she has finished
- 9.3. The Race Committee may move marks of the course at any time. Rule 33 will not apply. The moving of a mark by the Race Committee will not give grounds for redress.

10. MARKS

- 10.1. Marks 1, 2, 3 and 4 will be orange cans.
- 10.2. The starting / finishing mark will be a black and white checked cylinder.

11. THE START

- 11.1. Rule 26, Starting Races, will not apply.
- 11.2. Audible signals will govern the Start.
- 11.3. The race number will be displayed on the start boat prior to the warning signal.
- 11.4. The starting sequence will be:

Signal	Time Before Start	Sound Signal	Visual Indication Flags
Warning	3 Minutes	3 Long	3 Blue Flags
Preparatory	2 Minutes	2 Long	2 Blue Flags
One Minute	1 Minute	1 Long	1 Blue Flag
	30 Seconds	3 Short	
	20 Seconds	2 Short	
	10 Seconds	1 Short	
	5 Seconds	1 Short	
	4 Seconds	1 Short	
	3 Seconds	1 Short	
	2 Seconds	1 Short	
	1 Second	1 Short	
	0 Seconds	1 Long	All Blue Flags Lowered

- 11.5. Signals will be timed from the beginning of the sound signal.
- 11.6. Failure to hear a signal shall not be grounds for redress. This changes rule 60.1(b).
- 11.7. Visual indication flags will be raised from the start boat to indicate the time before the start. Failure or mistiming of an indication flag shall not be grounds for redress.
- 11.8. The starting line will be between a staff displaying an orange flag on the start boat at the starboard end and the port-end starting mark.
- 11.9. A boat shall not start more than 2 minutes after her starting signal.
- 11.10. When at a boat's starting signal any part of her hull, crew or equipment is on the course side of the starting line, the Race Committee shall promptly display Flag X with one sound and may hail the sail numbers of premature starters. The flag shall be displayed until all such boats are completely on the pre-start side of the starting line or its extensions, but not later than two minutes after the starting signal. Failure of a hail, or failure of a boat to hear a hailed number, shall not be grounds for redress. This changes rules 29.1 and 62.1(a).

12. THE FINISH

The finishing line will be between a staff displaying an orange flag on the race committee boat at the starboard end and the port end finishing mark.

13. TIME LIMIT

- 13.1. Boats not finishing within five minutes of the first boat will be scored DNF. This changes Rule 35.
- 13.2. If no boat has finished within 20 minutes of the start the race will be abandoned.

- 13.3. Abandonment may be signaled orally by the Race Committee and/or the Umpires. Abandoned races may be re-sailed and if so, a new warning signal will be made as soon as practical. This changes Rule 32 and Race Signals.

14. PROTESTS AND REQUESTS FOR REDRESS

- 14.1. Rule D2.4 applies to all protests and requests for redress.
- 14.2. For protests and requests for redress other than protests under a rule listed in Rule D2.2(a), competitors shall inform an Umpire or the Race Committee prior to rotating boats or going ashore.
- 14.3. For hearings involving breakdowns, Rule D5 is changed to replace "Race Committee" with "Umpires".
- 14.4. The first sentence of Rule D2.4(c) is changed to read: "There shall be no request for redress or an appeal by a boat from a decision made under Rules D2, D5 (as changed by these sailing instructions), and any action or non-action by an Umpire.
- 14.5. Instruction 17 is not competitor protestable.

15. SCORING

Rules D3 (scoring a race) and D4 (scoring a series) shall apply.

16. OFFICIAL BOATS

Umpire's boats will be identified by a flag with a black letter "J".

17. SUPPORT BOATS

- 17.1. No support or coach boats are allowed within 50 metres of the course area (see SI 9.2) from the first warning signal of the day until the last boat finishes the last race of the day, unless asked to assist by the race officer.
- 17.2. No support or coach boats shall approach their team's boats involved in change-over until after the change-over is complete.
- 17.3. The penalty for failing to comply with requirements of rule 16 will be at the discretion of the jury.

18. PRIZES

Prizes will be distributed at the discretion of the organising authority and may vary depending on the number of entries.

19. DISCLAIMER LIABILITY

Competitors participate in the regatta entirely at their own risk. See rule 4, Decision to Race. The organising authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the regatta.

Attachment A – Pacer Hire Use Agreement

1. PROHIBITED ITEMS OR ACTIONS

Except in an emergency in order to prevent damage or injury, or when directed by an umpire or SYC Sailing Office Official otherwise, the following are prohibited.

- 1.1. Any additions, omissions or alterations to the equipment supplied.
- 1.2. The use of any equipment for a purpose other than that intended of specifically permitted.
- 1.3. The replacement of any equipment without the sanction of the Sailing Academy Coordinator or Marine Sports Manager.
- 1.4. Sailing the boat in a manner that is reasonable to predict that of significant further damage would result.
- 1.5. Moving equipment from its normal position except when being used.
- 1.6. Boarding a boat without prior permission.
- 1.7. Un-tying Bailers from the boat or using the bailer as a paddle.
- 1.8. Changing the number of mainsheet purchases.
- 1.9. Taking a boat from the rigging lawn without having paid the required damage deposit or having permission from an SYC Sailing Office Official, or, on race days, while 'AP' is displayed ashore.
- 1.10. Perforating sails, even to attach tell tales.
- 1.11. Adjusting or altering the tension of standing rigging.
- 1.12. Altering the Main Halyard from a 1:1 Purchase System.
- 1.13. The use of electronic instruments other than compass and watches.
- 1.14. Marking directly on the hull or deck with permanent ink.
- 1.15. a) A breach of any prohibited items or actions will be considered as damage and the cost of rectification will be deducted from the damage deposit at the discretion of the Sailing Academy Coordinator or Marine Sports Manager.
b) In the case of a damage deposit not received, any damage will be invoiced to the team at discretion of the Sailing Academy Coordinator or Marine Sports Manager.

2. PERMITTED ITEMS and ACTIONS

The following are permitted:

- 2.1. Taking on board the following equipment:
 - (a) Basic hand tools
 - (b) Adhesive tape
 - (c) Line (elastic or otherwise of 4mm diameter or less)
 - (d) Marking pens
 - (e) Tell tale material
 - (f) Watch
- 2.2. Using the items in 2.1 to:
 - (a) Prevent fouling of lines, sails and sheets
 - (b) Attach tell tales
 - (c) Mark control settings
 - (d) Make minor repairs and permitted adjustments

3. MANDATORY ITEMS and ACTIONS

The following are mandatory:

- 3.1. At the end of each sailing day:
 - (a) Folding, bagging and return sails in their correct bag to the Pacer Sail storage rack
 - (b) Leaving the boat in the same state of cleanliness as when first boarded that day
 - (c) Return all tiller extensions to the container for storage
- 3.2. At the end of the final day for a particular boat, cleaning the boat, removing all trash and removing all tape marks.
- 3.3. Any request to alter, in any way, the equipment on a boat shall be in writing and worded to permit a yes/no answer.
- 3.4. Complying with any regulations, including speed restrictions and navigation marks, while leaving or returning to the berth or mooring.
- 3.5. A breach of items 3.2 and 3.3 will be considered as damage and the cost of rectification will be deducted from the damage deposit, or billed to the team.
- 3.6. Any damage will be invoiced to the team if damage deposit wasn't received.

Attachment B – Racing Area

