

Sailing Instruction Appendix "A" – Championship Series - 2017

1. Eligibility

The Saturday **Championship Series** are restricted to Juniors who are at least *Basic Skills (level 2) graduates* & Seniors of similar skill level. NB. Saturdays have less supervision both ashore & afloat than Sundays. Exceptions may be made for Juniors & less experienced adults, showing exceptional skill, or where conditions allow, following consultation with Instructor or a familiar Junior / Sailing Committee member.

Junior Championship

The Junior Championship will run in conjunction with the main Saturday Championship Series.

To be eligible juniors must be under 19 years on 1st January 2017 and must be sailing in fleet 1 or fleet 2

A junior champion will be declared for both the Sundry fleet(1) and the Asymmetric fleet (2).

Scoring will be as per the championship series, Where boats do a different number of laps, corrected elapsed time adjustments will be automatically calculated via the sailwave scoring system

All junior championship participants will be entered into a monthly draw sponsored by BJ Marine

2. Schedule of Races

Start Date: May 6th – September 16th Race Day: Saturday
 No series races: May 27th GP14 event, June 24th GSC Dinghy Regatta, Sept 9th RS Event
 Warning Signal: **2.00pm Sharp**
 Number of Races: 2 races per day with the provision that no race may start later than 4pm
 Discards: 60% of races sailed to count rounded down to the nearest whole number
 Scoring: Low point scoring system will apply. DNF & OCS = Starters +1, DNC = Starters +4
 At the discretion of the Sailing Committee, the format and/or number of races may vary to allow inclusion of distance races, pursuit races etc. Points will be awarded for these races and will count towards the Championships. Where possible, the change of format will be advised in advance by email/adult sailing whatsapp and a briefing may be held in advance of the day's racing.

3. Fleets

Fleet 1: Fast PY Fleet (Code Flag E)
Fleet 2: Asymmetric Fleet (Code Flag R)
Fleet 3: Slow PY Fleet (Code Flag J)

Fleet 1: Shall comprise Wayfarers, GP14s, Enterprises, Full rig Lasers, Laser Radials and any other class with a PY less than or equal to 1139. **Code Flag E shall be used.** Results will be on PY.

Fleet 2: Asymmetric Fleet including RS400, RS200, RS500, RS Feva, Laser Bahia & Vago and other asymmetric boats. **Code Flag R shall be used.** Results will be on PY.

Fleet 3: Shall comprise Laser Picos, Lasers 4.7s, Toppers and any other class with a PY greater than 1140. **Code Flag J shall be used.** Results will be on PY.

Code Flag E: 

Code Flag R: 

Code Flag J: 

Please refer to the website for details on the Portsmouth Yardstick (PY) handicap system if required

COURSE DIAGRAMS



- Course 1:** Fleet 1 Fast PY: Start – 1 – 2 – 3 – 1 – 3 – 1 – 2 – 3 Finish
Course 2: Fleet 2 Asymmetric: Start – 1 – 3 – 1 – 3 – 1 – 3 Finish **RS Feva** Start - 1- 3- 1 - 3- Finish
Course 3: Fleet 3 Slow PY: Start – 1 – 2 – 4 – 1 – 2 – 4 Finish













Boats sailing in Fleet 1 & 2, sailing from mark 3 to 1 shall not sail through the Start/Finish line unless finishing the race. Any boat observed breaking this rule by the RO shall be disqualified without hearing, this changes RRS 63.1

Shortening the course

The course may be shortened at any time due to adverse weather conditions or other, race management or safety issues. Code flag “S” will be raised along with 2 sound signals on the committee boat, the leading boat should round the next mark and make their way from there directly to the finish line, crossing the finishing line in the same direction as they crossed the start line. Where possible a safety RIB will be dispatched to the last mark of the shortened course to advise competitors of the shortened course.

4. The Start

Races shall be started using RRS 26, as follows:

Signal	Flag	Sound Signal	Minutes Before Starting Signal
Starting Sequence: Fleet 1			
 ↑	Warning	Fleet 1 Flag Fast PY Fleet	1 Short Signal
 ↑	Preparatory	Code Flag P	1 Short Signal
 ↓	One-minute	Preparatory Flag Down	1 Long Signal
 ↓	Starting	Fleet Flag Down	1 Signal
Starting Sequence: Fleet 2			
 ↑	Warning	Fleet 2 Flag Asymmetric Fleet	1 Short Signal
 ↑	Preparatory	Code Flag P	1 Short Signal
 ↓	One-minute	Preparatory Flag Down	1 Long Signal
 ↓	Starting	Fleet Flag Down	1 Signal
Starting Sequence: Fleet 3			
 ↑	Warning	Fleet 3 Flag Slow PY Fleet	1 Short Signal
 ↑	Preparatory	Code Flag P	1 Short Signal
 ↓	One-minute	Preparatory Flag Down	1 Long Signal
 ↓	Starting	Fleet Flag Down	1 Signal

Fleet 1 shall start first followed by Fleet 2 then Fleet 3. Depending on numbers the RO may decide to start all fleets or a combination of fleets together. When there are three starts the starting sequences shall be run consecutively.

Starting/Finishing Line

The starting & finishing lines shall be between the mast of the committee boat and a tear-drop mark (usually yellow) to port.

Boats whose preparatory signal has not been made are reminded of their obligation not to interfere with boats that are racing as set out in RRS 23.1. Any boat observed breaking this rule by the RO may be disqualified without hearing. This changes RRS 63.1.