MASSAPOAG YACHT CLUB

P. O. BOX 18, SHARON, MASSACHUSETTS 02067

2012 RACING INSTRUCTIONS

1. RACING RULES:

1.1 All races are governed by the "rules" as defined in the Racing Rules of Sailing, the rules of each class (except crew substitutions are permitted) and these sailing instructions.

1.2 RRS Rule 77 is not applicable.

2. ELIGIBILITY

2.1 Membership in the Massapoag Yacht Club is not required to compete in regularly scheduled races.

2.2 Competitors must notify the Race Committee of their intent to race before the START of the race.

3. NOTICE TO COMPETITORS

Official notices will be posted on the Bulletin Board on the beach at the Massapoag Yacht Club. It is the responsibility of each yacht to check the Board for information.

4. CHANGES IN SAILING INSTRUCTIONS

Any change to the sailing instructions will be posted at least two hours prior to the start of the first race on the day it will take effect. Any change to the race schedule will be posted at least one week prior to the day it will take effect.

5. SIGNALS MADE ASHORE

5.1 Signals made ashore will be displayed at the Flagstaff on the beach at the Massapoag Yacht Club

5.2 When postponement is signaled ashore, the warning signal will be made not less than 30 minutes after the AP is lowered.

6. RACE SCHEDULE

6.1 The Race Schedule will be listed in the MYC calendar unless otherwise posted.

6.2 The table below describes each racing series.

Series	# Days	Starting Time	Target End Time	Type of Scoring	Description of Racing
Spring	4	1:30	2 races	handicap	Sloops handicap, single handed handicap
Race Training	4	11:00	1:00	handicap	Sloops handicap with coaching
Summer 1	6	1:30	4:00	one design, handicap	multiple fleets, multiple courses
Summer 2	6	1:30	4:00	one design, handicap	multiple fleets, multiple courses
Fall	5	1:30	2 races	handicap	Sloops handicap, single handed handicap
Wednesday	13	7:00 (6:30 after 8/8)	1 race	order of finish	pursuit race - all boats
Thursday	12	6:30 (6:00 after 8/8)	sunset	none recorded	Laser team race, Sunfish fleet race
Saturday	9	3:00	5:00	none recorded	Laser team race, Laser fleet race

7. CLASS FLAGS

7.1 Class flags will be:

Class	Flag
Day Sailor	The letter "D" on a GREEN background
Flying Scot	The Flying Scot logo on a WHITE background
Handicap	The letter "H" on a PURPLE background
Laser	The letter “L” on a TEAL background
Sunfish	The letter "S" on a BLACK background

7.2 Class flags will be displayed well before the sequence for that class begins whenever possible. In the cases of rolling starts and the Wednesdays starting sequence class flags will be displayed at the beginning of the starting sequence for that class.

8. SERIES REQUIREMENTS

8.1 A minimum of 2 yachts in a designated class may start and the finishes will be counted as a class race.

8.2 Any yacht may sail with the Handicap Fleet. If a yacht sailing with the handicap fleet is also eligible to sail with another class, it must register its intention to sail with the handicap fleet to the Race Committee prior to the start of the handicap fleet.

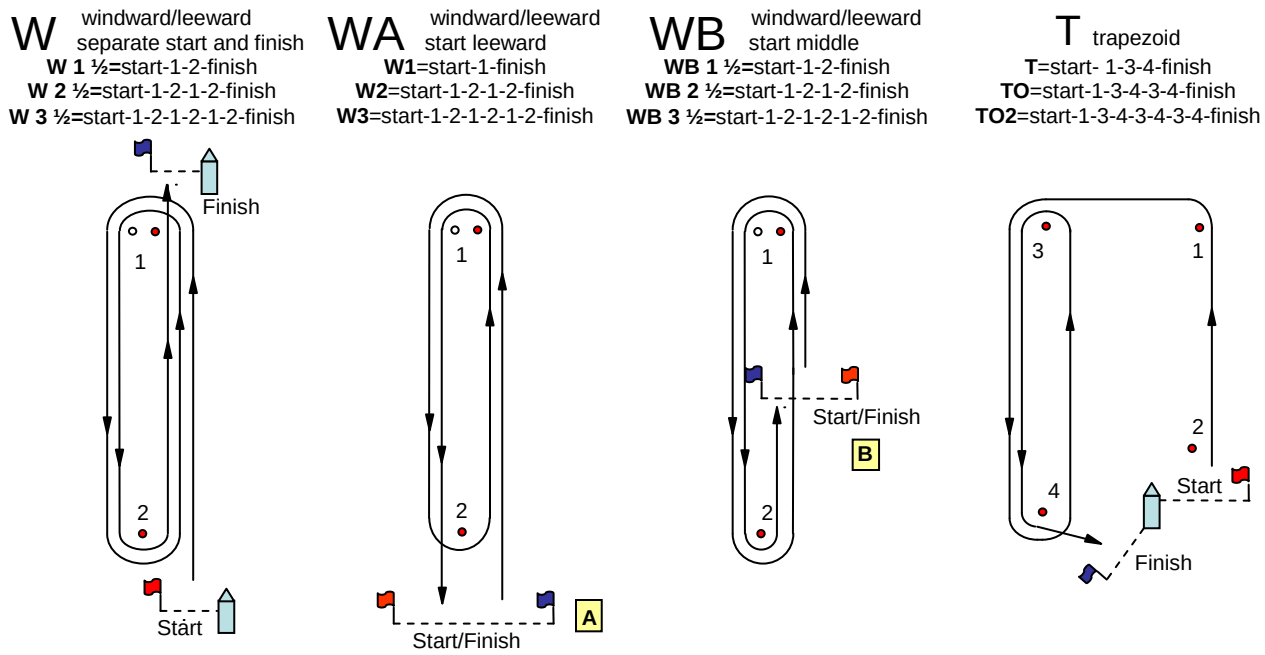
9. RACING AREA RESTRICTIONS

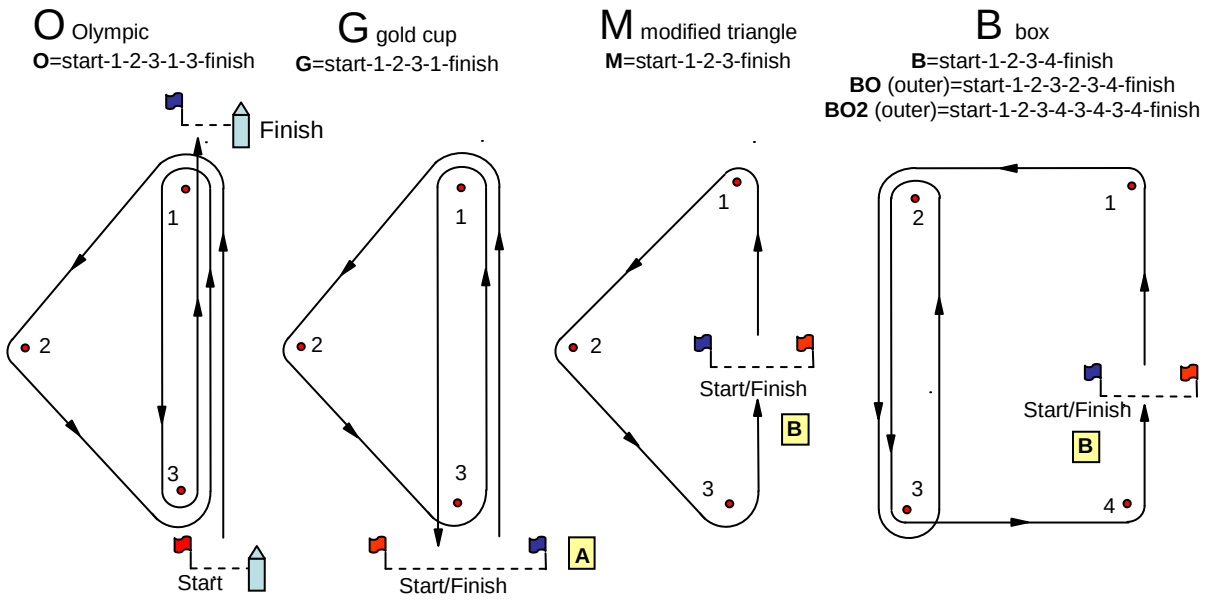
9.1 The “ledge” area (bounded by 4 WHITE “R” marks) is an obstruction. The “taut string”, as described in RRS rule 28.1 must lie outside all these marks.

9.2 Fletcher’s Cove is an obstruction. The “taut string”, as described in RRS rule 28.1 must lie outside (on the East side) of the white “R” mark.

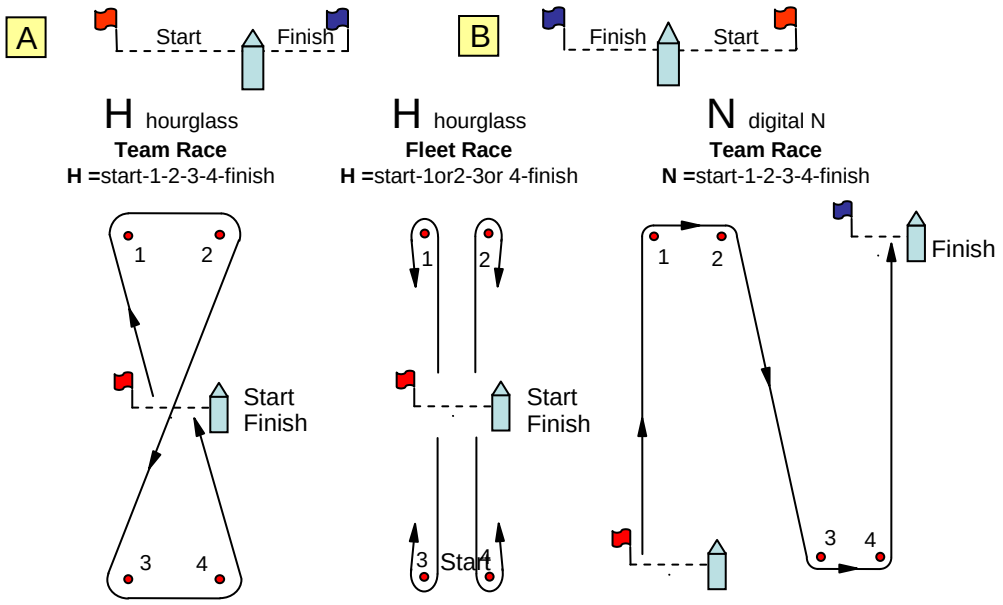
10.0 The Course

10.1 The diagrams in the figure below show the courses, including the order in which marks are to be passed. Additional course information will be displayed on the rack of the Race Committee Boat. It is the intention of the Race Committee to start all races in the direction of the windward mark, the first mark of the course.





Start/Finish Configurations



W Windward – leeward with separate start and finish lines and an upwind finsih. Number designations always end in ½.

WA Windward – leeward with start line on the left and finish line on the right. Start finish line may be above or below the leeward mark. Finish is always downwind and number designation is always a whole number.

WB Windward – leeward with start line on the right and finish line on the left. Start finish line is between leeward and windward marks. Finish is always upwind and the number designation always ends in ½.

T Trapezoid. Windward, reach, leeward, reach. Start 1-2-3-4-finish.

TI Trapezoid with windward – leeward leg on inside loop only. Start-1-2-1-3-4-finish

TO Trapezoid with windward – leeward leg on outside loop only. Start-1-3-4-3-4-finish

TO2 Trapezoid with 2 windward – leeward legs on outside loop. Start-1-3-4-3-4-3-4-finish

TIO Trapezoid with windward – leeward legs on both loops. Start-1-2-1-3-4-3-4-finish

O Olympic. Triangle + windward, leeward, windward.

G Gold cup. Triangle + windward, leeward.

M Triangle. (May be 1 or 2)

B Box. Windward, reach, leeward, reach, windward. Start-1-2-3-4-finish

BO Box with a windward – leeward on outside loop. Start-1-2-3-2-3-4-finish

BO2 Box with 2 windward – leeward legs on outside loop. Start-1-2-3-2-3-2-3-4-finish
H Hourglass. Start-1-2-3-4-finish
N Digital N. Start-1-2-3-4—finish

10.2 The Race Committee has the option of using the following variations on the courses above.

1. The relative positions of the start and finish lines and all marks in the above diagrams are approximate.
2. Start and Finish lines may be located at the windward or leeward marks.
3. The start/finish configurations shown in the diagrams may be simplified to a single start/finish line. The race committee will verbally notify the racers of this change.
4. The offset mark in a windward leeward course may be omitted. The race committee will verbally notify the racers of this change.
5. The race committee has the option of setting a shorter windward leg for any class(s). This course will not have an offset mark. The race committee will verbally notify any fleet that will be using the shorter course, and will describe to them the mark that will be used.
6. The race committee may substitute a leeward gate for a leeward mark. The race committee will verbally notify the racers of this change.

10.3 The identifying letter of the chosen course will be displayed on the Race Committee Boat before or with the warning signal. For courses W, WA, and WB a number will be displayed indicating the number of windward mark roundings. A whole number indicates a downwind finish after the last windward mark rounding. ½ indicates an additional leeward mark rounding after the last windward mark rounding and then a windward finish.

10.4 All marks are to be left to PORT, except in the case of leeward gates, which are rounded inside to outside. Team race courses may have some starboard roundings.

10.5 When the start/finish line is in the middle of the course, it shall be open (i.e. boats may pass through it while racing).

11. MARKS

11.1 Marks 1, 2, 3, and 4 will usually be ORANGE colored tomatoes. If a shorter windward leg is set, its mark will be a Red ball.

11.2 The starting mark will be either a starting pin with an ORANGE flag or an ORANGE tomato.

11.3 The finishing mark will be the starting pin with an ORANGE flag, an ORANGE tomato, or a finish pin with a BLUE flag.

11.4 A YELLOW ball will be used as the new mark when the course is changed after the start.

11.5 A WHITE Ball will be used as an Offset mark on a “W” Course.

12. THE START

12.1 Races (except on Wednesday) will be started using RRS Appendix S, Sound Signal Starting System The table below lists the sound and timing sequence.

Sequence TIME	ACTION	SOUND SIGNALS	EVENT
	Raise 1st Class Flag		
		Faint beeping sound	10 second countdown to Start
		5 Short Blasts	
3 Min		3 Long Blasts	WARNING for 1st class
2 Min		2 Long Blasts	PREPARATORY for 1st class
1:30 Min		1 Long Blast + 3 Short Blasts	
1 Minute		1 Long Blast	

30 Sec		3 Short Blasts	
20 Sec		2 Short Blasts	
10 Sec		1 Short Blast	
5 Sec		5 Short Blasts	5, 4, 3, 2, 1 Seconds to Start
START	Lower 1st Class Flag & Raise 2nd Class flag	1 Long Blast	START for 1st class & PREPARATORY for 2nd class
…sequence repeats until all other starts are completed.			

Note: If the Race Committee needs to delay the start of any subsequent race after the first race, the Class (or WARNING) flag for that subsequent race will not be raised with the START of the previous race.

12.2 The starting line will be between a staff displaying an ORANGE flag on the Race Committee Boat and a nearby mark or pin.

12.3 Boats whose *warning* signal has not been made shall keep clear of the starting area and shall keep clear of all boats whose preparatory signal has been made.

12.4 A boat starting later than 10 minutes after her starting signal will be scored Did Not Start.

12.5 The starting sequence for a Laser or Sunfish race may be abbreviated to two minutes with verbal notification from the Race Committee. A two minute sequence will be sounded with whistles.

12.6 On Wednesday only the following special sequence will be used. For each class after the first, the class flag will be raised 1 minute before the start of that class.

Sequence TIME	ACTION	SOUND SIGNALS	EVENT
	Raise Sunfish Class Flag		
		Faint beeping sound	10 second countdown to Start
		5 Short Blasts	
3 Min		3 Long Blasts	WARNING for 1st class
2 Min		2 Long Blasts	PREPARATORY for 1st class
1:30 Min		1 Long Blast + 3 Short Blasts	
1 Minute		1 Long Blast	
30 Sec		3 Short Blasts	
20 Sec		2 Short Blasts	
10 Sec		1 Short Blast	
5 Sec		5 Short Blasts	5, 4, 3, 2, 1 Seconds to Start
SUNFISH START	Lower Sunfish Flag & Raise Daysailer Flag	1 Long Blast	START for Sunfish & 1 minute signal for Daysailers
30 Sec		3 Short Blasts	
20 Sec		2 Short Blasts	
10 Sec		1 Short Blast	
5 Sec		5 Short Blasts	5, 4, 3, 2, 1 Seconds to Start
DAYSAILER START	Lower Daysailer Flag	1 Long Blast	START for Daysailers & PREPARATORY for Lasers
30 Sec		3 Short Blasts	
20 Sec		2 Short Blasts	
10 Sec		1 Short Blast	
5 Sec		5 Short Blasts	5, 4, 3, 2, 1 Seconds
0 Sec	Raise Laser Flag	1 Long Blast	1 minute signal for Lasers

30 Sec		3 Short Blasts	
20 Sec		2 Short Blasts	
10 Sec		1 Short Blast	
5 Sec		5 Short Blasts	5, 4, 3, 2, 1 Seconds to Start
LASER START	Lower Laser Flag & Raise Flying Scot Flag	1 Long Blast	START for Laser & 1 minute signal for Flying Scots
30 Sec		3 Short Blasts	
20 Sec		2 Short Blasts	
10 Sec		1 Short Blast	
5 Sec		5 Short Blasts	5, 4, 3, 2, 1 Seconds to Start
FLYING SCOT START	Lower Flying Scot Flag	1 Long Blast	START for Flying Scots

12.7 The Wednesday sequence may be abbreviated if only one class is racing.

12.8 Handicap boats shall start with the class which has the Portsmouth Handicap Number closest to theirs. The Race Committee will make that determination. Capri 14 and Zuma classes shall start with the Sunfish. Harpoon shall start with the Daysailers. Laser radials shall start with the Daysailers in wind of 12 MPH and less, and shall start 1 minute after the Daysailers in wind of 13 MPH and up.

13. CHANGE OF COURSE AFTER THE START

To change the position of the next mark, the Race Committee will drop a YELLOW mark in a new location The change will be signaled before the leading boat has begun the leg, although the mark may not yet be in the new position. Any mark to be rounded after rounding the moved mark may be relocated without further signaling to maintain the course configuration. If a second course change is needed, an ORANGE mark will be dropped as the new mark, and the YELLOW mark will be removed.

14. THE FINISH

14.1 When the starting line also serves as the finish line, the finish line will be between a staff displaying an ORANGE flag on the Committee Boat and the starting pin with an ORANGE flag.

14.2 When a mark of the course is used as one end of the finish line, the other end will be a staff displaying an ORANGE flag on the Committee Boat.

14.3 When the finish line is neither a mark of the course nor the starting line, the finish line will be between a staff displaying a BLUE flag on the Committee Boat and a finishing pin with a BLUE flag.

14.4 When the Race Committee Boat is on station, it will be indicated by display of a BLUE flag. Failure of the Race Committee Boat to display this signal will not be grounds for redress. **This changes rule 62.1 (a).**

15. TIME LIMIT

The time limit from the Start to the Finish for the first boat will be one and one half (1½) hours for each class. Boats failing to finish within 30 minutes after the first boat finishes or within the time limit, whichever is later will be scored Did Not Finish (DNF). **This changes rule 35.**

16. PROTESTS

16.1 Written Protests shall be submitted to the Race Committee not later than 30 minutes after the Race Committee Boat arrives at the dock following the last race of the day.

16.2 A list of the yachts protesting and protested will be posted on the bulletin board. The competitors or their representatives must remain available for a hearing to be held as soon as possible.

16.3 A protest committee shall be chosen according to RRS rule 91(a).

17. SCORING This section needs review by RC and individual fleets

17.1 For the Spring, Fall, and Wednesday Series, the Low Point scoring system, rule A2, will apply, except as follows: the number of races scored in a series for each yacht will be half of the total races that were run in that series. A fractional number will be rounded to the next higher value. DNS and DNF scores won't be counted toward qualifying for a series **This changes rule A2**

17.2 For the Thursday and Saturday Series no scoring will be recorded.

17.3 For the Summer Series, Lasers will score each day as an independent regatta. The Low Point Scoring System will be used, except that a boat's worst score will not be excluded unless there have been 6 or more races. **This changes Rule A2.** The series score will be determined by treating the daily regatta scores as a single race score. The number of days scored in a series for each sailor will be half of the total number of days that the fleet raced in that series. A fractional number will be rounded to the next higher value. Ties will be broken according to rule A8.1. If a tie remains it will be broken in favor of the sailor who has beaten the most boats in the daily scores counted. If a tie still remains it shall not be broken. **This changes rule A8.2 and 17.6 of the Racing Instructions.**

17.4 A yacht scoring DNF shall be awarded points equaling the total number of yachts in the race + 1.
A yacht scoring DNS shall be awarded points equaling the total number of yachts in the race + 1.
A yacht scoring DSQ shall be awarded points equaling the total number of yachts in the race + 1.

17.5 The Portsmouth Numbering System shall be employed to adjust the elapsed times of yachts sailing in Handicap races and the adjusted times will be ranked to establish each competitor's place.

17.6 Ties will be broken according to rule A8.1 If a tie still remains between two boats, they shall be ranked in order of their scores in the last race that the boats sailed together that did not include an excluded score. **This changes rule A8.2**

18. AWARDS This may be affected by scoring systems used

18.1 For each racing series (except Thursday and Saturday), there will be awards for first, second and third place in a class. For the Thursday and Saturday Series, awards will be based on the most active participation.

18.2 A boat must start the number of races scored in a series in order to qualify for a trophy. A DNS cannot be used to qualify for a series.

18.3 Non-members of MYC are eligible to receive skipper awards in only one series per season.

19. SAFETY

19.1 All competing yachts must carry safety equipment specified by class rules and current applicable U.S.C.G. and Commonwealth of Massachusetts, Department of Fisheries, Wildlife and Environmental Law Enforcement regulations for each boat category.
Current minimum requirements for boats not propelled by motors include and are not limit to:

1) One C.G. approved P.F.D. for each person on board;
2) A horn or whistle
3) A throwable flotation device for all boats 16 ft and over

19.2 Life Jackets **must** be worn for the Spring and Fall Series.

19.3 Children under 12 years old must wear a USCG approved Personal Flotation Device.

20. ADDENDA

All yachts are warned that there is a large football-shaped shallow area to the NNW of Flat. Water-depth in the area ranges from 3 to 10 feet. The highpoint of the sandbar is about 100 feet NNW of Flat Rock.