

MASSAPOAG YACHT CLUB

P. O. BOX 18, SHARON, MASSACHUSETTS 02067

2020 SAILING 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. Fewer than 3 races may be run on Sundays when PRO determines that conditions are not conducive to racing.

Series	# Days	Starting Time	Target End Time	Type of Scoring	Description of Racing
Spring	4	1:30	4:00 3 races	Handicap start/ order of finish	pursuit race - all boats
Summer 1	6	1:30	4:00 3 races	one design, handicap start/ order of finish	Scots, pursuit for all others, multiple courses
Summer 2	6	1:30	4:00 3 races	one design, handicap start/ order of finish	Scots, pursuit for all others, multiple courses
Fall	4	1:30	4:00 3 races	Handicap start/ order of finish	pursuit race - all boats

Wednesday	12	7:00 (6:30 after 7/31)	1 race	Handicap start/ order of finish	pursuit race - all boats
Thursday	6	6::00	5 races	Dinghy start	Laser/Sunfish/Aero

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
Aero 7 & 9	# in double circle on PINK or GOLD

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 Pursuit Race Fleet. If a yacht sailing with the pursuit race fleet is also eligible to sail with another class, it must register its intention to sail with the pursuit race fleet to the Race Committee prior to the start of the pursuit race.

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 figures below show the courses, including the order in which marks are to be passed. Additional course information may 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.

10.2 There will be a standard course for each series that is specific to that series.

1. Sundays will use trapezoid "T" courses, but may use or windward - leeward "W" courses when there are fewer than a total of 15 boats racing that day.

2. Wednesdays will use windward – leeward "W" courses.

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

1. An alternative to the standard course may be used when, in the judgement of the Race Committee, it will result in a better race. The Race Committee will verbally notify the racers of this change in addition to posting the identification for the course to be sailed.
2. The relative positions of the start and finish lines and all marks in the above diagrams are approximate.
3. Start and Finish lines may be located to windward or leeward
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(es). 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.

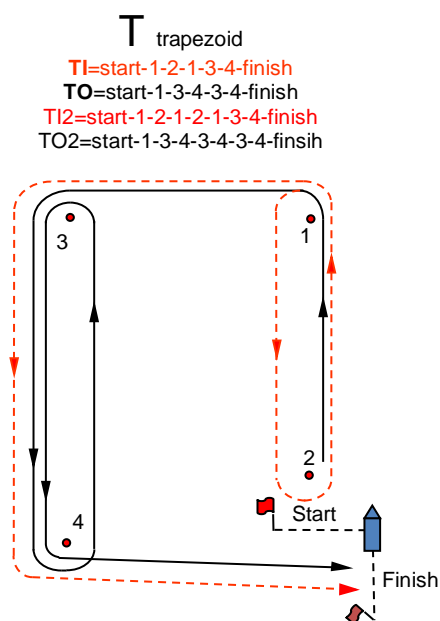
10.4 The identifying letter of the chosen course will be displayed on the Race Committee Boat before or with the warning signal. For course T, an I or O will be added to indicate whether a fleet will sail the inner or outer loop. A 1 or a 2 may be added to the I or the O to indicate an extra windward-leeward lap on one side of the course. For course W a number will be displayed indicating the number legs to be sailed. An even number indicates a downwind finish, and an odd number indicates an upwind finish.

10.5 All marks are to be left to PORT, except in the case of leeward gates, which are rounded inside to outside.

10.6 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).

Sunday Standard Course

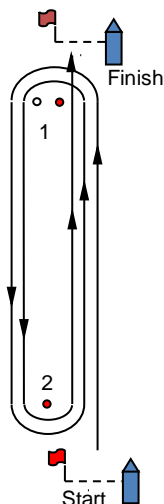
Multiple fleets



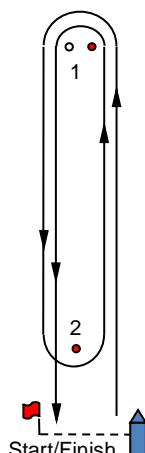
Pursuit Race Course

Wednesdays, Spring, Fall, Summer Handicap Fleet

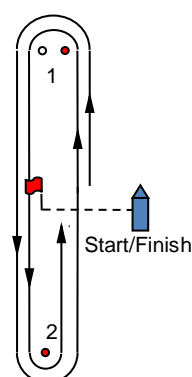
W windward/leeward
 separate start and finish
 W3 = start-1-2-finish
 W5 = start-1-2-1-2-finish
 W7 = start-1-2-1-2-1-2-finish



W windward/leeward
 start leeward
 W2 = start-1-finish
 W4 = start-1-2-1-finish
 W6 = start-1-2-1-2-1-finish



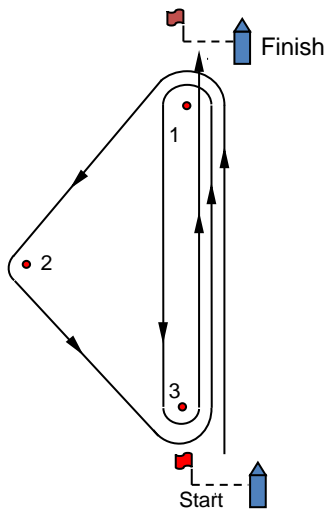
W windward/leeward
 start middle
 W3 = start-1-2-finish
 W5 = start-1-2-1-2-finish
 W7 = start-1-2-1-2-1-2-finish



Alternate Courses

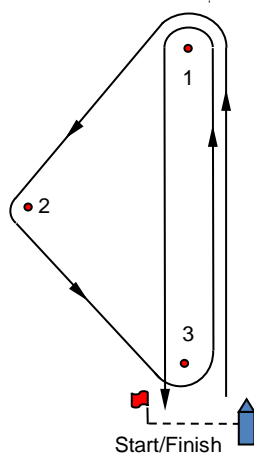
O Olympic

O=start-1-2-3-1-3-finish



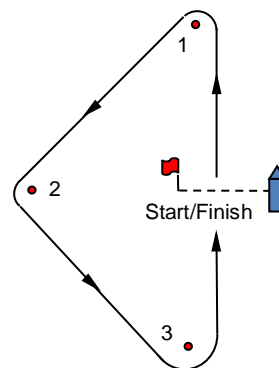
G gold cup

G=start-1-2-3-1-finish



M modified triangle

M=start-1-2-3-finish



11. MARKS

- 11.1 Marks 1, 2, 3, and 4 will be YELLOW colored cylinders or ORANGE colored tomatoes. If a shorter windward leg is set, its mark will be a Yellow ball or Yellow tomato.
- 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, or YELLOW tomato 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 Pursuit Races) will be started using RRS Appendix U, Audible Signal Starting System The table below lists the sound and timing sequence.

<u>Sequence TIME</u>	<u>ACTION</u>	<u>SOUND SIGNALS</u>	<u>EVENT</u>
	Raise 1 st Class Flag		
		Faint beeping sound	10 second countdown to Start
		5 Short Blasts	
3 Min		3 Long Blasts	WARNING for 1 st class
2 Min		2 Long Blasts	PREPARATORY for 1 st 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 1 st Class Flag & Raise 2 nd Class flag	1 Long Blast	START for 1 st class & PREPARATORY for 2 nd 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 For Pursuit Races 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.

<u>Sequence TIME</u>	<u>ACTION</u>	<u>SOUND SIGNALS</u>	<u>EVENT</u>
	Raise Sunfish Class Flag		
		Faint beeping sound	10 second countdown to Start
		5 Short Blasts	
7 Min		3 Long Blasts	WARNING for 1 st class
6Min WEST WIGHT POTTER START		2 Long Blasts	PREPARATORY for 1 st class
5:30 Min		1 Long Blast + 3 Short Blasts	
5 MINIFISH/ LASER PICO START		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
4 min SUNFISH START	Lower Sunfish Flag & Raise Daysailer Flag	1 Long Blast	START for Sunfish & 1 minute signal for Daysailers, Laser Radial
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
3 min DAYSAILER START	Lower Daysailer Flag	1 Long Blast	START for Daysailers, Laser Radial & 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
2 min LASER RADIAL/ AERO 5 START	Raise Laser Flag	1 Long Blast	1 minute signal for Laser Full
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
1 min LASER START	Lower Laser Flag & Raise Flying Scot Flag	1 Long Blast	START for Laser & 1 minute signal for Flying Scots
30 Sec/ AERO 7 START		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/AERO 9 START	Lower Flying Scot Flag	1 Long Blast	START for Flying Scots

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

12.8 Classes of boats not named above shall start with the class which has the Portsmouth Handicap Number closest to theirs. The following classes start before the Sunfish start at the time indicated above: West Wight Potter, Minifish, and Laser Pico. The following classes will start at 4 min (before the FS start) with the Sunfish: Capri 14.2, Zuma, Hunter 146. The following classes will start at 3 min with the Daysailers: Town Class and Laser 4.7. The following classes will start at 2 min with the Laser Radials: Force 5, Aero 5, Capri 16.5, Harpoon 5.2, Precision 15, and Mistral 16. The following classes will start at 1 min with Lasers – Comet, Hunter 17, Laser II.

12.9 Racers with boats in classes not listed above are encouraged to ask the MYC Race Committee Chair for an appropriate starting time. In lieu of an assigned starting time the race committee will start unlisted 17' sloops at 1 min with Lasers the first time they race. Unlisted 16' sloops shall start at 2 min with Laser Radials the first time they race. After their first race boats shall be assigned a starting time by the MYC Race Committee Chair. In other circumstances the Race Committee shall decide where an unlisted or unknown yacht will start.

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 either verbally or with flag C and repetitive sounds 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. Original marks need not be removed when the course is changed. If a second course change is needed, an ORANGE mark will be dropped as the new mark, and the YELLOW mark will be removed. **This changes rule 33.** (Failure of the Race Committee to use the proper color mark shall not be grounds for redress.)

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. ORANGE flags may be used if BLUE flags are not available.

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 hour and fifteen minutes (1:15) for each class. Boats failing to finish within 20 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

17.1 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 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.

17.3 The Portsmouth Numbering System has been employed to adjust the starting intervals of yachts sailing in Pursuit races. The goal for the length of each race is 30 minutes for Flying Scots. Failure to achieve this goal shall not be grounds for redress.

17.4 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**

17.5 One design scoring may be applied to classes that start in the Pursuit Race Fleet if there are a sufficient number of races and sufficient number of qualifiers to meet all the series scoring requirements required by this document. In such cases yachts shall be scored in both the one design fleet and the pursuit race fleet. For the purpose of scoring, the number of races that were run in the one design series is equal to the number of races run in the pursuit race series.

18. AWARDS

18.1 For each racing series there will be awards for first, second and third place in a class.

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.