

LAKE MACQUARIE WINDWARRIOR FLEET
SAILING INSTRUCTIONS (SIs)
In force from 1/6/2024

1.0 RULES

- 1.1 The current Racing Rules of Sailing issued from time to time by Australian Sailing AND Appendix E thereto (RRS & RRS E) each as amended herein shall apply.
- 1.2 A boat shall comply with the Lake Macquarie Yacht Club Windwarrior Class Rules, when competing in pointscore races for a Series referred to in SI 4.0 and Class Rules 14.0.

2.0 COURSES

- 2.1 Courses will be set in the vicinity of the northern side of Lake Macquarie Yacht Club Clubhouse in Belmont Bay.
- 2.2 The configuration of courses will be that set out in Annexure 1 hereto. The course configuration may be changed to another configuration. This rule changes RRS E 3.3

3.0 RACE PROGRAM

- 3.1 From 1 September until 31 March in each year, competition will be conducted on Thursday evenings from 1700 hours to 1830 hours.
- 3.2 From 1 April to 31 August in each year, competition will be conducted on Saturday afternoons from 1330 hours to 1530 hours.
- 3.3 Other dates and times may be published at the discretion of the Race Committee.
- 3.4 A program of events nominating the dates and type of racing to be conducted shall be published on the Windwarrior pages of the LMYC web site.

4.0 POINTSCORES

- 4.1.1 The Low Point Scoring system shall be used being 1 point for 1st, 2 points for 2nd and so on. A boat that does not compete shall be scored 15 points or 1 point more than the number beach entries for the day which ever is the greater. (This changes RRS A 5.2)
- 4.1.2 A boat attending on a race day which is scored DNS, DNF, RET or OCS shall score 1 point more than the number of beach entries. A boat scored DSQ shall be scored 2 points more than the number of beach entries.
- 4.2 A Scratch and Performance point scores shall be conducted in addition to a prize for the overall Gun Boat.
- 4.3 A pointscore for pursuit races will be conducted on the first and third race days of a month being the first 3 races of the day for the Orrell Cup commencing June. The boat's 4 worst scores shall be discarded.
- 4.4 On a race day a boat shall start in not less than one-third of the races to score points.
- 4.5 A minimum of 3 races shall be completed with a minimum of 3 boats starting in each race to be scored for a pointscore.
- 4.6 DISCARDS

Seasonal & Annual Pointscores	DISCARDS
Less than 6 race days	0
6 to 8 race days	2
9 to 11 race days	3
12 to 13 race days	4
The ORRELL CUP	4

5.0 CHANGES TO SAILING INSTRUCTIONS.

- 5.1 Verbal changes may be made to the Sailing Instructions by the PRO, and the changes are announced not earlier than 5 minutes prior to the race in which they are to take effect and the announcement is made in the onshore race competitor's area.

6.0 RACE ENTRIES

- 6.1 Beach entries shall be accepted on each race day.
- 6.2 The race entry fee shall be \$3.00 for a day regardless of the number of races conducted or the number of races in which the boat competes.
- 6.3 Race entry fees shall be paid before a boat races.
- 6.4 Each entry shall sign a Code of Conduct form once.

7.0 RADIO FREQUENCIES

7.1 The PRO may direct a boat to use another frequency if the boat's usual frequency causes radio interference. The boat last to sign on shall change.

7.2 It is recommended that all boats should convert to 2.4GHz handsets.

8.0 Spare.

9.0 TROPHIES AND AWARDS

9.1 Trophies will be awarded to 1st in each annual pointscore

9.2 Other prizes and Trophies may be awarded at the discretion of the Race Committee.

10.0 DIVISIONS

10.1 G2 and G3 designs shall race as one Division.

10.2 Other divisions may be formed or disbanded as the Race Committee decides.

11.0 REDRESS

11.1 Appendix E, E 6.6 add no redress shall be granted for,

- (a) flat or defective batteries,
- (b) electrical or mechanical breakdown,
- (c) entanglement in weed.

11.2 A skipper shall be given redress of average points for each race (not exceeding 3 races) when he acts as starter.

11.3 A boat taken off the course by an incident, or damaged and unable to continue shall be granted average points for the race **provided** a verbal request is made and supported by the boat at fault or an independent witness.

12.0 STARTING PROCEDURES (This Changes RRS 26 and RRS E 3.4)

12.1.1 **For Scratch** starts for the first race of a three race group the Attention signal shall be the announcement of 120 seconds and for the second and third races of that group the Attention signal shall be 60 seconds before the start.

12.1.2 The Preparatory signal shall be the 10 second announcement.
Boats shall be racing from the 10 second announcement.

12.1.3 After a General Recall the restart of the race will be 60 second count down.

12.2.1 **For Pursuit** races and Handicap starts the starter shall announce an Attention signal. Boats shall be racing 10 seconds **before their nominated start time**.

12.2.2 There shall be an announcement of 120 seconds with a 10 second interval count down.

12.2.3 A boat shall **start on its nominated start time**.

12.2.4 The PRO shall announce a boat's pursuit/handicap start time prior to the Attention announcement.

12.3.1 **For All Races** The time count down may be by recorded voice.

12.3.2 A boat shall comply with RRS 30.1 – **Round the ends rule**, for a start where the boat is OCS 10 seconds prior to the/ its start. A voice signal only shall be made.

12.3.3 A group of three (3) races shall be held consecutively with the next race started as soon as possible after the finish of the preceding race. On completion of the third race of a group there shall be a five (5) minute break before the next three race group's Attention signal. The 5 minute break may be extended if weather or sea conditions are unsuitable of a course change is required.
(This Changes RRS 30.1 and Race Signals.)

13.0 TIME LIMIT (This Changes RRS35)

13.1 The time limit for each race shall be ten (10) minutes from the announcement of 'START' or for Pursuit races Zero time. If a boat finishes within the time limit the time limit shall be extended by 5 minutes from the first boat's finishing time. A boat not finishing within the extended time limit shall be scored DNF.

14.0 WIND SPEED

14.1 If in the discretion of the PRO the wind speed recorded in proximity to the course is less than 3 knots or exceeds or gusts more than 20 knots, a pointscore race shall not be started.

15.0 OTHER CHANGES TO RACING CONDITIONS

15.1 The 'Zone' around a mark is four (4) hull lengths. (This adopts RRS E 1.1)

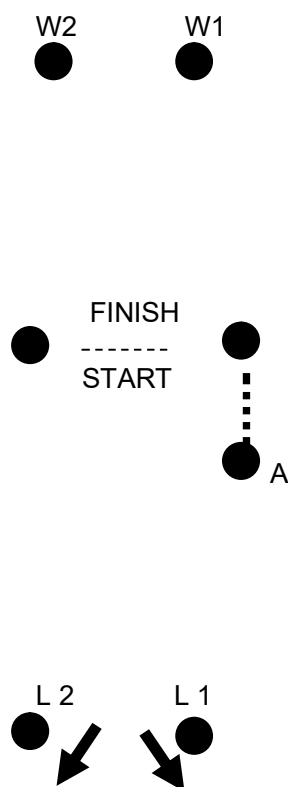
15.2 RRS 31 and 44.1 penalty for **touching a mark**, are deleted.

15.3 No sound signals other than voice announcement shall be made for an **Individual or General Recall**. (This changes RRS E 3.5) and 'Black Flag start' (This changes RRS 30.4 and Race Signals).

15.4 A boat which infringes a rule of RRS Part 2 on the course shall take a **One Turn penalty**. (This changes RRS 44.1 and adopts E 4.3)

- 16.0 **CONTROL AND LAUNCHING AREA.**
 16.1 The Control and Launching area unless otherwise directed, shall be on the northern side of the LMYC Club House adjacent to the crane hoist.
 16.2 Once a boat is launched a competitor shall remain on the bricked area.
 17.0 **CHANGES OF HELMSMAN**
 17.1 A substitute helmsman shall not be permitted except an invited helmsman who may helm no more than 2 races on a Competition Day
 17.2 A new or replacement helmsman for an existing boat shall race under his/her name.

ANNEXURE 1
 COURSE CONFIGURATION.



COURSE CONFIGURATION

W 1 rounding mark and shall be laid between 20 and 25 metres approximately to windward from the start line.

W 2 rounding mark as an offset mark shall be laid approximately 3 meters to port of W 1.

When on a leg to W1 a boat shall PASS W2 to port.

L1 and L 2 shall be laid as a gate (refer RRS 28.1) approximately 20 to 25 meters to leeward of the start line.

L 2 shall be approximately 3 meters to port of L 1.

A is laid as an anti barging mark on a buoyed line approximately 0.5 metre long and is a mark of the course to be passed to starboard when a boat is starting and finishing.

COURSE TO BE SAILED

2 LAPS

START – W2 (P) – W1 (P) – W2 (P) – L1 (P) or L2 (S)- W2(P) – W1(P) – W2(P)
 – L1 (P) or L2 (S)- FINISH

1 LAP

START – W2 (P) – W1 (P) – W2 (P) – L1 (P) or L2 (S)- FINISH