

2010 Island Races – Amendment to Sailing Instructions

The races to the Islands are always sailed on an incoming and very full tide. Typically, we look for a high water height of 1.95m to 2.00m+.

Channel marks are laid at low tide and if the fleet sticks to the channel there is not much chance of going aground.

SKIPPERS MEETING

There will be a meeting lasting no more than ten minutes starting half an hour before the scheduled start, at which the course and starting procedure will be explained, and the final handicaps and starting times disclosed.

Boats will start launching immediately after the meeting.

STARTING PROCEDURE

These races are pursuit starts (i.e. beginners start first, “stars” start last, first boat home wins the trophy) and the starting procedure is as follows:

- Competitors MUST launch and proceed up-river of the Start Line (2) BY at least ten minutes before the first start e.g. if the race starts at 15h00, you must be well above the start line by 14h50. the reason for this is that the Bridge need a clear view of the water down-stream of the Start Line in case boats are over the line at the start;
- NOTE: any boat seen downstream of the Start Line after the five minute signal will be disqualified.
- At 5 minutes to the first start, the Laser Class (J) flag will be hoisted, with a short sound signal.
- At 4 minutes to the first start, the Blue Peter (P) will be hoisted, with a short sound signal.
- At 1 minute to the first start, the Blue Peter will be dropped, with a long sound signal.
- At the first start, the J flag will be dropped, a GREEN flag will be hoisted with a short sound signal. The first group of boats start racing.
- At this point, the Bridge Captain will decide if a boat needs to be recalled; if so, the Recall flag will be hoisted, with a short sound signal. The Bridge Crew will note whether or not an offender returns to restart correctly; if not, the offender will be disqualified. There will be no General Recall.
- 30 seconds after the start, the GREEN flag will be dropped.

- 1 minute after the start, the GREEN flag will be hoisted, with a short sound signal, signaling the second start. The Recall flag will be hoisted as described above, if necessary.
- This process (i.e. the previous two steps) will be repeated until all boats have started.
- NOTE: there will be no numbers displayed. It is the responsibility of skippers to determine their start times according to the list of handicaps displayed on the Club Notice Board, and to synchronize their watches with Bridge Clock.

HANDICAPS

Handicaps are set according to individual past results, adjusted to the state of wind and tide on the day, and taking into account the length of the course. Handicaps are subject to the sole jurisdiction of the Hon. Handicapper.

COURSES: A Fleet – Laser, RS Vision, RS Vareo, RS Feva, Finn, Sprog, Dolphin, Hobie 14 Turbo, Xtra

B Fleet - Gypsy, Mirror

Bailey Southwell Trophy (A Fleet) – Southern Cross (B Fleet) – Prize (Juniors)

The course will follow channel markers – “G” at the end of Blackburn Reach at the entrance to the Islands (taken to starboard), “H” at the western end of the east-west channel (taken to port); the fleet then sails towards the Bridge and rounds “L” to port situated close to the bridge, then sails for home; there is no obligation to round the channel markers on the leg to Finish. First boat home in each of the designated class wins the trophy allocated to that class.

Junior Fleet – Optimist, RS Tera

The Junior Fleet will sail to “G” at the end of Blackburn Reach at the entrance to the Islands (taken to starboard) and return to Finish.

Island Cup (A Fleet)

The course will follow channel markers – “G” at the end of Blackburn Reach at the entrance to the Islands (taken to starboard), “H” at the western end of the east-west channel (taken to port); the fleet then sails towards the Bridge where a triangular course will be sailed, as follows:

Round 1

- Round “K” (on the starboard bank heading downstream) to port;
- Round “L” (at the Bridge) to port;
- Round “M” (on the port bank heading downstream) to port;

Round 2

- Round “K” (on the starboard bank heading downstream) to port;
- Round “L” (at the Bridge) to port;
- Round “M” (on the port bank heading downstream) to port;

Round 3

- Round “K” (on the starboard bank heading downstream) to port;
- Round “L” (at the Bridge) to port;
- Round “M” (on the port bank heading downstream) to port;
- Round “K” to starboard;
- Sail to Finish;
- First boat home wins the Island Cup.

Prize (B Fleet)

As per A Fleet course, except that only Round 3 is completed.

Prize (Juniors)

The Junior Fleet will sail to “G” at the end of Blackburn Reach at the entrance to the Islands (taken to starboard) and return to Finish.