



SAILING INSTRUCTIONS – KEY POINTS

Open Dinghy Regatta incorporating Scottish Sailing Skiff Traveller

This document has no status other than as an "aid memoire" nor is it intended to replace the Notice of Race and Sailing Instruction documents available on the web and noticeboard.

The notice board located in the race office at the clubhouse.

A briefing for competitors will take place on Saturday at 12:00.

Adequate personal buoyancy shall be worn at all times on the water.

Predicted High water times: Saturday 15:51 BST / 4.35 m; Sunday 16:34 BST / 4.15 m

The scheduled time of the warning signal for the first race is 12:57 on Saturday and 10:27 on Sunday, with subsequent races to follow back to back unless AP over either of A or H is displayed at the finish.

Racing will take place in the Inner Moray Firth around one mile from Fortrose Harbour.

Classes, intended Starting Order and Warning Flags are:

The planned Starting Order, Classes and Class Flags are:

Start	Class	Class Flag	
1	Skiff – PY ≤ 925	B	
2	Fast Handicap – PY < 1115	E	
3	Slow Handicap – PY ≥ 1115	F	

Races shall be started with signals at 3 2 1 0 minutes to the start - Rule 26.

After a General Recall the recalled class will start after the last scheduled start or after previously recalled classes.

There is no time limit for the first boat to pass the first mark.

The Race Time Limit for the first boat is 60 minutes after its race start and the Finishing Window Time Limit is 30 minutes after the first boat in its race finishes.

Boats failing to finish within their time limit will be scored "Did Not Finish". This changes RRS 35.

The protest time limit is 60 minutes after the last boat of all classes has finished the last race of the day.

One race is required to be completed to constitute a series. A boat's series score will be the total of her race scores excluding her worst. When fewer than four races take place all her scores count .

COURSES

Courses are made up of several **LEGS** as described below.

Class	Course – marks to port except*
Skiff	W; S; Leeward Gate; Start Gate; W; S; Leeward Gate; Start Gate; W; S; Leeward Gate; Finish
Fast H'cap; Laser	1; 2; 3 Start Gate; 1; 3; Start Gate; 1; 2; 3; Finish
Slow H'cap	1; 2; 3 Start Gate; 1; 3; Finish

*The Gates must be passed through from the direction of the previous mark.

Marks **W**, and **L** will be large triangular orange buoys. All other marks will be spherical red/orange buoys with a letter printed on them, except for the spreader mark which will be yellow and without a letter.

