



# SAILING INSTRUCTIONS – KEY POINTS

## Solo & Streaker Scottish Championships

27th-28th June 2026

**This document has no status other than as an "aid memoire". It does not 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 11:09 BST / 3.8 m.

The scheduled time of the warning signal for the first races are 12:55 on Saturday and 10:25 on Sunday, with start times 5 minutes later and 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.

The intended Class Flags:

Class	Class Flag	
Solo	F	
Streaker	E	

Races shall be started with signals at 5 4 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 three races take place all her scores count. .

### COURSES

Courses are made up of several **LEGS** as described below and the Course to be sailed will be designated by flying the corresponding Numeral Pendant Flag.

Course Flag	Course – marks to port except*
NP 1	W; 1; L Start Gate*; W; L; Start Gate*; W; 1; L; Finish*
NP 2	W; L; Start Gate*; W; L; Start Gate*; W; L; Finish*

\*The **Start Gate** must be passed through from the direction of the **previous** mark.

**Marks W, and L** will be large triangular orange buoys.

**Mark 1** will be an orange pillar buoy.

**Mark Start/Finish** will be a spherical red/orange buoy with a letter printed on it.

