



## Yacht Club of Stone Harbor Sailing Instructions – 2017

1. At the Yacht Club of Stone Harbor, our primary concern during all sailing events is that the competitors have fun while sailing good races in a safe manner. YCSH has dedicated race management and an attentive patrol committee committed to providing such good and safe racing.
2. All our races are sailed under the Racing Rules of Sailing 2017 to 2020. Sailors are responsible for knowing these rules and for complying with them. The US Sailing website maintains current information and you can obtain it by visiting <http://www.ussailing.org/rules/>. Sailors need to be aware that for MAYRA events, the MAYRA Regatta Sailing Instructions modify the RRS. Also, local fleet rules for fleet racing will be posted on the Sailing Committee Bulletin Board in the Grille Room
3. In order to compete, your boat must have an official, legible sail number properly displayed. Failure to do so may result in disqualification. Each boat shall carry a tow line that is at least 50 feet in length and all other equipment required by the boat's national class organization.
4. The Race Committee and the Sailing Committee reserve the right to make changes to race dates and times and to these sailing instructions. Changes will be posted on the Sailing Committee Bulletin Board in the Grill Room. We use Daylight Savings Time and tide predictions for the 96<sup>th</sup> Street Bridge. For the Great Sound, add approximately 30 minutes to the listed tide predictions.
5. Because of tide constraints, in the event that all boats in a race have not finished, the Race Committee has the right to award finishing positions, in order to start the next race. For local fleet races, the Race Committee will abandon any race if no boat has rounded the first mark after 30 minutes. The Race Committee will also abandon any race if no boat has finished a race within 60 minutes of a start. Any boat not finishing within 15 minutes of the first boat in a fleet will be scored DNF
6. We hold our racing on Saturdays, according to the official Yacht Club Calendar, which you should consult for all race dates and times. All classes are welcome to participate in our weekend sailing. For our Summer Series and the Avalon-Stone Harbor Interclub racing, we use for the *High Point Percentage Scoring System*. For a description of this scoring system, go to

<http://www.ussailing.org>. For these 2 series, a boat must compete in 70% of that series races to qualify, rounded down to the nearest whole number of races. For the Interclub Series a boat may drop and 1 race after sailing 14 races, or 2 after sailing 16 races. For the Summer Series, a boat may drop 1 race after sailing 10 races, or 2 after sailing 12 races. We score other regattas, such as the Commodore's Regatta, using the Low Point System in Appendix A of the RRS.

7. We manage the Annual YCSH YOUTH Regatta according to MAYRA guidelines.
8. In YCSH races, we strongly recommend that sailors wear life jackets while racing, and we require our junior sailors to do so. The decision to participate in a race or to continue racing is that of the boating skipper.
9. In order to have an official race scored, we need to have at least two boats in a particular class at the starting line. The Race Committee has the right to combine classes for the start of any race.
10. We use the Sound-Signal Starting System (Appendix Q of the Racing Rules of Sailing) i.e. the 3 minute system

<u>Signal</u>	<u>Sound</u>	<u>Time before start</u>
Warning	3 long	3 minutes
Preparatory	2 long	2 minutes
	1 long, 3 short	1 minute, 30 seconds
	1 long	1 minute
	3 short	30 seconds
	2 short	20 seconds
	1 short	10 seconds
	1 short	5 seconds
	1 short	4 seconds
	1 short	3 seconds
	1 short	2 seconds
	1 short	1 second
Starting	1 long	0

11. We present youth sailing awards and prizes at the Annual Junior Sailor's Brunch which is usually held on a Sunday in August. Please check the Yacht Club Calendar for the exact date. All are welcome to attend this function. Flying Scots generally present their awards at a season ending party.