

Butte Sailing Club

Sailing Instructions for 2022 Table Mountain Regatta

1.0 Rules

- 1.1 The series will be governed by the rules as defined in The Racing Rules of Sailing 2021-2024.
- 1.2 The Racing rules will be modified as follows:
 - 1.2.1 Rule 35 - A boat starting later than 3-minutes after her starting signal will be scored DNS.
 - 1.2.2 Rule 35 - Boats failing to finish within 15-minutes after the first boat in their class sails the course and finishes will be scored DNF.
 - 1.2.3 Rule 44.1 - The Two-Turns Penalty is modified to a One-Turn Penalty (one tack and one gybe).
- 1.3 Safety: Every boat must have a 15-foot painter or a towline.
- 1.4 Sail Numbers: Sailboats without sail numbers will not be scored. Boats must use the same sail number throughout the series.

2.0 Registration:

- 2.1 To register go to the Table Mountain Regatta of the club website at [Butte Sailing Club](#) and click entry form. There will be no in-person registration.
- 2.2 Registration must be completed 10 minutes prior to the Skippers Meeting.
- 2.3 Cancellation Notice: If there is a change of weather restrictions and it is determined that within BSC guidelines this is not safe to host the race, you will be notified by email if registered and the cancelation will be noted in the BSC website no later than the Friday at 6 PM before the event.

3.0 Skippers Meeting and Notices to Competitors:

- 3.1 Skippers meeting will be held by the BSC clubhouse at 10:00am.
- 3.2 Notices to competitors will be posted on the official notice board in the BSC clubhouse.
- 3.3 Changes to Sailing Instructions will be posted no later than 15-minutes after the Skippers Meeting on the day of the race.

4.0 Signals Made Ashore

- 4.1 Signals made ashore will be displayed from the clubhouse race deck.
- 4.2 If a Postponement is signaled ashore, the warning signal will be made not less than 20 minutes after flag AP is lowered.
- 4.3 The first warning is 1-minute after the AP flag is lowered when on the water.
- 4.4 Lifejackets are mandatory and must be worn at all times while on the water.

5.0 Start and Times:

- 5.1 The first warning is at 11:00am.
- 5.2 Final Race: No races will start after 3:00pm.
- 5.3 The Start line will be between an orange flag on the RC boat and a red ball to its starboard. The Finish line will be between an orange flag on the RC boat and a red ball to its port.
- 5.4 Races will be started with the warning signal given 5 minutes before the starting

signal. There will be 4 minutes—the class flag for the next start will be raised when the class flag for the current start is lowered.

5.5 Boats whose warning signal has not been sounded shall avoid the starting area.

6.0 Class Flags: The class flag for each class will be a numeric pennant. The numeric pennants #1, #2, #3, and #4 will be used sequentially for the four starts. Boast included in each start will be posted on the official notice board immediately after the Skippers Meeting on the day of the race. More than one class may be started at the same time.

7.0 The Start and Finish Lines:

7.1 The Start/Finish lines are restricted except when starting or finishing. Violators will be scored DNF without a hearing.

7.2 The over-the-ends rule (30.1) is in effect for all races. A boat over the line during the minute before the start must sail to the pre-start side of the line around either end before starting. A boat failing to do this will be scored OCS.

8.0 Courses and Marks:

8.1 A course sheet will be provided to each competitor at the registration table in clubhouse. A number pennant displayed on the RC boat will signal the course to sail.

8.2 The racing area will be the North Thermalito Forebay.

8.3 All marks to be rounded to port. The course sheet will show 3 primary marks, each being a yellow-colored mark, corresponding to Windward (W), Reach (R), and Leeward (L) marks.

9.0 Number of Races:

9.1 Five races will be sailed: three in the morning session and two in the afternoon session.

9.2 Following the last race, the Richard Silvera Perpetual Trophy Race will be sailed in Vagabond 14s crewed by members of each competing club.

10.0 Time Limits: If no class finishes within 45 minutes of their start, the race could be abandoned.

11.0 Protests and Request for Redress:

11.1 Protest forms will be available in the clubhouse and must be delivered to the PRO within 30-minutes after the RC boat returns to the dock. The RC will sound a horn upon returning to the dock.

11.2 A protest hearing will be scheduled upon receipt of the protest form.

12.0 Scoring:

12.1 12.1 The Low Point Scoring, RRS A4 will be used. There will be no throw-out races.

12.2 12.2 Designated One-Design classes will be scored separately as a class for the series.

12.3 12.3 Open Class: Boats not designated as racing in a One-Design fleet will be scored using the current Portsmouth Handicap rating for the series.

Scoring
 PLACE POINTS
 1st:
 2nd:
 3rd: 3
 4th: 4

RET, DSQ, OCS, DNF, DNS: # of boats in regatta + 1
 RET = Retired (started at least one regatta ace, but did not complete the regatta).
 DSQ = Disqualified because of failure to do penalty
 OCS = On Course Side at start – did not return below line to restart
 DNC = Did Not Compete
 DNS = Did Not Start the race
 DNF = Did Not Finish the race in the allotted time

Tied scores will be resolved by applying the following criteria in order until the tie is broken (only first place ties will be resolved, all other ties will stand):

- a. The boat which beat the other the greatest number of times.
- b. The boat which had the higher number of better place finishes (numbers of 1st, 2nd, etc.).
- c. The boat that scored best in the last race competed by the tied boats.

13.0 13.0 Class Winners will be announced after the last race. Series winners awarded at the LWSC Annual Meeting. To be eligible for the One Design Perpetual Trophies, a fleet must field at least two competitors on two regatta days.

Appendix I: Starting Sequence

For each race, there is a series of short horn blasts approximately one minute prior to the Warning

Signal	Visual Flag	Audio Sound	Time to Start
Committee Boat on Station		Horn (series of short blasts)	5-minute warning signal may be given at any time
Warning Signal	Class Flag Up	Horn (short)	5 minutes to start
Preparatory Signal	'P' Flag	Horn (short)	4 minutes to start
One-minute Signal	'P' Flag Down	Horn (long)	1 minute to start
Start Signal	Class Flag Down	Horn (short)	Start

13.1 Signal. The official cue for the race start is the “class flag down”.

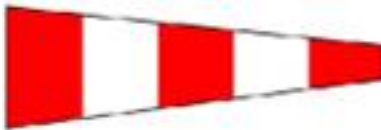
Appendix II: Flags



Individual Recall – Boat(s) over early will be hailed by name and must perform penalty (see Penalties below). Other boats continue racing. Committee Boat will hail "all clear" if no boat is over early. Recall flag (blue plus on white background, "X") may or may not be used by committee.



General Recall - A series of short blasts of the horn will be the general recall of all boats in the race (this modifies Rule 29.2). Recall flag ("First substitute") may or may not be used by committee. The restart sequence for that race will begin with the Warning Signal (Class Flag up, horn signal, at 5 minutes to Start), and may be raised at any time greater than one minute after the general recall is sounded.



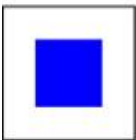
Postponement or Delay of Start - Red and white, Answering Pennant. Raised with two horn signals; lowered with one horn signal one minute before Warning Signal (5 minutes to Start).



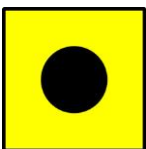
Come within Hail - Black and yellow squares, "L". Raised with one horn signal. All boats report to the Committee Boat.



Wear a personal flotation device – Red and yellow diagonal stripes, "Y". Raised with one horn signal. All competitors must wear a personal flotation device (life jacket).



Course shortened – finish here – Blue square on white background, "S". Two horn signals given when raised and as each boat approaches. Finish now between the committee and the pin; do not sail the next lap.



Starting Line Finishing Line Restricted Yellow flag with solid black circle at center. This indicates that Rule 30.1 (the around-the-ends rule) is in effect at the start.

Numeric Flags

