

Potomac River Sailing Association, Alexandria, VA  
**REGATTA SAILING INSTRUCTIONS – UPPER COURSE**

1. **RULES**  
The series will be governed by the rules as defined in the Racing Rules of Sailing.
2. **NOTICES TO COMPETITORS**  
Notices to competitors will be posted at the official notice board located in the lawn area at the end of the boat racks.
3. **CHANGES TO SAILING INSTRUCTIONS**  
Any changes to these sailing instructions will be posted 90 minutes before the scheduled start of the first race on the day the change is to take effect, except that any change to the schedule will be posted by 1800 on the day before it will take effect.
4. **SIGNALS MADE ASHORE**
  - 4.1 Signals made ashore will be displayed from the signal boat (Bayliner) at the finger pier of the ramp launch area.
  - 4.2 When flag AP is displayed ashore, the warning signal will be made not less than 45 minutes after the AP flag is lowered. This changes Race Signal AP.
5. **RACING AREA**
  - 5.1 Races will be conducted on the Potomac River, between Gravelly Point and Hains Point, Washington, D.C.
  - 5.2 Channel-bound vessels within the racing area are obstructions. Boats that are racing must keep clear of such vessels.
6. **PLANNED SCHEDULE & NUMBER OF RACES**
  - 6.1 Competitor's meeting: 1000 on Saturday in the crane area.
  - 6.2 First race for the first class: The warning signal for the 1st race of the day for the first class to start is 1130 on both Saturday and Sunday.
  - 6.3 First race for the other classes: There will be a short time after the start of one class and the warning for the next class (no rolling starts).
  - 6.4 Subsequent races: The RC intends to start subsequent races for some classes before all the classes have finished.
  - 6.5 Number of Races: Up to 8 races are planned, but even 1 race will constitute a regatta. Several races may be sailed on any day at the discretion of the race committee.
  - 6.6 End of racing: No warning signal will be made after 1600 on Saturday and 1500 on Sunday.

7. SPECIAL SIGNALS

7.1 10 seconds before the warning signal of each class, the RC will begin making 5 sounds that take 5 seconds to complete.

8. ORDER OF STARTS

8.1 Classes with 6 or more competitors will have their own start. Classes with 5 or fewer competitors *may* be started together. Combined classes will be indicated on the official notice board.

8.2 Subsequent races: The RC intends to start a subsequent race as soon as all competitors in a class have finished even if that changes the order of starts for the subsequent race.

9. CLASS FLAGS

<u>Class</u>	<u>Class Flag</u>
Catamarans	Flying H on yellow
Lightnings	Red flash on white
Buccaneers	Crossed cutlasses on white
Albacores	AL on white
Flying Scot	FS on yellow

10. COURSES and MARKS

See attachment (p. 4, below) for a description of the courses that may be used, including how each will be designated with flags and the direction and order the competitors shall round the marks.

11. MARKS

11.1 The marks designated as W, J, and L in the attachment (p. 4, below) will be orange cylinders.

11.2 The offset mark, if used, will be a smaller orange ball.

11.3 New marks as provided in instruction 15.2 will be large yellow cylinders.

12. START LINE

The start will be between an orange flag on the signal boat and the course side of a small white cylinder with a red flag.

13. HAILS

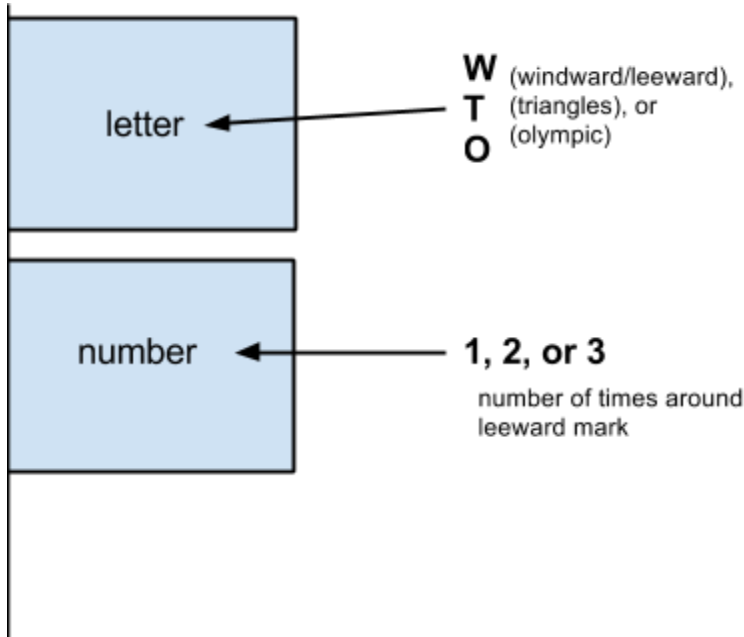
The race committee may use a loud hailer to identify On the Course Side of the line boats after starts and otherwise to communicate with the fleet on the water. Failure to receive a hail or for a hail to be made, the order of hails made, or failure to receive any communications to the fleet shall not be cause for redress. This changes RRS 62.1 (a) and complies with 41 (d).

14. FINISH LINE

The finish line will be between a blue flag on the RC boat and the course side of a small white cylinder with a blue flag.

15. CHANGE OF THE FIRST AND SUBSEQUENT LEGS OF THE COURSE
- 15.1 To change the first leg of the course, the race committee will lay a yellow mark and display the C-flag from the signal boat before the warning signal and remove the original mark as soon as practicable.
- 15.2 To change the 2nd or subsequent leg of the course, the race committee will lay a new mark (or move the finishing line) and remove the original mark as soon as practicable. When in a subsequent change a new mark is replaced, it will be replaced by an original mark.
16. TIME LIMIT
- 16.1 A boat shall not start more than 10 minutes after her class's start signal has been given.
- 16.2 The time limit will be 90 minutes for the first boat to finish in each class. Boats finishing more than 30 minutes after the first boat that sails the course and finishes will be scored the number of boats finishing within the time limit plus 1 point, not to exceed the score of Did Not Finish. This changes RRS 35.
17. PENALTY SYSTEM
- 17.1 For catamarans, the penalty is one full turn (one tack and one jibe). This changes rules 44.1 and 44.2.
- 17.2 When a boat has a spinnaker drawing at the time of an infringement, drops it completely below the gooseneck while taking her penalty, re-sets it, and has it drawing after the penalty, the penalty is one full turn (one tack and one jibe). This changes rules 44.1 and 44.2.
18. PROTESTS
- 18.1 Protest forms will be available at the race committee signal boat when it docks at the ramp's finger pier.
- 18.2 Protests shall be delivered to the PRO before the protest time limit, which will be 1 hour after the docking of the race committee signal boat. The Protest Time Limit will be posted on the Official Notice Board.
19. SCORING
- If there are 5 or fewer races, no scores will be excluded. Otherwise, a competitor's worse score will be excluded. This changes RRS Appendix A2.
20. TROPHIES
- Trophies will be awarded Sunday afternoon based on historical attendance.

**ATTACHMENT: COURSES and MARKS**  
TWO FLAGS, ONE OVER THE OTHER, (ON THE RC BOAT)  
INDICATES THE COURSE



Leave all marks to port

**W – Marks: W (windward) and L (leeward)**

Start, go around the two marks, repeat if necessary until you've passed the leeward mark the required number of times, finish.

The L (leeward) mark may/will be a gate, i.e. two marks 7 or 8 boat lengths apart.

**T – Marks: W (windward), J (gybe), and L (leeward)**

Start, go around the three marks, repeat if necessary until you've passed the leeward mark the required number of times, finish.

**O – Marks: 1 triangle (W, J, and L) followed by windward/leewards (W and L)**

Start, go around the W, J, and L marks (1 triangle), go around the W & L marks, repeat if necessary until you've passed the leeward mark the required number of times, finish.

(Examples: O/2 = 1 triangle + 1 w/l = 2 times past L mark, O/3 = 1 triangle + 2 w/l = 3 times past L mark)

**The start/finish line is between the W & L marks.** That line is between an orange flag on the signal boat and the start/finish pin.

The W, L, and J marks will be orange cylinders. The start pin will be a white cylinder with a red flag on top.