



SUNDAY SERIES SAILING INSTRUCTIONS 2013-2016

1. RULES

The series will be governed by the *rules* as defined in the *Racing Rules of Sailing*.

2. ENTRIES

- 2.1 This series is open to members of the Potomac River Sailing Association. The skipper or boat owner must be a member of the Association.
- 2.2 A competitor who wishes to be scored shall check in with the race committee on the course by providing the skipper name and the boat's sail number.
- 2.3 Guests of members and prospective members should seek permission of the race committee to participate.

3. NOTICES TO COMPETITORS

- 3.1 Notices to competitors will be posted at www.potomacriversailing.org. Any changes to these sailing instructions will be posted to the website by 1800 on the day before it is to take effect and an email to potomacriversailing@googlegroups.com will be sent to alert members to the change.
- 3.2 Signals made ashore will be displayed from the signal boat (large skiff) at the finger pier of the ramp launch area. If a postponement is signaled ashore, the warning signal will be made not less than one hour after the AP is lowered. This changes Race Signal AP.

4. SCHEDULE

- 4.1 See [Notice of Race for PRSA Sunday Series Races](#). The race committee will attempt to hold 3 races each day but may conduct a 4th if conditions are favorable.
- 4.2 With the exception of information permitted by Rule 41(d), all information from the race committee will be presented at the competitor's meeting.
- 4.3 The warning signal for the first race each day will be at 1125. No warning signal will be made after 1530.
- 4.4 First race for the other classes: There will be a short time interval between the start of one class and the warning for the next class (no rolling starts).
- 4.5 Subsequent races: **The RC intends to start subsequent races for some classes before all the classes have finished.**

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 commercial vessels within the racing area are obstructions. Boats that are racing must keep clear of such vessels.

6. CLASS FLAGS AND STARTING ORDER

- 8.1 The race committee will use flags bearing these symbols:



Open Cats, Hobie Cats, Lightnings, Hamptons, Interlakes, Buccaneers, Albacores, Lasers

- 6.2 The start order is as shown in paragraph 6.1; absent classes are dropped. Classes with 5 or more competitors will have their own start. Classes with 4 or fewer competitors *may* be started together.

7. COURSES & MARKS

- 7.1 See attachment (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.
- 7.2 The windward, gybe, and leeward marks will be inflated orange or yellow cylinders. The start pin is a white cylinder with a red flag on top. The finish pin is a white cylinder with a blue flag on top.

8. STARTING AND FINISHING LINES

- 8.1 The start LINE will be between an orange flag on the signal boat and the course side of a small white cylinder with a red flag as described in 7.2.
- 8.2 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.

9. 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).

10. TIME LIMIT

The time limit will be 90 minutes for the first boat to finish in each class. Boats still racing 30 minutes after the first boat that sails the course and finishes will be scored TLE (time limit expired) with points equal to the number of boats finishing within the time limit plus 1, not to exceed the score of Did Not Finish. This changes RRS A4.2.

11. PENALTY SYSTEM

- 11.1 RRS/US Appendix T, Section A (Penalties While Racing) will apply.
- 11.2 The first two sentences of RRS 44.1 are changed to: 'A boat may take a One-Turn Penalty

when she may have broken a rule of Part 2 or RRS 31 while racing. However, when she may have broken a rule of Part 2 while in the zone around a mark other than a starting mark, her penalty shall be a Two-Turns Penalty.' (Appendix T1)

- 11.3 Penalties after racing: RRS/US Appendix T, Sections B (Post-Race Penalties) and D (Arbitration) will apply.

12. PROTESTS

- 12.1 Protest forms will be available at the race committee signal boat when it docks at the ramp's finger pier.
- 12.2 Protests shall be delivered to the PRO within 30 minutes of the signal boat's docking. After the close of the 30-minute time limit the PRO will inform the protestee(s) of the protest(s). The PRO will convene a panel of judges to hear and adjudicate the protests. Hearings will be held on the deck next to the Afterdeck Cafe and will begin 60 minutes after the signal boat's docking.

13. ARBITRATION

If an arbitrator is present, Arbitration will be held in accordance with Appendix T, Section D of the 2013 – 2016 US Prescriptions.

14. DAY SCORING

- 14.1 Entrants include skippers who start one or more races.
- 14.2 All races count.

15. SERIES SCORING

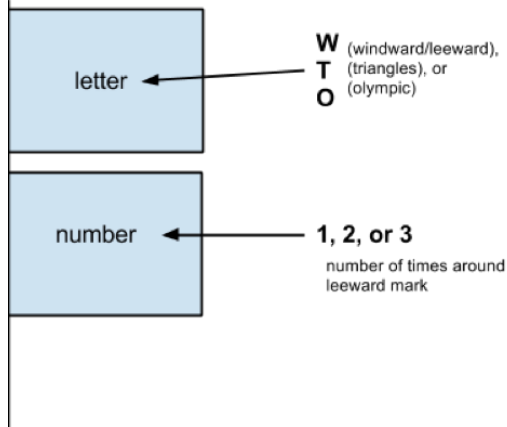
See [Notice of Race for PRSA Sunday Series Races](#).

16. AWARDS

See [Notice of Race for PRSA Sunday Series Races](#).

COURSES and MARKS

TWO FLAGS, ONE OVER THE OTHER, (ON THE RC BOAT) INDICATES THE COURSE



Leave all marks to port. The L (leeward) mark may be a gate, i.e. two marks 7 or 8 boat lengths apart.

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.

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 and finish lines are between the W & L marks off of the signal boat.

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