

Sunday Racing Series Sailing Instructions 2017-2020

1. RULES

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

2. ELIGIBILITY AND ENTRIES

- 2.1 In order to be scored for the series the skipper (or co-skipper) must be an Active, Junior, or Life member of the Potomac River Association (PRSA).
- 2.2 A competitor who wishes to be scored shall check with the race committee by providing the skipper name and the boat's sail number to the race committee.
- 2.3 Guests and prospective members should seek permission of the race committee to participate.

3. NOTICES TO COMPETITORS & SIGNALS MADE ASHORE

- 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 the day before the change is to take effect, and an email to potomacriversailing@googlegroups.com will alert members to the change.
- 3.2 Signals made ashore will be displayed on the race committee boat which will be docked on the launch ramp dock. If a postponement is signaled ashore, the warning signal will be made not less one hour after AP is lowered.

4. SCHEDULE

- 4.1 Competitor's Meeting: 1000 near the cranes in the dry sail launch area.
- 4.2 First race for the first class: the warning signal for the first race on each race day will be at 1125.
- 4.3 First race for 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).
- 4.4 Subsequent races: The RC may start subsequent races for some classes before all classes have finished.
- 4.5 End of racing: no warning signal will be made after 3:30 p.m.
- 4.6 With the exception of information permitted by Rule 41(d), all information by the race committee shall be presented at the competitors' meeting.

5. RACING AREA

- 5.1 Races will be conducted on the Potomac River, between Gravelly Point and Hains Point, Washington, D.C. Following a notice to competitors at the competitors' meeting, races may be conducted east of the Mirant Power Plant, Alexandria, Virginia.
- 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

6.1 The race committee will use class flags as follows:

<u>Class</u>	<u>Class Flag</u>
Multi-hulls	Flying H on yellow
Inland-20s	I-20 on white
Lightnings	Red flash on yellow
Buccaneers	Crossed cutlasses on white
Albacores	AL on white
Flying Scots	FS on yellow

6.2 The order of the starts will be announced at the competitor's meeting.

6.3 Classes with 5 or fewer boats may be started with another class, as announced at the competitors' meeting. When two classes are being started together, the class flags of both classes will be raised at the warning signal.

7. COURSES & MARKS

7.1 The start pin is a white cylinder with a red flag on top.

7.2 The windward, gybe, and leeward marks will be inflated orange or yellow cylinders.

7.3 The offset mark, if used, will be a small orange ball.

7.4 The finish pin is a white cylinder with a blue flag on top.

7.5 The course attachment (below) explains the courses and the course designation flags.

8. STARTING AND FINISHING LINES

The start line will be between the orange flag on the signal boat and the start pin (red flag) as described in 7.1. The finish line will be between the orange flag on the RC boat and the finish pin (blue flag) as described in 7.4.

9. TIME LIMIT

9.1 A boat shall not start more than 10 minutes after her class's start signal has been given.

9.2 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 finishes will be scored TLE (time limit expired, which will be equal to 1 + the number of on-time finishers). This changes rule 35, A4.1, and A4.2.

10. PENALTY SYSTEM

10.1 RRS/US Appendix V1 (Penalty at the Time of an Incident) will apply.

10.2 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.'

11. PROTESTS

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), allow them to read the protest, and indicate when their hearing will begin. 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 Café and will begin 60 minutes after the signal boat's docking

12. DAY SCORING

12.1 Entrants include skippers who start one or more races.

12.2 All races count.

13. SERIES SCORING

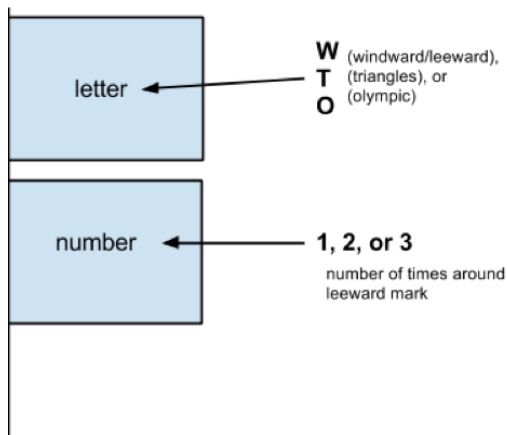
- 13.1 Active one-design fleets as defined in the PRSA Bylaws (any one-design sailboat class with five or more Active, Junior, or Life members as of January 15th of the year of the series) are eligible for their own starts.
- 13.2 Participating boats not part of an active one-design fleet will be scored as part of one or more handicap divisions.
- 13.3 See [NOR](#) and PRSA Bylaws for additional details.

14. AWARDS

See [NOR](#).

ATTACHMENT: COURSES and MARKS

TWO FLAGS, ONE OVER THE OTHER, (ON THE SIGNAL BOAT) INDICATE 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. In the event that a gate is used boats must pass between the two marks.

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.