

Sailing Instructions (SI) SWE 505 Cup 2

Dates: 4-5 June 2022

Location: Borstahusen (Landskrona)

Boatclass: 5o5

Organizing authority: Borstahusens Segelsällskap (BoSS)

1. Rules

1.1 The event is governed by the rules as defined in The Racing Rules of Sailing (RRS).

2. Changes to the Sailing Instructions

2.1 Any change to the sailing instructions will be posted on the official notice board at the race office before 08:00 on the day it will take effect.

2.2 Any change to the schedule of races will be posted by 20:00 on the day before it will take effect.

3. Signals made ashore

3.1 Signals made ashore will be displayed on the flag pole outside the clubhouse.

3.2 When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 60 minutes' in RRS Race Signals.

4. The start

4.1 Time for the First warning signal on Saturday will be at 10.50 and on Sunday at 09.50
On the last day of racing no warning signal will be made after 14.00
The class flag is flag E

4.2 THE START

- Starting Area: The race committee signal vessel will be in the starting area, which will be to leeward of the course.
- Prior to the warning signal, the race committee signal vessel will display the time between the starting signal and the time at which the gate boat will stop at the starboard end of the starting line.
- The starting line (except for the pathfinder) will be between the port limit mark and the centre of the stern of the gate boat.
- [GP] All boats (except for the pathfinder) shall start by crossing the starting line on starboard tack after the starting signal and before the gate closes.
- [GP] A boat that has not already started correctly, and that is on the course side of the gate boat while the gate is open, shall not cross the starting line from the course side.
- [NP] A boat that has not started at the close of the gate will be scored DNS without a hearing. This changes RRS A4.

4.3 THE PATHFINDER

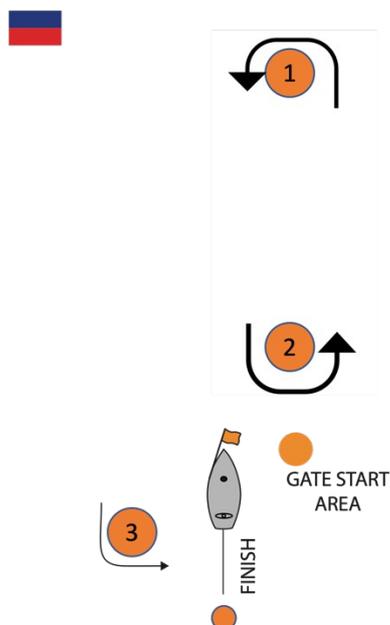
- The race committee will appoint a pathfinder and a reserve pathfinder for the first race of the event. Thereafter, the pathfinder will be the **seventh** boat in the preceding race. When she is unable to race, or has been the pathfinder previously in the event, the pathfinder will be the **eight** boat in the preceding race and so on. The reserve pathfinder will then be the next boat in the preceding race. The sail numbers of pathfinder and reserve for the first race of each day will be posted on the official notice board and will be displayed on the race committee signal vessel before flag G is displayed. If more than one race is sailed on the same day, the numbers will be displayed on the race committee signal vessel before flag G is displayed for each successive race. The pathfinder and reserve shall report to the race committee signal vessel after their numbers are displayed and before the warning signal is displayed. A pathfinder or reserve that fails to report will be scored Did Not Start. This changes RRS A4 and A5.
- [NP] [GP] Prior to the preparatory signal being lowered, the pathfinder shall report to the gate boat (displaying flag G and located near the race committee signal vessel) and follow the race committee's instructions.
- [NP] Shortly before the starting signal the pathfinder will position itself near the port limit mark and shall sail as close as possible to the starting signal (not before and within 10 seconds after) from the port limit mark on a close-hauled port tack. The gate boat will keep station close astern and slightly to leeward of the pathfinder.
- [NP] The pathfinder shall sail a close-hauled course until it is released by hail from the gate boat, after which the pathfinder may continue or tack. When she is released, she is considered to have started as obliged by RRS 28. When she tacks or when the gate has been opened for the period signaled, she ceases to be a starting mark.
- After the release of the pathfinder, the gate boat will continue its course and speed until the gate has been opened for the period signaled. It will then stop, make a long sound signal, drift for two minutes, and signal the close of the gate by lowering their G flag with a short sound signal.

4.4 STARTING INFRINGEMENTS

- From the time the pathfinder is approaching the port limit mark to start until the pathfinder or gate boat cease to be a starting mark, a boat must not touch the pathfinder or obstruct the pathfinder or gate boat in any way that causes the start to be abandoned.
- If a boat breaks this and is identified, she will be disqualified without a hearing, even if the race is restarted, re-sailed, or rescheduled. If a general recall is signaled or the race is abandoned after the starting signal, the race committee will display the boat's sail number for at least 3 minutes before the next warning signal for that race, and if the race is restarted or re-sailed, she shall not sail in it. However, a boat may participate in the restarted race providing she notifies the race committee prior to the warning signal that she intends to protest another boat and/or request redress in connection with the incident. If she sails in the race and does not file a valid protest or request for redress, she shall be scored DNE. If her protest is dismissed or her request for redress is denied, she shall be scored DSQ. This changes RRS 36, 62.2, 63.1, and A5.
- A boat that cannot avoid touching the gate boat but the contact does not result in the abandonment of the start, shall retire or take a penalty.

5. The course

- 5.1 The start mark is an orange flag buoy as the port limit mark close and starboard to the Race committee boat, the pathfinder, and the gate boat (displaying flag G).
- 5.2 The diagram below shows the course, the order in which marks are to be passed and the side of which each mark is to be left.
The course is to be sailed:
Start – mark 1 – mark 2 – mark 1 – mark 3 – finish.
The rounding marks are orange inflatable conical buoys and mark 1 is to be left to port.



- 5.3 The finish mark is an orange flag on the Race committee boat at one end and a blue flag buoy on the other end.
- 5.4 The race committee will try to set the course so that a race will take approximately 45 minutes for the first boat.
- 5.5 The time limit for the first boat to sail the course is 90. minutes.
- 5.6 A boat that does not finish within 15 minutes after the first boat has finished, will be scored Did Not Finish (DNF). This changes RRS 35.

6. Protests and requests for hearings

- 6.1 Protests and request for hearings shall be filed at the race office within the protest time limit and comply with the requirements of RRS 61.2.
- 6.2 The protest time limit is 60 minutes after the last boat finishes the last race of the day or the race committee signals no more racing today, whichever is later.
- 6.3 Notices will be posted no later than 45 minutes after the protest time limit to inform competitors of hearings in which they are parties or named as witnesses, including time and place for the hearing. Call for hearing may also be e-mailed to the parties.

Date: 2022-06-03 13.00hrs / Morgan Sundén