

MULLINGAR SAILING CLUB

SAILING INSTRUCTIONS FOR CLUB RACING

Effective from 1st of March 2009

1. GENERAL

The current I.S.A.F. Racing Rules of Sailing and the relevant boat class rules will govern racing.

2. ELIGIBILITY

To be eligible to race, boats must be adequately insured against third party risks and competitors must be members of Mullingar Sailing Club.

3. RESPONSIBILITY

The decision whether or not to race shall lie entirely with the intending competitors.

4. COURSES









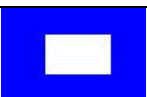



The course to be used for racing will be a Port course,

Triangle – Triangle – Beat / Run - Beat ,
(Start-1-2-3 , 1-2-3, 1-3 , Finish , see last page)

5. STARTING LINE PROCEDURE

The starting line will be between the console on the anchored committee boat and a rounding mark.

Starting sequence – Flags & Signals

5 min.			Individual Recall		
4 min.			Flag up until boat returns to pre-start side of line		
1 min.			General Recall		
Start			Flag up until all boats return to pre-start side of line		

Each visual signal may be accompanied by sound signals, -visual signals will apply where sound signals fail or are not simultaneous with the visual.

When an individual recall is signalled, it will be at the discretion of the race officer weather to hail all offending boats or none.

When a general recall is signalled the full starting procedure will be applied.

6. STARTING TIME LIMITS

A boat starting later than five minutes after the starting signal will be scored did not start.

7. FINNISHING LINE AND SHORTEND COURSE

The finish line will be between a rounding mark and a staff displaying a **blue flag** on the anchored committee boat.

The race officer may shorten the course before any competitor starts to sail the finishing leg.

8. POINTS SCORING SYSTEM

The Chipstead High Points scoring system will apply

Points scoring system

1. If you come to the start area and by your actions indicate, that you intend to start the race, you will be scored "last +1" place.
2. The score for a Retirement is equivalent to finishing in "last +1" place.
3. The score for a Disqualification or "Did-Not-Start" is Zero points.
4. Officer of the Day duty is scored at the average for all of his or her series scores.
5. Participation in Class events is rewarded, and missed club races will be scored at the average for all of his or her series scores.

9. SAIL NUMBERS

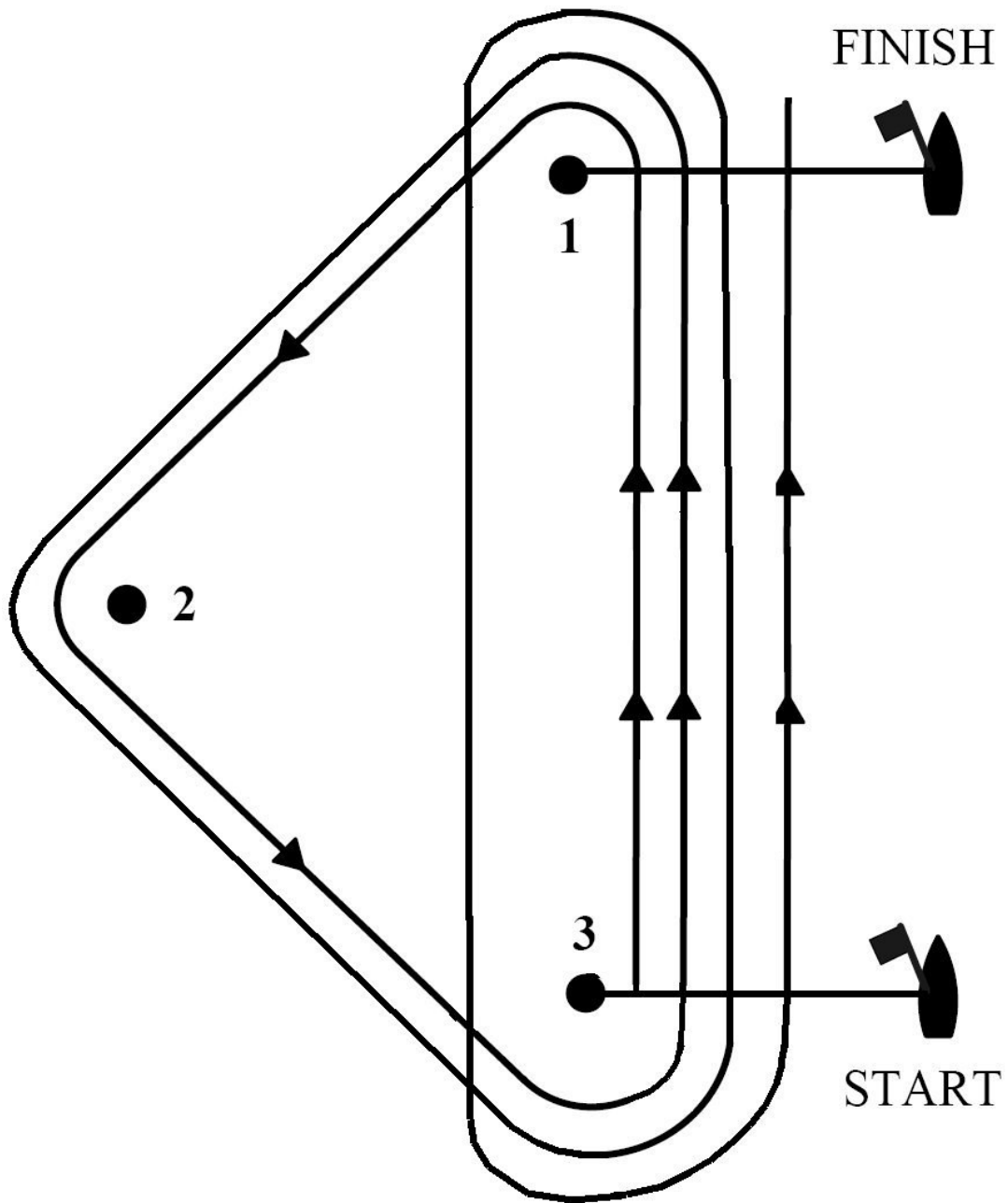
Sail numbers must be unique. Competitors using older sails should strikethrough the last digit/s of the sail number.

10. PROTESTS

Protests must be made to the race officer before results are posted in the clubhouse.

11. CHANGES TO SAILING INSTRUCTIONS

Any changes to the sailing instructions will be posted on the club notice boards not later than the day before they come into effect.



Triangle - Triangle - Beat / Run - Beat ,
 (Start-1-2-3 , 1-2-3, 1-3 , Finish) .