

La Crosse Sailing Club

2009 Sailing Instructions

Race Meeting

revised May 11, 2009

1. RULES

The regatta will be governed by the rules as defined in the *2005-2008 Racing Rules of Sailing*, except as amended in these Sailing Instructions.

2. ENTRIES

Racing fees for 2009 weekly racing are as follow:

- Board boats: \$60 unlimited races per boat
- Keel boats: \$50 per series (May-June, July-August)
- Delayed commitment: \$10 per evening max 2; \$15 per evening max 2; upgrade due thereafter
- First race (ever) at the La Crosse Sailing Club is free. Special events carry additional fees.

Payable to club treasurer or race committee, cash or check only.

3. NOTICES TO COMPETITORS

Notices will be posted on the bulletin board located in the shelter.

4. SCHEDULE

Early Season Tuesday night series:

May 19th, 26th

June 2nd, 9th, 16th, 23rd, 30th

Late Season Tuesday night series:

July 7th, 14th, 21st, 28th

Aug 4th, 11th, 18th, 25th

Sept 1st, 8th

Tuesday night races on May 12th start at 5:30pm (first horn). Thereafter first horn at 6pm until adjusted earlier as the days shorten in the late summer.

Early Season Thursday night series:

May 21st, 28th

June 4th, 11th, 18th, 25th

July 2nd

Late Season Thursday night series:

July 9th, 16th, 23rd, 30th

Aug 6th, 13th, 20th, 27th

Makeup: Sep 3rd

Thursday night races begin (first horn) no earlier than 6:30PM unless it is determined by the RC in consultation with the skippers that all boats are in the starting area and ready to race and not until a minimum of 3 boats are within the starting area. Subsequent races for makeup (makeup races cannot be banked) will be held as soon as possible after the end of the previous race. If a makeup is desired, the RC will use a course for the first race that finishes near what will be the starting area for the second race. Boats are to stay near the starting area so as not to miss the start of the second race. In the event that race management has not scored 8 races per series, one makeup race day for the late season of keel boats will be held, subject to the minimum number of boats required. Individual boat qualification for series scoring will still apply.

5. RACING AREA

The racing area will be Lake Onalaska.

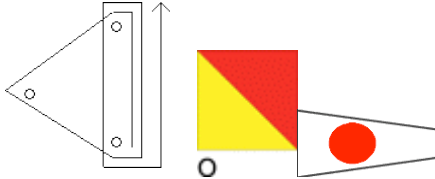
6. COURSES and MARKS

The Portsmouth courses will be some form of a triangle and may include a run on the second lap. The windward-leeward course is allowed though not preferred. The course will be selected by the race committee, and designated by flag(s) aboard the committee boat. All marks will be orange balls and shall be rounded to port except the starboard gate if present. Thursday racers monitor channel 72.

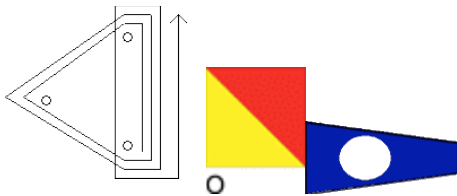


CODE AND ANSWERING PENNANT

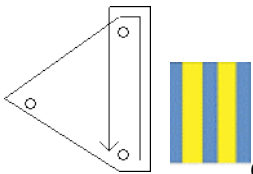
Postponements will be signified by the AP pennant. One horn to put it up, two to bring it down.



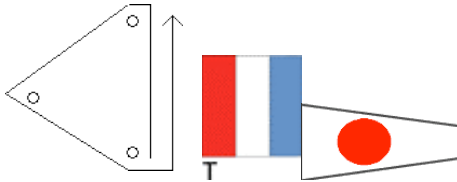
Olympic 1.0 (O1) course requires each racer to sail 6 legs to complete the race. The legs are sailed in the following order: Windward, reach, reach, windward, leeward, windward. Pennant indicates course is modified with a mid-windward leg start and an upwind finish.



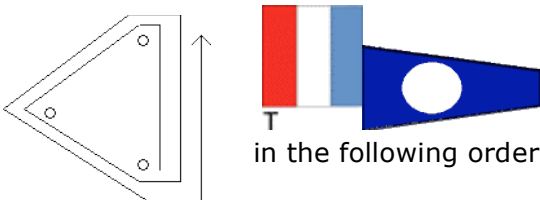
Olympic 2.0 (O2) course requires each racer to sail 9 legs to complete the race. The legs are sailed in the following order: Windward, reach, reach, windward, reach, reach, windward, leeward, windward. Pennant indicates course is modified with a mid-windward leg start and an upwind finish.



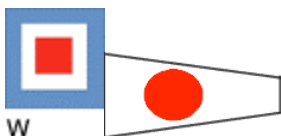
Gold Cup (GC) is a very specific course that requires each racer to sail 5 legs in the following order: Windward, reach, reach, windward, leeward.



Triangle 1.3 (T1) course requires each racer to sail four legs in the following order: Windward, reach, reach, windward. Pennant indicates course is modified with a mid-windward leg start and an upwind finish.



Triangle 2.3 (T2) course requires each racer to sail seven legs in the following order: Windward, reach, reach, windward, reach, reach, windward.



W

Windward-Leeward 1.0



W

W-L 2.0

The WL 1.0 and WL 2.0 courses require each racer to sail an equal number windward and leeward legs, starting to windward. Gates and offsets will be used as needed. Pennant indicates course is modified with a mid-windward leg start and an upwind finish. Course diagrams follow.

7. STARTING AND FINISHING LINES; STARTING SYSTEM

The starting and finishing lines will be between the RC boat and a mark. The starting/finish line(s) are closed for all fleets. That is, no boats may pass through the start/finish line unless starting or finishing the race. If the RC boat is moving, the line is open.

These are the starting sequences.

A. Thursday Series Races

First race of evening/day:

Signal	Flag and action	Minutes before start
Warning	Class flag up with horn	5
Preparatory	"I" flag up with horn*	4
One-minute	"I" flag down with long horn	1
Start	Class flag removed with horn	0

*If the one-minute rule is in effect then the "I" flag will be used. If the 20% penalty rule is in effect then the "Z" flag will be used.

B. Tuesday Board Boat Races:

A modified version of the Sound Signal Starting System of Appendix Q will be used.

With regards to starting races within races (for example, another Laser race before the Day Sailors have finished):

1. Everyone needs to be courteous to all fleet members and the Race Committee -- if not in a heated battle for the finish line stay clear at the finish/start of other boats in different fleets.
2. The discretion to start races within races lies solely with the race committee.
3. Respect for the race committee is a must--the fleet captain or designee is the only person allowed to request changes to the course management. Reason of personal safety is the only exception.
4. The Laser fleet is authorized to begin a new starting sequence before all boats have finished. The timing of the new sequence start will allow the last boats have time to position themselves for a proper start in the next race. The commencement of the sequence start is at the sole discretion of the race committee, period--fleet captain or designee input is not allowed. The race committee can solicit help if they so desire. Consideration will be given for boats that have clearly placed themselves in a position to not finish--capsize, break-down, give up, etc.
5. The Day Sailor fleet is not authorized to start a new sequence before all boats have finished. The only exception to this rule is when boats have clearly placed themselves in a position not to finish the race--capsize, break-down, give up, etc.

Board Boat Starting Sequence

- Q1** Course and postponement signals may be made orally.
- Q2** Audible signals shall govern, even when supplemental visual signals are also used.
- Q3** The starting sequence shall consist of the following sound signals made at the indicated times:

Lasers: 2 minute start with warning horns prior

One horn at 2 minutes ("I" up if combined start, blue up), long horn at 1 minute, long horn to start race (blue down)

Daysailers: 5 minute start with warning horns prior

One horn at 5 minutes ("I" flag up), one horn at 4 minutes (DS flag up), long horn at 3 minutes (optional laser start blue down), long horn at 1 minute ("I" flag down), short horns at each of last five seconds, long horn at start (DS flag down)

- Q4** Signals shall be timed from their commencement.
- Q5** A series of short signals may be made before the sequence begins in order to attract attention.
- Q6** Individual recalls shall be signaled by the hail of the sail number (or some other clearly distinguishing feature) of each recalled boat. Flag X need not be displayed.
- Q7** Failure of a competitor to hear an adequate course, postponement, starting sequence or recall signal shall not be grounds for redress.

8. TIME LIMIT

The time limit for each race will be one and a half hours for the first boat to finish. The first boat must reach the first mark in 30 minutes or the race will be abandoned and either restarted or not, depending on the conditions.

9. PROTESTS

All protests are to be settled on the water. Penalty turn(s) must be completed at the earliest opportunity, per the RRS.

10. SCORING

Board Boats:

- Lasers will use Low-point scoring. Each night is a separate series.
- Day Sailors will use Portsmouth Yardstick if some boats are sailing with spinnakers and some are not. Otherwise one-design scoring will apply. Boats must declare at the beginning of each night's series—it cannot be changed on a race-by-race basis.

Keel Boats: Portsmouth Yardstick handicapping system

Series scoring will use the High Point Percentage system.

High Point Percentage Series Scoring

1. RACES TO COUNT AND MINIMUM REQUIRED

The series will consist of the races listed in section 4. To qualify for inclusion in the final series results a boat shall compete in (i.e., come to the starting area for) at least 5 of the races completed.

2. RACE SCORES

Low Point

1st through N will get 1 to N points.

High Point

Define 'N' to be the number of boats that compete in a particular race. Each boat finishing that race and not thereafter retiring or being disqualified will be scored as follows:

Finishing place Score

First N

Second N-1

Third N-2

Fourth N-3

and so on.

All other boats that compete in that race, including any that finish and thereafter retire or are disqualified, will score 0 points. Boats that do not compete in that race (DNC) will not be scored.

3. SERIES SCORES

The series score for each boat will be calculated by dividing the sum of her race high point scores by the sum of the high points she would have scored if she had placed first in every race in which she competed; multiply the result by 100. The qualified boat with the highest series score wins

4. TIES AND OTHER RULES

Race ties will be broken using rule A7. Series ties will be broken using rule A8.1.

Rules A1, A3, A5, A6, A10 and A11 also apply.

11. TROPHIES

Trophies will be awarded to the top three finishers in the Thursday keelboat series. If a second fleet begins racing on Thursday, the appropriate trophies are TBD. Lasers and Daysailers have elected to score each night as a series.

Photo trophies will be awarded to each boat that competes in 50% of the completed races. Crew trophies can be purchased for \$5 each at the end of the season.

12. Other Events

Watch the website