

2017 2ND Bi- Annual Sea Scouting  
“**MOTOR CITY REGATTA**”  
DETROIT, MICHIGAN  
August 5th, 2017



**SAILING INSTRUCTIONS**

**1. RULES**

The regatta will be governed by The Racing Rules of Sailing (RRS) 2017-2020; the prescriptions of US SAILING and the BSA Guide To Safe Scouting, except as any of these are changed by these sailing instructions.

**2. ENTRIES**

The event is open to those that are currently registered Sea Scouts in the Boy Scouts of America who have attained the Sea Scout rank of Apprentice no later than August 1st 2017, and had registered as required in the Notice Of Race section 1.2.

**3. LIFE JACKETS**

Coast Guard-approved Type III PFDs must be worn and fully secured at all times while afloat. This amends Rule 40. PFDs must be worn by all competitors shore to shore. No exceptions!

**4. NOTICES TO COMPETITORS**

Notices to competitors will be posted on the official notice board located at the Detroit Yacht Clubs (DYC) Scot Sailing garage notice board.

**5. CHANGES IN THE SAILING INSTRUCTIONS**

5.1 Any changes to the sailing instructions will be posted before 0830 hours on the day of the race.

5.2 Other changes may be made to expedite the running of the event so long as the Judges approve (if available) and all teams are notified of the change before the race in which the change will take effect.

**6. SIGNALS MADE ASHORE or ABOARD THE COMMITTEE BOAT**

6.1 Signals will be made aboard the Committee boat at the starting line. If Signals are made ashore they will be displayed at the DYC dock or where the race committee determines.

6.2 Flag AP with two sound signals (one sound signal when lowered) means ‘the race is postponed. The warning signal will be made not less than 30 minutes after the AP is lowered.

**7. SCHEDULE OF RACES**

7.1 The race committee will try to run a round robin equal to the number of participants. The Warning Signal for the first race is scheduled for 1000 hours.

7.2 The Warning Signal for each race, after the first race, will be sounded as soon as possible after a reasonable amount of time is given for the rotation of boats. **Starts will not be delayed!**

7.3 No warning signal will be made after 1630 hours.

**8. RACING AREA**

The primary racing area will be outside the harbor of the Detroit Yacht Club or in Lake St. Clair as so determined by the race committee and the days weather.

## **9. THE COURSE**

The course configuration will be announced at the 0900 hours Skippers Meeting prior to the first race on Saturday. Any change in course configuration will be displayed on the course board on the Race Committee Boat. This changes RRS 27.1.

## **10. MARKS**

Marks will be orange inflatable marks. All marks shall be rounded in the direction indicated in Illustration A.

## **11. THE START**

- 11.1 Starting Sequence. The starting sequence will be according to the Sound-Signal System as defined in the RRS Appendix S.
- 11.2 Starting Line. The starting line will be between a designated mark and an orange line flag on the Race Committee boat.
- 11.3 Attention Signal – The Race Committee will make a series of short sound signals approximately one minute before the warning signal except when at that time a Postponement (AP) or General Recall (1<sup>st</sup> Substitute) is lowered.

## **12. RECALL**

- 12.1 Individual Recall. Individual recalls will be made by hailing the sail numbers of the boats(s) concerned. Code flag “X-RAY” will be displayed for a maximum of two (2) minutes and one sound will be made. It is the responsibility of the competitors to start properly after any recall. . If the boat(s) concerned does not hear the hail, it is no fault of the Race Committee; this alters RRS 29.1.
- 12.2 General Recall. A general recall will be signaled orally and by two sounds. Code flag “FIRST SUBSTITUTE” will be displayed. After a general recall, RRS 30.1 shall apply without display of code flag “INDIA” (1-minute rule).

## **13. CHANGE OF COURSE AFTER THE START**

- 13.1 Race Committee May Change Mark Position. After the starting signal, the Race Committee may change the position of any mark, provided that no boat is on that leg of the course, although the new mark may not be in position. To change the position of the mark, the Race Committee shall move the original mark to a new position. Any subsequent marks in the course after the moved mark may be relocated to preserve the course configuration without further signal; this alters RRS 33.
- 13.2 Notice of Changed Mark. If there is a change of mark position, a Race Committee boat will display code flag “CHARLIE” and make repetitive sound signals before the leading boat has begun the leg. No compass bearing to the new mark shall be displayed; this alters RRS 33.

## **14. FINISHING LINE**

The finishing line shall be between the staff displaying an orange flag or shape on a Race Committee Boat and the water’s edge of a nearby mark.

## **15. PENALTY SYSTEM**

RRS 44.1 as modified by PR 29 (Notification) and PR 31 (b-e) (Alternative Penalties) shall be used. The Two Turns Penalty is replaced by the 20% Scoring Penalty of PR 31.

## **16 TIME LIMIT**

The time limit for each race (measured from its starting signal) shall be one hour. The time limit for any boat to reach the first mark shall be 30 minutes. If any boat in a race finishes within the time limit, the race shall stand for all other boats in the race. Boats failing to finish within 30 minutes after the first boat in the race shall be scored DNF with the average place [rounded to the nearest whole number] of all the remaining boats.

## **17 PROTESTS**

- 17.1 Any boat planning on filing a protest shall verbally notify their intent to the Race Committee as they finish the race in which the protest event occurred.
- 17.2 Written protests from the morning races must be filed with the Jury before the end of lunch break; protests from afternoon races must be filed with the Jury no later than 30 minutes after the last race of the day. The finishing time of the last race shall be posted on the Official Notice Board.
- 17.3 Protests shall be written on forms available on shore at the Detroit Yacht Club.
- 17.4 Protests will be heard in approximately the order of receipt as soon as possible.

## **18 SCORING**

- 18.1 Low Point Scoring System. The low point scoring system will apply, except that each boat's series score will be the sum of all of her race scores without discard. Each crew from each boat will be scored separately and a crew's regatta score shall be the total of her race scores from both morning and afternoon. The lowest series score wins.
- 18.2 Penalties. If a boat that does not start, does not finish, retires after finishing, or is disqualified will be scored one (1) point more than the number of competitors boats entered in the fleet.
- 18.3 Complete Races Required. A minimum of three (3) complete races are required to constitute a regatta.

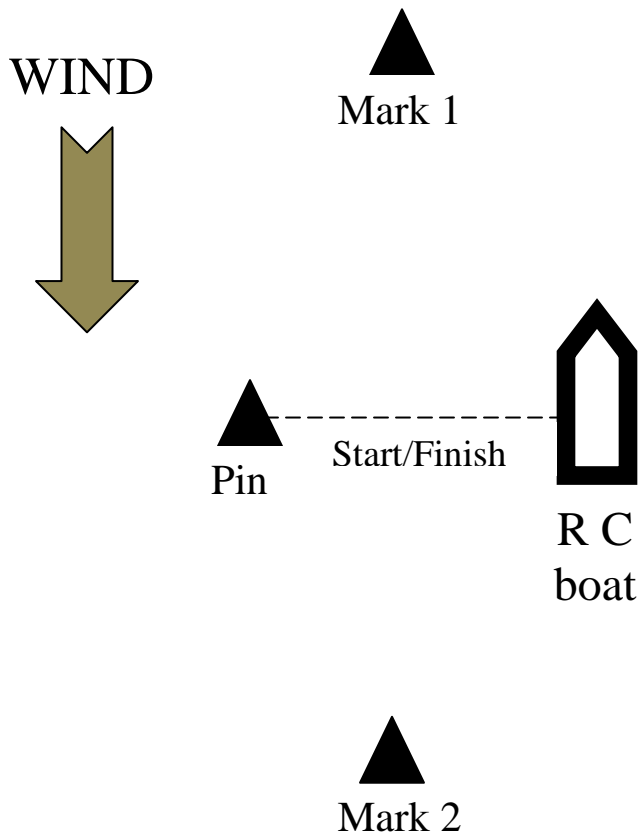
## **19 DISPOSAL OF TRASH**

Boats observed discharging trash over the side, shall either be disqualified from all races sailed on that day or be subject to other suitable disciplinary action, or both.

## **20 AWARDS**

- 20.1 The crew with the lowest series point score in the fleet shall win the Motor City Regatta and receive invitation to the William I. Koch International Sea Scout Cup in 2018. They shall also have their names engraved on the official Motor City Cup which will be displayed at the sponsoring Clubs facilities.
- 20.2 The overall 1st thru 10th place boats will be awarded event burgees for each Crewperson. Two (2) per boat. All awards will be distributed at Saturday's awards ceremony.

# ILLUSTRATION A - COURSES



\* All marks rounded to PORT

\* RC boat will display course to be sailed:

“1” – Start, Mark 1, Mark 2, Finish

“2” – Start, Mark 1, Mark 2, Mark 1, Mark 2, Finish

(Start/Finish line is OPEN)

## Attachment A – Sound Signals

<b>Sound Signal</b>	<b>Corresponding Time</b>
5+ Short horn blasts	Attention Signal
3 Long horn blasts	3 minutes
2 Long Horn blasts	2 minutes
1 Long blast and 3 short blasts	1 minute and 30 seconds
1 Long horn blast	1 minute
3 Short horn blasts	30 seconds
2 Short horn blasts	20 seconds
1 Short horn blast	10 seconds
5 Short horn blasts	5, 4, 3, 2, 1 seconds
1 Long Horn blast	Start