



# BRITISH OPEN TEAM RACING CHAMPIONSHIP FOR THE WILSON TROPHY

WEST KIRBY SAILING CLUB, 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> MAY 2010

## SAILING INSTRUCTIONS

### 1. Rules

1.1 The event will be governed by the rules defined in *The Racing Rules of Sailing*.

#### 1.2 Special Rules

- a. Competitors will be provided with boats that shall not be modified, except the mainsheet may be led from centre or aft. The painter shall not be attached to the mast or boom.
- b. While on the water, only the helmsmen shall wear team bibs issued at registration.
- c. Teams shall sail in the order entered on the website or on registration; the first helm shall sail in the lowest numbered boat and so on.
- d. A boat that is capsized at, or capsizes after, its starting signal shall retire immediately
- e. When requesting room to tack at an obstruction, the hail must be unambiguous and include both the words 'room' and 'tack'
- f. Competitors shall report boat damage or breakdown to Race Control immediately on coming ashore.
- g. Add to rule D5.1 (*breakdowns*): If she cannot continue, she shall retire immediately.
- h. A registered team shall change only in exceptional circumstances and with the written permission of the race committee. There will be no right to request redress concerning such changes, altering rule 60.1(b) and 62.1(a) (*redress*).
- i. Competitors shall wear an adequate personal flotation device at all times afloat; flag Y will not be displayed, varying rule 40 (*personal flotation devices*).
- j. The penalty for breaking instructions 1.2 (a) (*modifying kit*) and 1.2 (f) (*not reporting damage*) will be the deduction of a win by the race committee, altering rule 63.1 (*requirement for a hearing*) and A5 (*scores determined by the race committee*)
- k. The penalty for breaking instructions 1.2 (b) (*not wearing bibs*), 1.2 (c) (*helm/boat order*) and 1.2 (i) (*personal flotation device*) will be a £10 fine payable to the RNLI by the end of the event.
- l. Competitors are obligated to look after the supplied boats. If the race committee observes that a sailor or a team has been negligent in the care of the supplied boats, it may penalise the sailor or team appropriately with any of: a £10 fine payable to the RNLI, the deduction of a half race win without a hearing, the deduction of a race win without a hearing or by making a report to the protest committee. Negligence is defined as any act not appropriate to the careful ownership of a supplied boat. Monetary penalties for any damage incurred by the negligence will be made separately.

### 2. Prescriptions

- 2.1 The national authority of the venue is the Royal Yachting Association (RYA).
- 2.2 The RYA has prescribed under rule 68 (*damages*): Any claim for damages arising from an incident while a boat is bound by the *Racing Rules of Sailing* shall be subject to the jurisdiction of the courts and not considered by a protest committee. A boat that takes a penalty or retires does not thereby admit liability for damages or that she has broken a rule.

### 3. Notices

The official notice board will be on the side of race control. It may be replaced for some purposes by nearby display screens or boards.

### 4. Changes to Sailing Instructions

A change will be posted at least ten minutes before the warning signal of the first of the first race to which it applies.

### 5. Signals Made Ashore

Signals ashore will be displayed on a flagpole by race control.

### 6. Format

- 6.1 At 2000 on Thursday 6<sup>th</sup> April, a draw will be made in the Clubhouse for the order teams will be entered into a Swiss League-type format, details of which are in Appendix 1, for the round robin.
- 6.2 A new round in the round robin will not be started after 1245 on Sunday and a new round robin race will not be started after 1345. The best placed teams will qualify for the finals which will be a knock-out competition. Quarter finals will be (best of three races) 1 v 8 (A), 2 v 7 (B), 3 v 6 (C) and 4 v 5 (D). The semi-finals will be A v D and B v C. The winner of a semi-final will be the first team to win two races. The final will be sailed in a flight of boats determined by the Race Committee. The winner of the final will be the first team to win three races. The team placed highest in the Swiss league will draw for boat colour within the flight. Teams will not swap boats. There will be a ten minute interval between the semi-finals and the final.
- 6.3 A temporary replacement boat in a set of three may not have the same coloured hull, sail or number as the boat it replaces. Any replacement boat may not match the flight in which it is a replacement, but will be obviously different from the opposing team's boats.
- 6.4 The race committee may change the format.

**7. Racing Area, Course, Marks and Race Schedule**

- 7.1 Racing will be on the West Kirby Marine Lake.
- 7.2 Teams will not be mustered. It is competitors' responsibility to be ready to race.
- 7.3 The course will be a starboard hand "S" course shown in Appendix 2.
- 7.4 A start boat, buoys and a finish boat will mark the course. Boats will be at the starboard end of their lines.
- 7.5 The race committee may move marks of the course. Rule 33 will not apply.
- 7.6 Spectator boats will fly large pink flags. A spectator boat may anchor on the last leg of the course. Whether anchored or motoring, spectator boats are to be treated as obstructions.

**8. Starts and Finishes**

- 8.1 Rule 26 (*starting system*) and related Race Signals will not apply.
- 8.2 In the Start sequence, audible signals will take precedence.
- 8.3 The race number may be displayed on the committee boat.
- 8.4 Coloured shapes, representing the colours of the boats in the race, may be displayed on the start boat before the preparatory signal.
- 8.5 The starting sequence will be:

<i>Signal</i>	<i>Time before start</i>	<i>Sound</i>	<i>Signal</i>	<i>Time before start</i>	<i>Sound</i>
					<i>... previous column</i>
<b>Warning</b>	3 minutes	3 long		5 seconds	1 short
<b>Preparatory</b>	2 minutes	2 long		4 seconds	1 short
	1 minute	1 long		3 seconds	1 short
	30 seconds	3 short		2 seconds	1 short
	20 seconds	2 short		1 second	1 short
	10 seconds	1 short			
		<i>next column . . .</i>	<b>Start</b>	0 seconds	1 long

- 8.6 The starting signal of a race will normally be the warning signal for the following race.
- 8.7 Failure to hear a signal shall not be grounds for redress, amending rules 60.1(b) and 62.1(a) (*redress*).
- 8.8 The start line will be between the start boat's mast and the nearby mark.
- 8.9 A digital clock may show the time to a start. If not, batten will be displayed, three between the three- and two-minute signals, two between the two- and one-minute signals, and one between the one-minute signal and the start, with a sound at each minute and the start.
- 8.10 No boat shall start more than 2 minutes after her starting signal.
- 8.11 A yellow flashing light may replace flag X in Race Signals.
- 8.12 An erroneous OCS call or the failure to hear one shall not be grounds for redress, amending rules 60.1(b) and 62.1(a) (*redress*).
- 8.13 An OCS boat that has rounded the first mark shall not return to start.
- 8.14 The finish line will be between the finish boat's mast and the nearby mark.

**9. Postponement, Recalls and Abandonment**

- 9.1 Postponements will be signalled by several short sound signals with an announcement, changing Race Signals. There will not normally be an AP.
- 9.2 The race committee may abandon a race for any reason, changing rule 32 (*abandonments*). Abandonments will be advised orally, changing Race Signals.
- 9.3 Rule 29.2 (*general recall*) will not apply.
- 9.4 The four minutes in rule 29.1 (*individual recall*) will be 1 minute.

## 10. Umpiring and protests

- 10.1 All races will be umpired, unless an announcement is made.
- 10.2 The ISAF Team Racing Call Book will apply.
- 10.3 A boat seeking redress shall promptly display a red flag until acknowledged by an Umpire, amending rule 62.2(*redress*), and inform the Finish Boat amending rule D5.1(*breakdown*)
- 10.4 When the race umpires together with one other umpire decide that a boat has broken rule 14 and there is damage or injury, they may penalise her team half of a race win without a hearing. The boat will be informed as soon as is practical and may request a hearing.
- 10.5 Protest time limit is ten minutes from coming ashore for competitors and one hour for the race or protest committees. Hearings will be announced.
- 10.6 A hearing may be declined if it is not relevant to progress to the next round, amending rule 63.1 (*requirement to hear*).
- 10.7 Right of appeal is denied under rule 70.5 (a) (*right of appeal*).
- 10.8 There shall be no request for redress or appeal against the decisions of the Race Committee under rule D.5 (*breakdowns when boats are supplied by the Organising Authority*).

## 11. Scoring

Rules D3 (*scoring a race*) and D4 (*scoring a series*) will apply, modified by instruction 6.1 (*Swiss League*).

## 12. Prizes

- 12.1 The winners will be awarded the Wilson Trophy.
- 12.2 The second placed team will win the Runners Up Salver
- 12.3 The best placed team which does not qualify for the knockout part of the competition will be awarded the Wilson Plate.
- 12.4 An U21 Prize presented for the first time by the Eric Twiname Trust to the best placed team with five or more members U21 on the 30<sup>th</sup> April 2011.

## Appendix 1

### *Computer-generated Swiss League (instruction 6.1)*

1. The round robin will be a computer-generated Swiss League.
2. A draw will determine the first round.
3. The second round will be using the order of the original draw, the first winner against the second winner and so on, except the first loser will sail the last loser or the last winner.
4. Rounds will then be scheduled at the conclusion of a round for the next round but one by ordering the teams, using the tie-breakers below, and then matching them as far as possible in order of their places (the first team will sail the second team and so on), except that teams will not be matched if they have met within eight rounds of the round being scheduled.
5. If the final round cannot be completed, its results will be ignored.
6. Races that cannot be sailed in order, or for which results are not entered or complete, will be ignored for scheduling purposes. Subsequently corrected or altered results will not affect a published schedule.
7. A drop-out is a team unlikely, in the opinion of the race committee, to take any further part in the event. The decision to designate a team as a drop-out will be posted, after which its races will continue to be scheduled but will not be sailed and opponents will score a win. Drop-outs will be scheduled from the first unscheduled round after dropping out, first against each other and then, where possible, against the lowest-placed team it has not met. Drop-outs may re-join the event at the discretion of the race committee whose decision will be final, changing rules 60.1(b) and 62.1(a) (*redress*).
8. Any other missing team is a no-show and the opposing team will be given a walk-over after at least one of its boats has started and sailed for two minutes.
9. A resail slot is five races sailed between two rounds. They will be sailed without breaks between the preceding and the succeeding races. If there are fewer than five resails, the sequences will include blanks. The race committee will allocate the resails within a slot and they will not necessarily be in the

same boats as the original race. Resails will be sailed at the end of the next available round. Race committee decisions on resails will be final, changing rules 60.1(b) and 62.1(a) (*redress*).

10. Half-win penalties will be applied after the end of the round robin and before tie-breakers are applied. Teams carrying half-win penalties will be displayed on the league tables with an asterisk next to their numbers of wins.

### Tie-breakers

Rule D4.2 is deleted and replaced with

“Ties will be broken, in order of precedence, in favour of the team(s) that has:

1. if the tie is between two teams only, won the last race between them.
2. sailed more races against teams that have a higher place.
3. sailed fewer races against teams that have a lower place.
4. the lowest sum of the places of the teams the tied teams have beaten.
5. the lowest sum of the places of the teams to which the tied teams have lost.
6. beaten the highest-placed team the tied teams have individually beaten.
7. not been beaten by the lowest-placed team to which the tied teams have individually lost.

Step 1 will be applied whenever a step leaves a tie between two teams. Steps 2 to 7 will be repeated until no more ties can be broken when remaining ties will be broken:

8. by the draw for the first round; ties in odd-numbered rounds will use the draw, ties in even-numbered rounds will use the draw inverted.”

### Appendix 2

The course:

