



Newport Model Sailing Club

SAILING INSTRUCTIONS

DF95 Fall Classic

November 2-3, 2024
Hosted by: Newport Model Sailing Club

1 RULES: The regatta will be governed by the *rules* as defined in *The Racing Rules of Sailing* (RRS), including RRS Appendix E.

2 NOTICES TO COMPETITORS: Notices to competitors will be posted on the official notice board online and discussed on the dock.

3 CHANGES TO THE SAILING INSTRUCTIONS: Changes to the sailing instructions may be communicated orally to all affected competitors before the warning signal of the relevant race.

4 SCHEDULE:

4.1 Dates of racing:

Saturday November 2	8:00-9:00 AM	Check-in & Practice
	9:00 AM	Skipper's meeting
	9:30 AM	First Warning Signal
	No race to start after 1:00pm or at the PRO's discretion.	
Sunday November 3	9:00 AM	Report & Practice
	9:30 AM	First Warning Signal
	No race to start after 1:00 PM or at the PRO's discretion.	
	Awards presentation immediately following final race.	

4.2 Boats should be in racing trim according to the DF95 class rules. Random checks for compliance with class rules or the sailing instructions may be performed by the RC or OA at any time thereafter.

4.3 Ballast shall not be moved during the regatta, modifying Rule 51. This rule does not apply to changing of batteries so long as they are returned to the same location from which they were removed and replaced with batteries of the same weight (within 5 grams).

4.4 The maximum number of races scheduled is 72.

4.5 Five (5) races must be completed to constitute a regatta.

4.6 When there has been a postponement lasting over 10 minutes, the warning signal for the first race following the postponement and each succeeding race will be made as soon as practicable, at the RC's discretion. An audible signal will be sounded at least 3 minutes before the warning signal for the first race following the postponement.

5 RACING FORMAT:

5.1 Intention is to run a round robin series on Saturday and then gold & silver fleets on Sunday. It is possible that straight fleet races will be run instead if the OA changes course on Saturday.

5.2 Round robin groups will be seeded by the OA

5.3 Round Robin Series: Competitors will be assigned a group for the initial round-robin series. Everyone will have the opportunity to race against all competitors.

5.4 Gold and Silver Fleets: When one or more full rounds are completed, the RC will divide competitors into Gold Fleet and Silver Fleet. Competitors will carry their scores into the Gold and Silver Round. The RC will announce the schedule for Gold and Silver Fleets on Sunday.

6 COURSE:

6.1 The course area will be announced before each day's racing. See Appendix A for course areas.

6.2 Courses will be windward-leeward. The windward mark will be either a mark with an offset (and an optional port tack keep-off buoy), or a windward gate. The leeward mark will be a gate. See Appendix B for course diagrams (colors may



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vary). The PRO will announce the course, mark colors to be used, and number of times around the course prior to each race or heat.

7 THE START:

- 7.1 The warning signal will be made one minute before the start.
- 7.2 The starting line will be described by the PRO before racing begins.
- 7.3 A boat starting later than 2 minutes after her starting signal will be scored Did Not Start (DNS).

8 HOLDS:

- 8.1 Prior to the warning signal, a competitor may request that the PRO hold the starting sequence for five minutes to repair a technical problem or breakdown.
 - 8.1.1 When such a hold is granted, it will be announced to the fleet and the warning signal will be made five minutes after the commencement of the hold.
 - 8.1.2 Each competitor may be granted one such hold per day. Individual holds for tuning, adjusting sails or for changing rigs due to weather will not be granted.
- 8.2 General holds may be announced periodically at the discretion of the RC for comfort breaks, for changes in weather conditions, for scheduled lunch breaks or for other reasonable cause.

9 OUTSIDE HELP: RRS E4.2(c) is changed as follows: A boat or the competitor controlling her shall not receive help from any outside source, except...

(c) when the boat is disabled or in danger, or tangled, help from the race committee;

10 TIME LIMITS:

- 10.1 If no boat has passed Mark 1 within seven minutes, the race or heat will be abandoned.
- 10.2 If no boat has finished within 20 minutes, the race or heat will be abandoned.
- 10.3 Boats failing to finish within 5 minutes after the first boat finishes will be scored Did Not Finish (DNF). This changes Rules 35.
- 10.4 In the interest of expediting further racing, the RC may at its discretion score one or more boats time limit expired (TLE) while they are still on the racecourse.

11 THE FINISH: The finishing line will be between the finishing marks, which will be described by the RC before the start of racing.

12 PENALTY SYSTEM:

- 12.1 Boats may touch any mark without penalty except a starting or finishing mark when *starting* or *finishing*. This changes RRS 31 and RRS 44.1.
- 12.2 A boat breaking a rule of RRS Part 2 may take a one-turn penalty as described in Rule E4.3.

13 PROTESTS:

- 13.1 A boat protesting another boat while sailing shall hail the other boat, as required by Rule 61.1(a) as modified by Rule E6.3, except that she must loudly repeat the hail twice (eg: "5-0 protests 7-5, repeat, 5-0 protests 7-5"). This changes Rule E6.3.
- 13.2 A boat intending to file a protest shall inform the RC verbally promptly upon finishing the race in which the incident occurred. A boat shall file a written protest no more than 10 minutes after the start of the next race in which she is not racing.
- 13.3 The "three minute justice" expedited hearing format will be used: one minute for the protestor, one minute for the protestee, one minute for a decision from the PC (times are approximate and at the PC's discretion). Protests will be heard as soon as practicable.
- 13.5 In the event a competitor is penalized under RRS 2 or 69, a report of the incident shall be sent to the AMYA Class Secretary of the Class being sailed and the AMYA Executive Board for review (as well as to US Sailing if the penalty meets the threshold described in RRS 69.2(j)).

14 SCORING:



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14.1 Races will be scored per RRS Appendix A4, The Low Point System. Series tie-breakers will be conducted per RRS A8.

14.2 Excluded races: One race will be excluded for each five races completed (i.e. one race will be excluded after five races are completed, two races will be excluded after ten races are completed, three races will be excluded after 15 races are completed, and so forth).

14.3 Boats scored TLE will be scored one place more than the last boat to finish within the finish window.

14.4 If the fleet is broken into Gold and Silver fleets for Sunday's races, all racers will start with 0 points.

15 EQUIPMENT AND MEASUREMENT CHECKS: (DP) If any measured equipment is found to have been modified, the boat involved will be scored "DNS" for all races to the point when the modifications were discovered in the regatta. At its discretion, the PC may impose a lesser penalty.

16 AWARDS: Awards for first through third place in each fleet will be given after racing on Sunday at or near the Sail Newport pavilion.

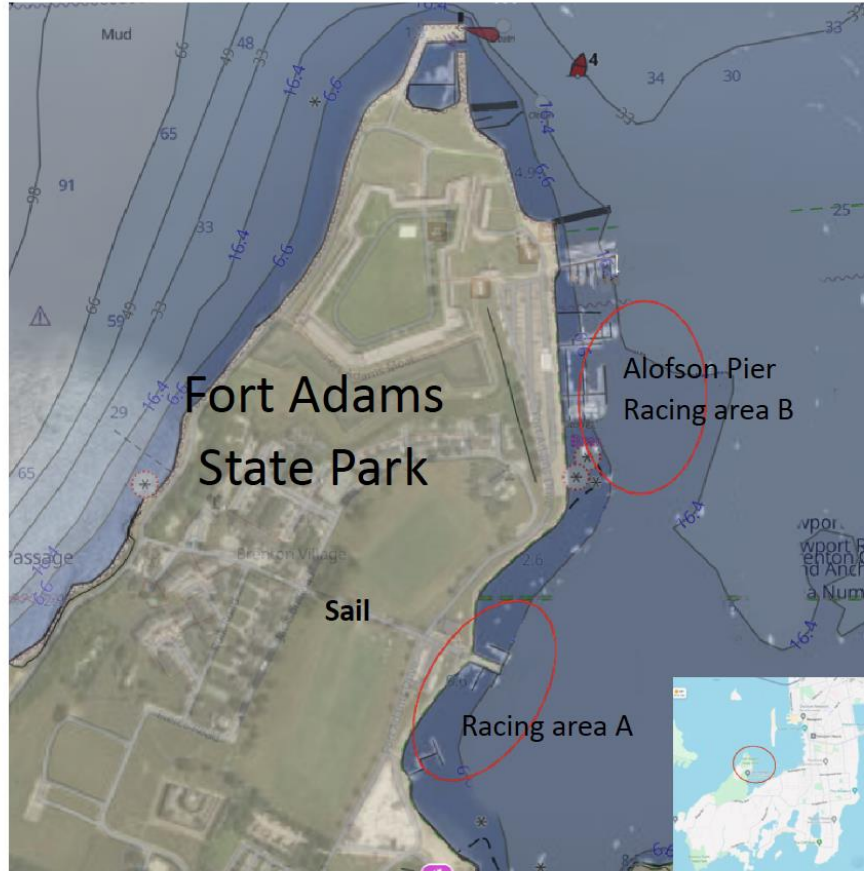
17 DISCLAIMER OF LIABILITY: Competitors participate in the regatta entirely at their own risk. See RRS Rule 3. The organizing authority and race management volunteers will not accept any liability for material damage or personal injury sustained in conjunction with or prior to, during, or after the regatta.

18 SPORTSMANSHIP and CORINTHIAN SPIRIT: Remember that we are always in friendly competition. Competitors are reminded of The Basic Principle of Sportsmanship and the Rules: "Competitors in the sport of sailing are governed by a body of *rules* that they are expected to follow and enforce. A fundamental principle of sportsmanship is that when a boat breaks a *rule* and is not exonerated she will promptly take an appropriate penalty or action, which may be to retire."



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APPENDIX A:





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APPENDIX B:

COURSE A

Mark Colors Will Vary

Offset
Mark



Windward
Mark



Keep off, Leave
to Port (if used)



Start/Finish



Leeward Gate

COURSE B

Mark Colors Will Vary

Windward Gate



Start/Finish



Leeward Gate