

Portishead Yacht & Sailing Club

Sailing Instructions for Pursuit Race Open Events

The Channel Chop : Sunday 16th February 2020

- 1 The race will be governed by the rules as defined in the *Racing Rules of Sailing*. The prescriptions of the RYA will apply. The *Equipment Rules of Sailing* and the Class Rules applicable to each class taking part shall apply.
- 2 Competitors shall register by paying the required entry fee and completing the entry form and declaration at the registration desk.
- 3 Notices to competitors will be posted on the boat house doors at the top of the slipway.
- 4 Any change to these sailing instructions will be posted not less than 30 minutes before the warning signal.
- 5 Signals made ashore will be made from the Race Hut situated on the clubhouse balcony.
- 6 There will be a single Pursuit race. The warning signal will be at 10:25 hours. The warning signal will be code flag 'A', accompanied by a sound signal.
- 7 The sailing area, the approximate position of the marks and the course, will be displayed on the boat house doors at the top of the slipway.
- 8 The race will be started using *Rule 26*, except that no boat shall start before its Start Number is displayed on the board next to the Race Hut. The Start Number for each class boat will be advertised at registration. At the start, Start Number 140 will be displayed. The Start Number will reduce by one at one minute intervals until all classes have started, and at regular intervals thereafter. This alters *Rule 26*. There will be Individual recalls only, by flying Flag X with 1 sound signal, for a maximum of 30 seconds. This alters *Rule 29*.
- 9 The race will finish 140 minutes after the start. The number 00 will be displayed on the board next to the Race Hut, accompanied by a sound signal. Sound signals may also be given from race committee vessels in the sailing area. Visual signals ie: the flying of a flag on the lead committee vessel may also be given at the finish of the race.
- 10 After the finish is signalled a boat must continue to sail a proper course and maintain its position in relation to the boats immediately ahead and astern at the finishing signal until its position is recorded and it is signalled to return to shore by a race committee vessel. The finishing position of each boat will be its position at the finishing signal.
- 11 Should conditions not be suitable for a full length (140 mins) pursuit race, the Officer of the Day may run a "half-pursuit" race, in which Start Numbers reduce by one at 30 second intervals, and the finish shall be 70 minutes after the start.
- 12 Protest Forms are available from the Race Hut. The protest time limit is 60 minutes after the finishing signal. The location and the time of any hearing will be notified to the parties as soon as possible thereafter.
- 13 Breaches of instructions 2, 13, 14 and 15 shall not be grounds for protest by a boat. This alters *Rule 60.1(a)*. Penalties for breaches of instructions 2, 13 and 15 may be less than disqualification if the protest committee so decides. This alters *Rule 64.1*.
- 14 A declaration must be signed on behalf of each boat on the sheet situated on the ground floor of the club house as soon as possible after coming ashore, and no later than 60 minutes after the finishing signal.
- 15 **All boats must keep clear of commercial shipping;** and in particular no boat shall pass between any commercial ship and any escorting vessel. All boats shall comply with any instructions to keep clear given from such a vessel. A boat in breach of this rule in its entirety shall be subject to disqualification without a hearing. Complying with instructions from an escorting safety boat shall not be grounds for redress. *This alters Rules 62.1 and 63.1.*
- 16 Adequate personal buoyancy must be worn at all times while afloat. Wet suits or dry suits worn alone are not considered adequate. This changes *Rule 40.1*.
- 17 Prizes will be awarded to the winning boat, and the leading junior boat. Further prizes will be awarded to other finishers at the discretion of PYSC.