

505 Invitational Regatta

22 - 23 June 2002

Hosted by Mission Bay Yacht Club

Sailing Instructions

1 Rules

- 1.1 The regatta will be governed by the 'rules' as defined in the Racing Rules of Sailing (RRS).
- 1.2 The regatta is designated Category "C".

2 Entries

The regatta is open to any member in good standing of the International 505 Class Association.

3 Notices to Competitors

Notices to competitors will be posted on the bulletin board located on the outside of the south end of the main Yacht Club building.

4 Changes to Sailing Instructions

- 4.1 Any change in the sailing instructions will be posted before 10:00 am on the day it will take effect.
- 4.2 Any changes in the schedule of races will be posted by 20:00 hours on the day before it will take effect.
- 4.3 Code flag 'Answering Pennant' (postponement) flying from the flagpole on the clubhouse deck means "Yachts shall not leave the clubhouse until the signal is lowered". Ocean races will not be started prior to 45 minutes after the AP is lowered.

5 Schedule

Saturday, 22 June

- Registration 08:00 (until 10:00)
- Competitors meeting 09:45
- Warning for race #1 12:00
- Warning for race #2 ASAP
- Warning for race #3 ASAP

Sunday, 23 June

- Competitors meeting 09:45
- Warning for race #4 12:00
- Warning for race #5 ASAP

6 Class Flags

The class flag for this event will be an orange flag with 505 on it.

7 Racing Area

The starting line will be in the Pacific Ocean approximately one mile northwest of the Mission Bay Jetty. In the event of bad weather or other special conditions, the Race Committee may move the racing to the Sail Bay part of Mission Bay.

8 Courses

- 8.1 The 7 courses listed below and shown in Appendix B may be used.
 - 8.1.1 Course #1: Start, Windward, Leeward, Finish
 - 8.1.2 Course #2: Start, Windward, Leeward, Windward, Leeward, Finish
 - 8.1.3 Course #3: Start, Windward, Leeward, Windward, Leeward, Windward, Leeward, Finish
 - 8.1.4 Course #4: Start, Windward, Reacher, Leeward, Finish
 - 8.1.5 Course #5: Start, Windward, Reacher, Leeward, Windward, Leeward, Finish
 - 8.1.6 Course #6: Start, Windward, Leeward, Windward, Finish.
 - 8.1.7 Course #7: Start, Windward, Reacher, Leeward, Windard, Finish
- 8.2 All marks shall be left to port.
- 8.3 On the first leg of the course, the leeward mark is not a mark of the course and may not be in place.
- 8.4 On the last leg of courses 1-5, the windward mark is not a mark of the course and may have been removed or moved for the next race. On last leg of courses 6-7, the leeward mark is not a mark of the course and may not be in place.
- 8.5 Legs will be approximately 0.6 to 1.5nm.

9 Marks

Primary marks will be orange tetrahedrons. Replacement marks, when used, will be yellow tetrahedrons. Subsequent changes will alternate marks.

10 The Start

- 10.1 The starting signals will be in accordance with racing rule 26.
- 10.2 Gate starts as described in Supplement A of these instructions will be used.
- 10.3 The locator mark will be a pin with an orange flag.
- 10.4 The gate will be open for a maximum of 3 minutes.
- 10.5 Courses and starting signals will be displayed on the Committee Signal Boat. The Gate boat will also attempt to display the courses.
- 10.6 The 'Rabbit' for the first race will be selected by the organizing committee. Subsequent rabbits will be the boat finish 6th in the previous race (7th if the 6th has already served, etc).
- 10.7 The 'Rabbit' should meet the gate boat near the locator mark prior to the warning signal.

11 The Finish

The finish line will be between a staff displaying an orange flag on a race committee boat and a staff displaying an orange flag at the other end of the line. For courses 1-5, it will be approximately 30 meters upwind of the normal location of the windward mark. For courses 6-7, it will be approximately 30 meters downwind of the normal location of the leeward mark. Note: a separate race committee boat, without an orange flag, may be located just beyond the pin end of the line to assist with finishers.

12 Time Limits

- 12.1 The time limit for the first boat to reach the windward mark the first time is 45 minutes.
- 12.2 The time limit for the first boat to finish any race is two and one half hours.
- 12.3 Boats not finishing within 30 minutes of the first boat in class will be scored "did not finish" DNF. {changes RSS 35}

13 Protests

- 13.1 A competitor's intent to protest shall be reported to the Race Committee immediately upon finishing that race.
- 13.2 Protests shall be written on forms available at the club office and shall be lodged there within 1 hour of the time the Race Committee Signal Boat returns to the club.

14 Scoring

- 14.1 The Low Point scoring system, rule A2, will apply modified such that a boat's series score will be the total of all her race scores.
- 14.2 Five races are scheduled with three being required to constitute a regatta.

15 Disposal of Refuse and Trash

The discharge of trash into the water is prohibited during the entirety of the event. Any boat observed in violation is subject to disqualification from all races sailed on the day of the infraction.

16 Prizes

- 16.1 Prizes will be awarded to the top three skippers and crew.

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Dan Merino
Regatta Chairman

Stan Betts,
Principal Race Officer

SUPPLEMENT A

GATE START PROCEDURES

Concepts:

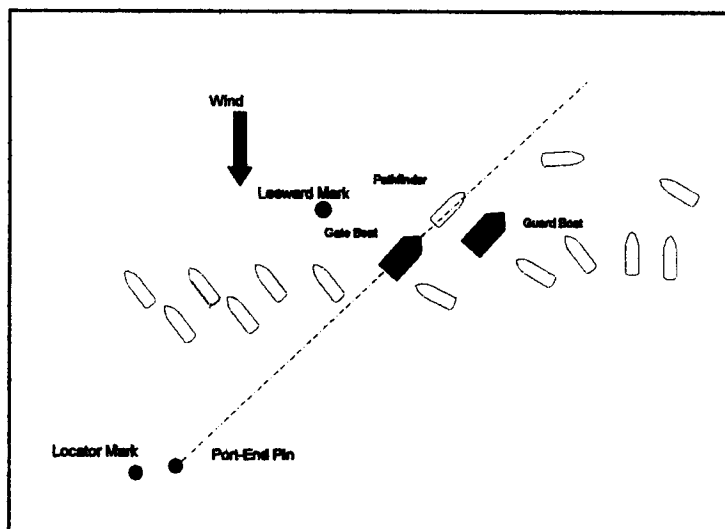
The original concept of the 'Gate' or 'Rabbit' start was to provide a system where a group of competitors could start a race without a Race Committee. The idea was that if one of the competitors acted as the 'pathfinder' or 'rabbit' and started on port tack and remained on port tack until all the competitors, who were waiting near the projected path of the pathfinder, passed behind the pathfinder, everyone would have a fair and equal start. Modern refinements include a gate boat that would fly the usual starting signals (a separate boat can be used for the starting signals) and trail about one boat length behind the pathfinder to protect him from aggressive competitors. This gate boat may even trail a small float (usually a red ball) to protect his boat. If available, a guard boat may travel in the lee of the pathfinder with about 75% overlap to further protect the pathfinder.

Selection of the Pathfinder:

The Pathfinder for the first race of the regatta is selected by a drawing from a list of the top sailors registered for the regatta. One or two additional competitors may be selected in case something happens to the first selection. For subsequent races, the competitor finishing tenth (this can vary depending upon the size of the fleet) in the previous race shall act as the pathfinder. If the tenth place finisher has already served as the pathfinder in this regatta, the eleventh or subsequent place competitor shall act. Failure to act as the pathfinder may be grounds for disqualification. If the Race Committee finds it necessary to select a new pathfinder, it may do so by posting a change to the Sailing Instructions or by oral instruction on the water.

Procedures:

1. At the time and place indicated in the Sailing Instructions, the Gate boat (flying flag G) (or a separate boat indicated in the Sailing Instructions) will display the course and starting signals.
2. Not later than the preparatory signal, the Race Committee will set a Locator Mark in the position indicated in the sailing instructions (usually down wind and on the port side of the leeward mark).
3. Not later than the preparatory signal, the designated pathfinder shall proceed to the Gate boat near the Locator Mark and follow the directions of the Race Officer.



4. The Race Officer will direct the pathfinder so as to be in the approximate location of the Locator Mark at approximately 15 second before the start. At this time the Race Officer will hail 'Race' to the pathfinder. The pathfinder will then begin racing close-hauled on port tack. The Gate boat will assume a position about one boat length behind the pathfinder and, if available, a Guard boat will assume a position on the pathfinders starboard side far enough away such that her wash does not interfere with the pathfinder.
5. At approximately 3 seconds before the start, the Gate boat will drop a free floating mark that becomes the pin end of the gate.
6. The Pathfinder shall remain on port tack until released by the Race Officer.
7. Competitors may start on starboard tack after the starting signal, passing between the free-floating pin mark and the stern of the Gate boat. After the starting signal, competitors shall not pass between the Pathfinder and the Gate or Guard boats.
8. The Gate will remain open until all boats have started but not longer than the time indicated in the Sailing Instructions (usually 2-5 minutes). The Gate boat will lower the G flag when the gate is closed and all boats that have not yet started will be scored as Did Not Start (DNS).
9. When the Race Officer on board the Gate boat is satisfied that he has the speed and compass bearing of the Pathfinder's port tack, that the wind is steady and that most of the fleet has started, he may, by hail, release the Pathfinder which may then tack on to starboard or continue on port as she wishes.
10. From the Preparatory signal until released by the Race Officer, the Pathfinder has complete right-of-way and any interference may be grounds for disqualifications. From the preparatory signal until the gate is closed, the gate boat (including any float she might be dragging) is considered the starting mark and contacting any part thereof is an infringement of RRS 31.1. The Guard Boat, if used, is considered a moving obstruction.
11. If the Race Officer considers the start to have been unfair because of such things as interference with the Pathfinder, Gate boat or Guard boat, or a significant wind shift, he may call a general recall prior to the closing of the gate or abandon the race and restart if possible.

APPENDIX B

