



2012 RS:X – Techno 293
European Open Team Racing Championships
14th to 20th May 2012 - Mondello, Sicily, Italy

SAILING INSTRUCTIONS

1 RULES

- 1.1 The Championship will be governed by the rules as defined in *The Racing Rules of Sailing*, including Appendix D as the version attached to these SI as “Appendix D”.
- 1.2 No national prescriptions will apply.
- 1.3 If there is a conflict between languages, the English text will take precedence.
- 1.4 In case of conflict, Sis prevails over the NoR.

2 ADVERTISING AND IDENTIFICATION

- 2.1 Advertising will be in accordance with ISAF Regulation 20. Competitors are required to display event stickers.
- 2.2 While racing, one team of any race will be required to wear coloured bibs according to the schedule. The bibs will be provided by the OA. These will be worn outside all other clothing. In any pairing list the team first mentioned will wear the black bib. The other team (second in the list) will wear the white bib.
- 2.3 Event stickers will be available from the Race Office from 12.00 hrs of 16th May 2012. Event stickers will be positioned as required by the Advertising Code.

3 TEAMS

- 3.1 2 males and 1 female (+ 1 reserve) is the maximum of the team composition for RS-X. A team of 3 with at least 1 male and 1 female (no reserve) is the team composition for Techno 293. A team shall compete with three boards including a female competitor. The team captain will decide the composition before each race.

4 NOTICES TO COMPETITORS

Notices to competitors will be posted on the official notice board located in the entrance hall of Albaria club house.

5 SIGNALS MADE ASHORE

- 5.1 Signals made ashore will be displayed from the main flag staff in front of Albaria club house.
- 5.2 When flag AP is displayed ashore, ‘1 minute’ is replaced with ‘not less than 15 minutes’ in the race signal AP.
- 5.3 Signals displayed from the pier projecting from the east side of the bay will be considered as a signals displayed from a Race Committee vessel.

6 CHANGES TO THE SAILING INSTRUCTIONS

- 6.1** Amendments to the Sailing Instructions will be posted not later than 30 minutes before the start of any race affected and will be signed by the Race Officer (RO) and the Chief Umpire (CU).
- 6.2** Flag L over the numeral pennant of the most recent amendment and the flag of the fleet to which they are relevant to, will be displayed ashore each day until the boards have left for the race course.
- 6.3** Any changes to the starting time of the first race of the day will be posted by 20.00 on the day before it will take effect.
- 6.4** If necessary the race committee is allowed to change the SI on the water. Code flag 3rd substitute will be displayed with repetitive sound signals and competitors should approach the RC vessel and the RC or umpires will notify the change verbally.

7 FORMAT OF RACING

- 7.1** The format will be a double round robin, semi finals and finals for RSX TR Event; one round robin, semi finals and finals for Techno 293 TR Event.
- 7.2** When each team has sailed at least 3 races in the Round Robin the event is valid and D4.3 applies.
- 7.3** The Race Committee may change the schedule of format in order to complete the event.

8 SCHEDULE

- 8.1** May. 16th Registration and Measurement
May. 16th 13.00 Skipper meeting , 14.00 First attention signal.
From May. 17th to May. 18th 12.00 First attention signal of the day.
- 8.2** A daily briefing may take place before racing at the discretion of the Race Committee at the time posted on the Official Notice Board by 20,00 hrs on the previous day.
- 8.3** Daily debriefing sessions may be held following racing at the discretion of the Chief Umpire.

9 RACING AREA

All races will be sailed in the Gulf of Mondello.

10 THE COURSES

The diagram in Attachment C shows the course, including the order in which marks are to be passed, and the side on which each mark is to be left.

11 MARKS

- 11.1** Marks 1, 2, 3 and 4 will be orange inflatable.
- 11.2** The starting and finishing marks will be yellow marks and possibly the Race Committee boat.
- 11.3** The Race Committee may move marks of the course at any time. Rule 33 will not apply. The moving of a mark by the Race Committee will not be ground for redress. This changes rule 62.1.
- 11.4** The target time for each race will be 15 minutes. A different time will not be ground for redress.

12 THE START

- 12.1** Rule 26 (*starting system*) will apply as amended below.
- 12.2** The flight number and matches will be displayed on the RC boat before or together with attention signal.

12.3 The starting sequence will be:

| <i>Signal</i> | <i>Time before starting signal</i> | <i>Sound</i> | <i>Visual signals</i> |
|---------------|------------------------------------|--------------|----------------------------------|
| Attention | 4 min | 1 | Flag "F" displayed |
| | 3 min 30" | mute | "F" removed |
| Warning | 3 min | 1 | Numeral pennant nr.1, nr. 2 etc. |
| Preparatory | 2 min | 1 | Flag "P" displayed |
| - | 1 min | 1 | Flag "P" removed |
| Starting | Start | 1 | warning signal removed |

12.4 a) The warning signal of a race may be the starting signal for the previous race. Attention signal will be made only once per flight.

b) If the race is abandoned or postponed the attention signal will be made again.

12.5 Failure to hear a signal shall not be grounds for redress. This changes rule 60.1(a).

12.6 The starting and finishing lines will be;

a) Starting line; between a staff displaying an orange flag on the Race Committee boat at the starboard end and a starting mark at the port-end,

b) Finishing line; between a staff displaying an orange flag on the Race Committee boat (same boat as mentioned in the SIs 12.6a starting boat) at the port end and a finishing mark at the starboard end.

c) In case of alternative course (as mentioned in the SIs 13) the starting/finishing lines will be between two yellow marks.

12.7 Boards whose warning signal has not been made shall avoid the starting area.

12.8 A board starting later than 2 minutes after her starting signal will be scored DNS and awarded points equal to the number of boats entitled to race.

12.9 When at a board's starting signal any part of her hull, crew or equipment is on the course side of the starting line, the race committee shall promptly display code flag X-ray with one sound. The flag will be kept displayed until all such boards are completely on the pre start side of the starting line but not later than one minute after the starting signal. This changes rule 29.1.

13 GROUND START/FINISH COURSE:

a) When Flag "R" is displayed on the official flag staff the ground start/finish course will be used.

b) The course will be set close to the pier of Lauria. No committee boat will be used. Any RC duty will be performed from the pier.

c) The starting and the finishing lines will be between two yellow marks.

14 ABANDONING

The race committee may abandon a race for any reason.

15 INTERNATIONAL JURY

An International Jury will be appointed in accordance with rule 91(b) and Appendix N. Decisions of the Jury will be final as provided in rule 70.5.

16 UMPIRING AND PROTESTS

16.1 All races will be umpired. Rule D2.2(a) shall apply as amended in the attached Appendix D.

16.2 When rule D2.2 applies and the race umpires together with one other umpire (when available) decide that a board has broken rule 14 and there is damage or injury, they may penalise her team according to Rule D3.1 c.2 without a hearing. The board will be informed as soon as practical. Any penalty after a hearing will be in accordance with rule D3.1(c). This changes rule D3.1.

16.3 Protests regarding infringements on the water of rules other than Part 2 and requests for redress shall be notified to the Race Committee vessel within 5 minutes from finishing.

16.3 The Protest Committee may refuse to hear a protest or request for redress unless its outcome is relevant to progress, this amends RRS63.1.

17 **SCORING** Rules D3 (scoring a race) and D4 (scoring a series) will apply.

18 **DISCLAIMER OF LIABILITY**

18.1 Competitors are entirely responsible for their own safety, whether afloat or ashore, and nothing reduces this responsibility.

18.2 Competitors participate in the Championship entirely at their own risk – see rule 4, Decision to Race.

18.3 The OA will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during or after the Championship. The OA encompasses everyone helping to run the event.

19 **CODE OF CONDUCT**

19.1 Competitors shall comply with any reasonable request from any official, including attendance at official functions, co-operation with event sponsors and shall not behave so as to bring the event into disrepute.

19.2 The penalty for breaking instruction 19.1 is at the discretion of the International Jury and may include exclusion from further participation in the event, the withdrawal of any prize or the withholding of deposits.

19.3 The International Jury may call a hearing other than under rule 69 to investigate a possible inappropriate behaviour of a competitor or any person related to a team. The International Jury may decide to call for a hearing under rule 69 or to deduct a point penalty from a team's score at its own discretion. This changes rules 60.3, 64.1 and 69.

ATTACHMENTS;

A- Pairing for RS:X TR Event

B- Pairing for Techno 293 TR Event

C- Course

D- Appendix D as changed by the Sailing Instructions

E- Winner combination

APPENDIX D—TEAM RACING RULES
Edition for sailboards to be used for the
2012 RS:X and Techno 293 European Open Team Racing
Championships

This edition of the Appendix D is altered according to the Notice of Race and Appendix B for sailboards, and attached as an appendix to the Sailing Instructions of the event.

D1 CHANGES TO THE RACING RULES

D1.1 The following changes are made to Part 2:

- (c) Rule 18.4 and B3.1(d) are deleted.
- (d) Add new rule 23.3:
 - (1) ‘Except when sailing a *proper course*, a board that has *started* shall not interfere with a board returning to *start* or with a board clearly sailing on another leg.’
 - (2) ‘A board that has finished shall not act to interfere with a board that has not *finished*.’
- (e) Add new rule 23.4: ‘When boards in different races meet, any change of course by either board shall be consistent with complying with a *rule* or trying to win her own race.’

D1.2 Other rules that apply:

- (a) There shall be no penalty for breaking a rule of Part 2 when the incident is between boards on the same team and there is no contact.
- (b) Add to rule 41: ‘However, a board may receive help from another board on her team providing electronic communication is not used.’
- (c) A board damaged or a crew member injured by a board on the same team is not eligible for redress based on that damage or injury.

D2 PROTESTS AND PENALTIES

D2.1 Protests and Exoneration

- (a) “The third sentence of rule 61.1(a) and B7.1 are deleted”.
- (b) A board that, while racing, may have broken a rule of Part 2 (except rule 14 when she has caused damage or injury) may take a penalty of 360° turn with no requirement for tack or gybe. When clearing more than one penalty, all the turns shall be performed in the same direction and in the same way.

D2.2 Umpired Races

- (a) When a board protests under a rule of Part 2 or under rule 31 or 44, she is not entitled to a hearing, except under rule 14 when there is damage or injury. Instead, when the protested board fails either to acknowledge breaking a *rule* or to take the appropriate penalty, the protesting board may request a decision by hailing ‘Umpire’.
- (b) An umpire shall signal a decision as follows:
 - (1) A GREEN flag or a GREEN and WHITE flag means ‘NO PENALTY’.
 - (2) A RED flag means ‘ONE or MORE BOARDS are PENALIZED’ The umpire shall hail or signal to identify each board to be penalized.
- (c) A board penalized under rule D2.2(b)(2) shall take two penalties (two times 360) as described in D2.1(b).
- (d) UMPIRE-INITIATED PENALTIES

When a board:

- (1) breaks rule 31 or a rule of Part 2 through contact with a board on her team, and does not take a penalty or retire;
- (2) fails to comply with rule D2.2(c);
- (3) commits a breach of sportsmanship;
- (4) breaks rule 14 when damage or injury may have been caused;
- (5) when a board or her team gains an advantage despite taking a

penalty,
an umpire may take action without a protest from another board.

The umpire may impose one or more penalties as described in D2.1(b), indicated by displaying a red flag and hailing the board accordingly, or report the incident to the protest committee, indicated by displaying a black flag, or both.

D2.4 Additional Protest and Redress Rules When Races Are Umpired

- (a) Neither the race committee nor the protest committee shall protest a board for breaking a rule listed in D2.2(a), except under rule 14 when there is damage or injury.
- (b) *Protests* and requests for redress need not be in writing. The protest committee may take evidence in any way it considers appropriate and may communicate its decision orally.
- (c) There shall be no request for redress, nor appeal by a board, arising from a decision, action or non-action by an umpire. The protest committee may decide to consider giving redress when it believes that an official boat, including an umpire boat, may have seriously interfered with a competing board.

D3 SCORING A RACE

- D3.1**
- (a) Each board finishing a race, whether or not rule 28.1 has been complied with, shall be scored points equal to her finishing place. All other boards shall be scored points equal to the number of boards entitled to race.
 - (b) In addition, a board's points shall be increased without a hearing as follows:

| <i>Rule broken</i> | <i>Penalty points</i> |
|--|-----------------------|
| (1) Rule 28.1 when as a result she or her team has gained an advantage | 10 |
| (2) Any other <i>rule</i> broken while racing for which a penalty has not been taken | 6 |

- (c) After a hearing the protest committee may penalise as follows:
 - (1) When a board has broken a *rule*, and as a result her team has

gained an advantage, it may increase that board's points.

(2) When a board has broken rule 1 or 2, rule 14 when the board has caused damage or injury, or a rule when not *racing*, it may penalise the board's team by half or more race wins, or may impose no penalty.

(d) The team with the lower total points wins the race. If the totals are equal, the team that did not have the first place board wins.

D3.2 When all boards of one team have finished, retired or failed to *start*, the race committee may stop the race. The other team's boards racing at that time shall be scored the points they would have received had they *finished*.

D4 SCORING A SERIES

D4.1 When two or more teams are competing in a league or series, the winner shall be the team scoring the greatest number of race wins. The other teams shall be ranked in order of number of race wins.

D4.2 When necessary, ties in a completed series shall be broken using, in order of precedence:

- (a) the number of races won when the tied teams met;
- (b) the points scored when the tied teams met;
- (c) if two teams remain tied, the last race between them;
- (d) total points scored in all races against common opponents;
- (e) a sail-off if possible, otherwise a game of chance.

If a multiple tie is only partially resolved by one of these, then the remaining tie shall be broken by starting again at rule D4.2(a).

D4.3 If a series is not completed, teams shall be ranked according to the results from completed rounds, and ties shall be broken whenever possible using the results from races between the tied teams in the incomplete round. If no round has been completed, teams shall be ranked in order of their race win-loss ratios. Other ties shall be broken in accordance with D4.2.