

Lake Washington Sailing Club Sailing Instructions for 2017 Turkey Shoot Regatta

1.0 Rules

- 1.1 The regatta will be governed by The Racing Rules of Sailing.
- 1.2 The Racing Rules will be modified as follows:
 35 - Boats failing to finish within 15 minutes after the first boat in their class sails the course and finishes will be scored DNF.
 44.1 - The Two-Turns Penalty is modified to a One-Turn Penalty (one tack and one gybe).
 A4.2 - A boat starting later than 3 minutes after her starting signal will be scored DNS.
- 1.3 Safety: Every boat must have a 15' painter or a towline as governed by their class rules.
- 1.4 Sail Numbers: Sailboats without sail numbers will not be scored. Boats must use the same sail number throughout the regatta.

2.0 Registration must be completed by the end of the registration period (10:30 a.m. November 4, 2017 at the LWSC Clubhouse).

3.0 Notices to Competitors: Notices to competitors will be posted on the official notice board located outside the clubhouse next to the Women's Restroom.

3.1 Changes to these Sailing Instructions will be posted no later than fifteen minutes after the Skippers Meeting on the day of the race.

4.0 Signals Made Ashore:

- 4.1 Signals made ashore will be displayed from the clubhouse race deck.
- 4.2 If a Postponement is signaled ashore, the warning signal will be made not less than 20 minutes after flag "AP" flag is lowered.
- 4.3 Lifejackets are mandatory and must be worn at all times while on the water.

5.0 Schedule of Races and Class Flags

Date	Skippers Meeting	First Warning	Final Race
November 4	10:30 AM	11:30 AM	4:00 PM

- 5.1 Number of Races: Up to 6 races will be sailed on race day.
- 5.2 First Warning: The first warning, per the schedule outlined above in 5.0, is one minute after the AP flag is lowered when on the water.
- 5.3 Class Flags: The class flag for each class will be a fleet or letter pennant. Class flags will be posted on the official notice board immediately after the Skippers Meeting on the day of the race. More than one class may be started at the same time.
- 6.0 Racing Area:** The racing area will be the turning basin and shipping channel for the Port of West Sacramento.
- 7.0 Courses and Marks:** A course sheet will be provided to each competitor at the registration table in the clubhouse. A number pennant displayed on the RC boat will signal course to sail.
- 7.1 The Start/Finish lines are restricted except when starting or finishing. Violators will be scored DNF without a hearing.
- 7.2 Start/Finish Lines: Option 1: The start/finish line between the windward and leeward marks will be a red ball and an orange flag on the RC boat.
Option 2: The start line situated below the leeward mark will be between a red ball and an orange flag on the RC boat. The Finish line situated above the weather mark will be between a red ball and an orange flag on the finish boat.
- 7.3 Marks: All marks to be rounded to port. The course sheet will show 4 primary marks, each being a yellow ball, corresponding to Windward Channel (WC), Windward (W), Reach (R), and Leeward (L) marks. Any Offset Mark will be a small white ball.
- 8.0 Start:** Races will be started using Rule 26 with the warning signal given 3 minutes before the starting signal. There will be a minimum one-minute delay between starts.
- 8.1 Boats whose warning signal has not been hoisted shall avoid the starting area.
- 9.0 Finish:** Boats failing to finish within 15 minutes after the first boat in their class sails the course and finishes will be scored DNF.
- 10.0 Penalty System:** The Two-Turns Penalty in Rule 44.1 is modified to a One-Turn Penalty (one tack and one gybe).
- 11.0 Time Limits:** If no class finishes within 30 minutes of their start, the race could be abandoned.
- 12.0 Protests and Request for Redress** forms will be available in the clubhouse and must be delivered to the PRO within 30 minutes after the Race Committee boat returns to the dock. The RC will sound a horn upon returning to the dock. A protest hearing will be scheduled upon receipt of the protest form.

