

# Ronnie Richardson Sail Trophy Rules & Regulations

## **1. Yacht Classes**

At present there are 3 yacht classes, known as:

- *Class A*
- *Class B*
- *Class C*

Each of the classes will contain yachts of similar lengths:

### *1.1 Class A*

- Victoria
- Northwind 28
- Any other yacht less than 800mm in length

### *1.2 Class B*

- Seawind

### *1.3 Class C*

- Voyager
- Northwind 36
- Emirates
- Fairwind
- Graupner True Blue
- Any other yacht between 800mm and 1000mm.

## **2. Racing Courses**

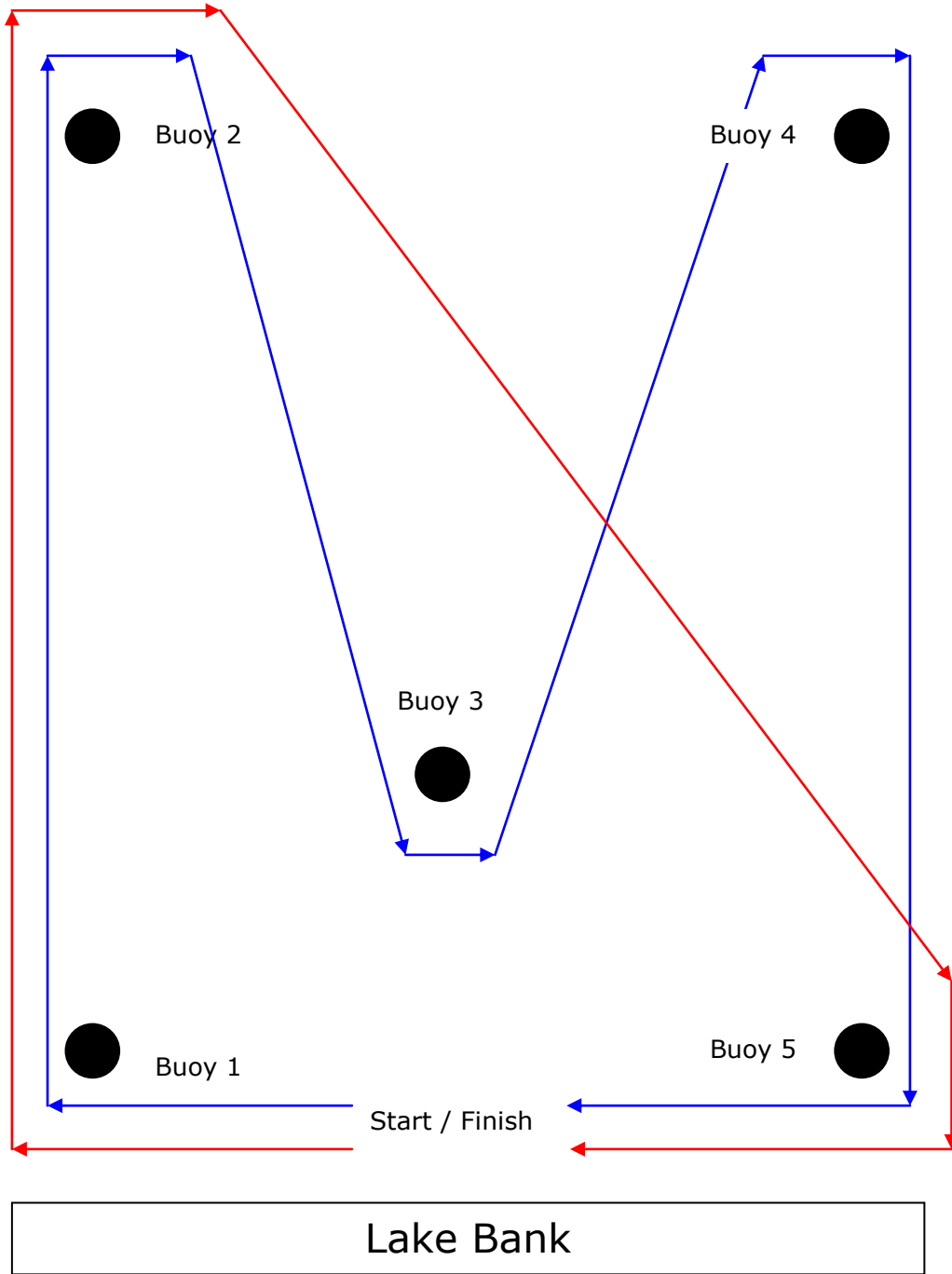
To keep racing as simple as possible, all yacht classes will race the same or similar course. The course will be determined on the day. Each class can decide how many laps they are to race.

An example of the race courses are:

- Standard 'M' course
- Triangular

As in previous years, we will attempt to set out the same course for each round of the trophy. Any deviation to the courses will be conveyed to all before the start of the first race of the round.

Standard 'M' Course  
Triangular Course



### 3. Racing Rules

In the Club we use a set of basic rules to bring the 'FUN' element of racing to the skippers, while trying to reduce collisions.

Our basic rules are introduced **not** to make life difficult but to improve individual sailing and safety skills. They are rules derived from experience and not designed to be awkward.

If we do our best to abide by the rules and accept the race official's decision, we will all enjoy our racing a whole lot more. At the same time, as situations occur, the more experienced skippers can teach any skipper unsure of some of the other rules not stated here and the right procedure to adopt.

#### 3.1 Miss a buoy

If a buoy is missed, the skipper will have to round the buoy correctly. This should be done off the racing line, giving way to boats approaching the buoy. It is up to the skipper to be honest.

#### 3.2 Starboard Rule

A boat on a starboard tack has the right of way over a boat on a port tack.

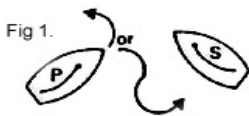
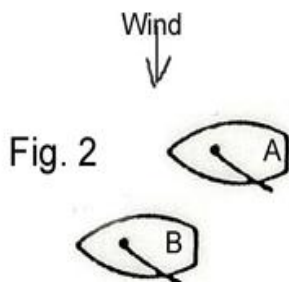


Figure 1 shows the choices the port boat skipper can make to avoid a collision with the boat on starboard tack.

When tacking, for instance when changing from a port tack to a starboard tack, a boat cannot claim any rights until the tack has been completed and the sails are drawing.

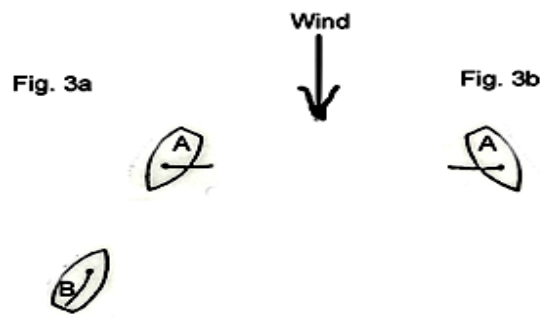
#### 3.3 Windward Boat

A boat to windward yacht must keep clear of a leeward boat.



In Figure 2 boat A must keep clear of boat B

A running boat must give way to a beating boat – however the port and starboard rules take precedence

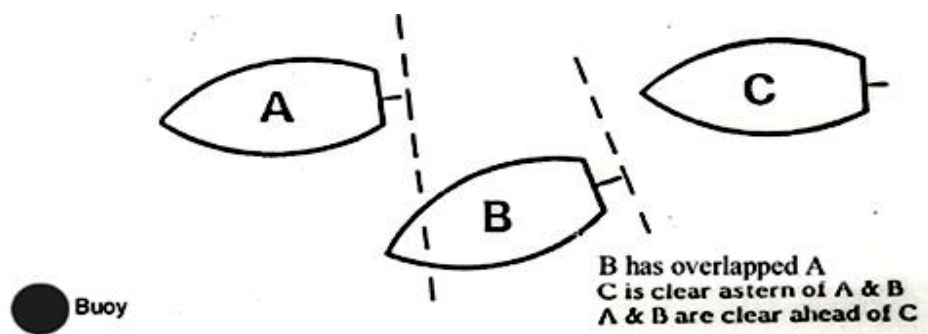


In Figure 3a **boat A** is running on starboard **and B** is beating on port **so B must give way.**

In Figure 3b **boat A** is running on port **and B** is beating on starboard **so A must give way.**

### 3.4 Approaching a buoy

Approaching a mark, a boat having an **inside overlap within approximately 4 boat lengths of the mark has the right of way**, and any overlapped boat must keep clear.



### 3.5 Jumping the Start Line

**At the start of a race all rules apply when the countdown begins.**

**Also, if a boat cannot cross the start line inside the buoys by sailing to the rules, it has no rights to water at the mark and must either slow down behind a boat starting correctly, or pass outside of the buoy and go around again to start.**

### 3.6 Contact

Accidental contact will not be penalised – we all know a sudden gust of wind can alter a boat's direction. If you accidentally hit another boat – a simple 'Sorry' should be directed to the skipper.

However should the race official(s) decide the collision was deliberate and avoidable the offending boat **could** be disqualified.

All contact with other boats should be avoided. Basically a windward yacht hitting a leeward yacht is at fault as is a boat hitting another boat from astern.

It should be noted that rules 3.2, 3.3 and 3.4 have been implemented to lessen the chance of Contact.

### 3.7 *Completion of Race*

Any boat which has completed its race and crossed the finish line must sail clear of any boats still competing

## **4 Handicaps and Point Scoring**

### 4.1 *Handicaps*

There will be no handicaps.

All yachts of the same class will race against each other.

Class B will start first – followed by Class C and then Class A.

The race official will determine the time interval between the various Class starts.

### 4.2 *Points*

The points will be calculated in the following way:

- 1<sup>st</sup> – 6 points
- 2<sup>nd</sup> – 5 points
- 3<sup>rd</sup> – 4 points
- 4<sup>th</sup> – 3 points
- 5<sup>th</sup> – 2 points
- 6<sup>th</sup> and onwards – 1 point
- DNS – 0 points
- DNF – 0 points

There will be ten rounds, which will make up the Championship, for each class.

At the end of Round 10, we will automatically drop your worst round. This will help a skipper if he or she can't make a round.

## **5 Trophies**

There will be a trophy for each class, so the winner of each class will receive a trophy, to be kept for the year and a shield to be kept as a memento.

## **Happy Sailing**