

**2018**  
**Tennessee Valley Challenge Cup Regatta**  
**SAILING INSTRUCTIONS**  
**September 29<sup>th</sup> & 30<sup>th</sup>**

**Organizing Authority:** Concord Yacht Club, 11600 W. Northshore Dr., Knoxville, TN

**Rules:** This Regatta will be conducted in accordance with the Racing Rules of Sailing (RRS), 2017-2020 edition, as modified by these SI.

**Disclaimer:** Competitors participate in sailboat racing entirely at their own risk. See RRS 4, Decision to Race, "The responsibility of a boat's decision to participate in a race or to continue racing is theirs alone." CYC will not accept any liability for property damage, personal injury or death sustained in conjunction with, prior to, during or after racing.

**Registration:** All competitors must check in with the PRO at the skippers' meeting prior to the first race. Competitors will ensure that the RC has the skipper's name, sail number, boat type and will inform the RC whether they will race in the Dinghy, Keelboat Spinnaker, or Keelboat Non-Spinnaker Division.

**Sail Numbers:** Boats do not need to have sail numbers, or class insignia in order to compete, as long as it can be clearly identified by the RC. This modifies RRS 77, Appendix G.

**Notices and Changes:** Notices to competitors and updates to the SI will be posted on the Club bulletin board, and on the Club web site.

**Class Rules:** Skippers will ensure that their boats conform to their class rules. However, non-conforming boats may compete for awards in the Portsmouth fleets provided their handicaps have been adjusted to account for material class rule deviations. The PRO will note such discrepancies on the score sheet. Failure of competitors to notify the PRO, or 1st Vice Commodore of class rule discrepancies will result in disqualification from any and all races that they have sailed in violation of this notification requirement. Such disqualification may not be dropped from the regatta score. The penalty for such disqualification will be race points equal to the highest number of boats competing in their race Division plus 2.

## **Schedule of Races:**

### Saturday September 29th

Skippers Meeting	1100
Warning Signal for First Race	1230
No Races Started after	1630

### Sunday September 30<sup>th</sup>

Warning Signal for First Race	1000
No Races Started after	1230

**Commercial Traffic:** In the event that a barge passes through the racing area, a race in progress may be abandoned at the discretion of the RC. Three blasts from the horn will signal abandonment. Competitors will immediately get clear of the commercial traffic. If necessary, competitors will clear themselves prior to hearing any horn blasts.

**Safe Harbor Area:** An area west of a line from the green navigational light in front of CYC to the No Wake buoys southwest of CYC shall be designated a "Safe Harbor Area". Courses shall not include this area, and competitors will avoid it while racing.

**Class Flags:** The class flag for all Keelboats will be the Keelboat Fleet Flag, a blue field with a red inverted "Λ", and three red sail shapes on it. The class flag for Dinghies will be the Dinghy Fleet flag, a white flag with red sail shapes on it. These flags will be displayed at the Skippers Meeting to insure all competitors can recognize their Start Flag.

**Start/Finish:** Races will be started using Rule 26. The Start/Finish line will be between the mast of the RC boat and the pin mark positioned to the port side of the RC boat. However, when multiple classes are racing, the RC may set a starting line on the port side of the committee boat, and a finish line on the starboard side of the committee boat. This will allow one fleet to finish while another fleet's start sequence is in progress (see diagrams for starting lines, Standard and Optional Windward/Leeward Courses). Several horn blasts in quick succession will signal that a race will be starting soon, but are not required. Dinghies will start first, with Keelboat Spinnaker Class starting next, followed by the start of the Keelboat Non-Spinnaker Class. The start of the preceding class will be the 5 minute warning signal for the start of the next race class. The line will be open and boats may sail through it as they navigate the course as long as they do not pass through the line while another fleet's starting sequence is in progress. Boats that have finished a race will not interfere with boats still racing, or boats preparing to start.

**Courses:** Courses will typically be Windward/Leeward. However, the RC may set triangle courses or courses made of any combination of CYC marks and government marks at their discretion. The course configuration will be posted on the port side of the RC boat. The course may change from race to race, therefore, competitors should check the RC boat prior to each start. All marks will be left to port, regardless of which side of the RC boat the pin is set.

**Marks:** Marks can be some combination of inflatable and government markers (Green Can Buoys or Red Nun buoys). Government markers are designated A-G, as shown in these SI. Inflatable marks are designated W (windward), L (leeward), O (offset) and  $\Delta$  (triangle). Offset marks and gates may, or may not be used.

**Races:** The PRO will run as many races as possible, given the prevailing wind and weather conditions.

**Time Limits:** If no boat has passed the first mark within 45 minutes of the start, or if no boat finishes the course within 90 minutes, the race will be abandoned. Boats failing to finish a race within 30 minutes after the first boat properly finishes the course will be scored TLE (Time Limit Expired). All boats scored as TLE will receive a score of one place worse than the last boat to properly finish. In order to be scored TLE a boat must be attempting to finish the race, i.e. proceeding with sails properly hoisted toward its next proper mark on the course. Boats that started properly but have doused sails and/or are no longer attempting to complete the course will not be scored as TLE but will be scored as DNF (Did Not Finish). The signal to halt a race and implement TLE scoring will be three audible horn blasts (the signal for abandonment) or three similar sounds (whistle, etc.). This changes rule 35. If the RC does not signal TLE, boats are to continue racing.

**Retiring from a Race:** A retiring boat shall notify the RC as soon as possible.

**Use of Radios:** The RC will use VHF channel 69 or another pre-arranged channel for all racing communications. The RC will exercise caution so that radio communications do not give competitors an unfair advantage. However, the RC reserves the right to make any necessary radio communications.

**Protests:** A boat wishing to protest will inform the other boat(s) as per Rule 61.1. Unless the protested boat exonerates herself by performing the appropriate number of 360 degree turns, the protesting skipper will notify the RC before leaving the race course of the impending protest unless an emergency dictates otherwise. Upon arrival at the dock, the RC will sound a single extended signal marking the beginning of the 30-minute protest period during which the PRO will be available to receive written protest forms. Protests will not be valid unless the PRO is notified of such within the protest period. The PRO will notify the 1st Vice Commodore of the protest. The 1st Vice Commodore will convene a Protest Committee.

Protest Forms will be available at the CYC Clubhouse, or from the Race Committee.

Notice of Protest(s) received by the 1st Vice Commodore will be posted to inform boats under Rule 61.1

Notice of the Protest Hearing will be posted at least 30 minutes prior to the convening of the Protest Committee.

**Race Scoring:** Positions in each race will be determined using the Portsmouth Yardstick handicap system for keelboats and dinghies. Points for each race will be awarded using the Low-Point system in accordance with Rule A4 and Rule A4.2 of the RRS.

- A boat that comes to the starting area but does not start will be awarded a DNS (Did Not Start), and will be scored the number of boats registered in their race class plus 1. DNS is excludable (may be used as a throw-out).
- A boat that is over the starting line early, and does not properly restart will be awarded a score of OCS (On Course Side), and will be scored the number of boats registered in their race class plus 1. OCS is excludable (may be used as a throw-out).
- A boat that did not come to the starting area, and thus did not start will be awarded a DNC (Did Not Compete), and will be scored the number of boats registered in their race class plus 1. DNC is excludable. (may be used as a throw-out).
- A boat that started but retired, or otherwise did not finish will be awarded a DNF (Did Not Finish), and will be scored the number of boats registered in their race class plus 1. DNF is excludable. (may be used as a throw-out).
- A boat disqualified from a race for reasons other than non-notification of a class rule violation is awarded a DSQ (Disqualified) and will be scored the number of boats registered in their race class plus 1. DSQ is excludable. (may be used as a throw-out).
- A boat disqualified for a class rule violation or other misconduct will be awarded a DGM (Disqualification Related to Misconduct), and will be scored the number of boats registered in the regatta plus 2 for each race affected. See rules 69.1 and 69.2(h)(2). A score of DGM is not excludable. (may not be used as a throw-out).
- A Boat failing to finish a race within 30 minutes after the first boat properly finishes the course will be scored TLE (Time Limit Expired). All boats scored as TLE will receive a score of one place worse than the last boat to properly finish. TLE is excludable. (may be used as a throw-out).
- The RC will enter DNS, OCS, DNC, DNF, TLE, DSQ or DGM, as appropriate, on the score sheets.

**Regatta Scoring:** The regatta will be scored on the Low-Point system. If at least four races are completed, competitors will be allowed to drop their worst score, except for a DGM. Regatta scoring will be scored on a per-boat, not per-skipper, basis.

The intent is that a skipper can't earn points on multiple boats. Three registered boats are required, prior to the close of the skippers' meeting, to constitute a racing Dinghy Fleet, or a Keelboat Spinnaker or Non-Spinnaker Division.

The Perpetual Challenge Club Trophy will be awarded to the Champion Club that has the best overall regatta score, as described below.

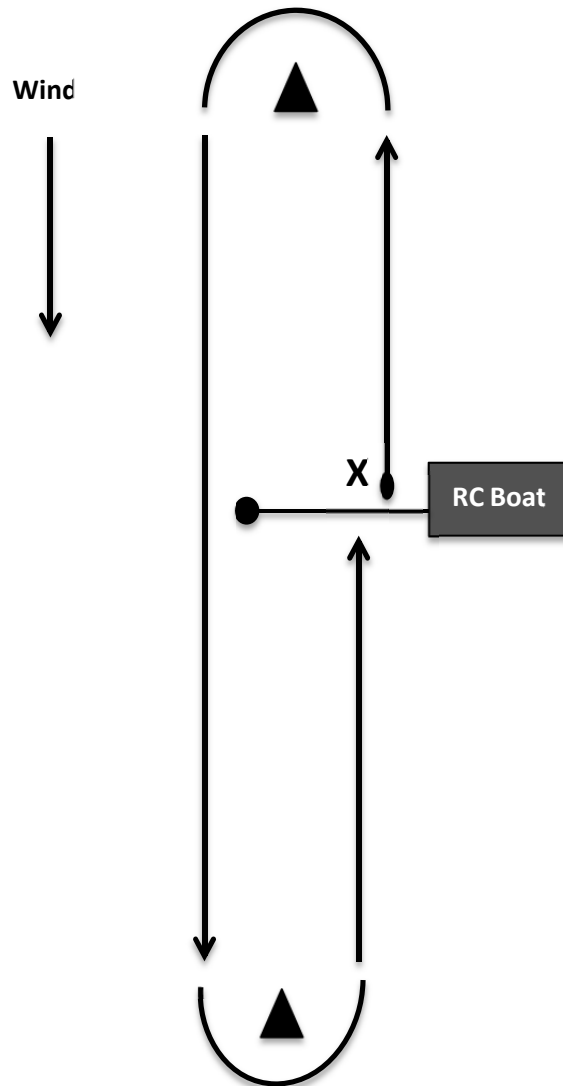
For each race, each club is scored with its best three Low Point System finishing places, one of which must be a keelboat from either the spinnaker or non-spinnaker Division. The club with the lowest sum of scores over the two-day event is the winner of the Challenge Trophy.

In the event of a tie, the club that beat the other club(s) the most times over the whole series in all fleet/divisions is the winner. In the event that there is still a tie, the club that beat the other club(s) most in the last race across all three fleet/divisions will be the winner.

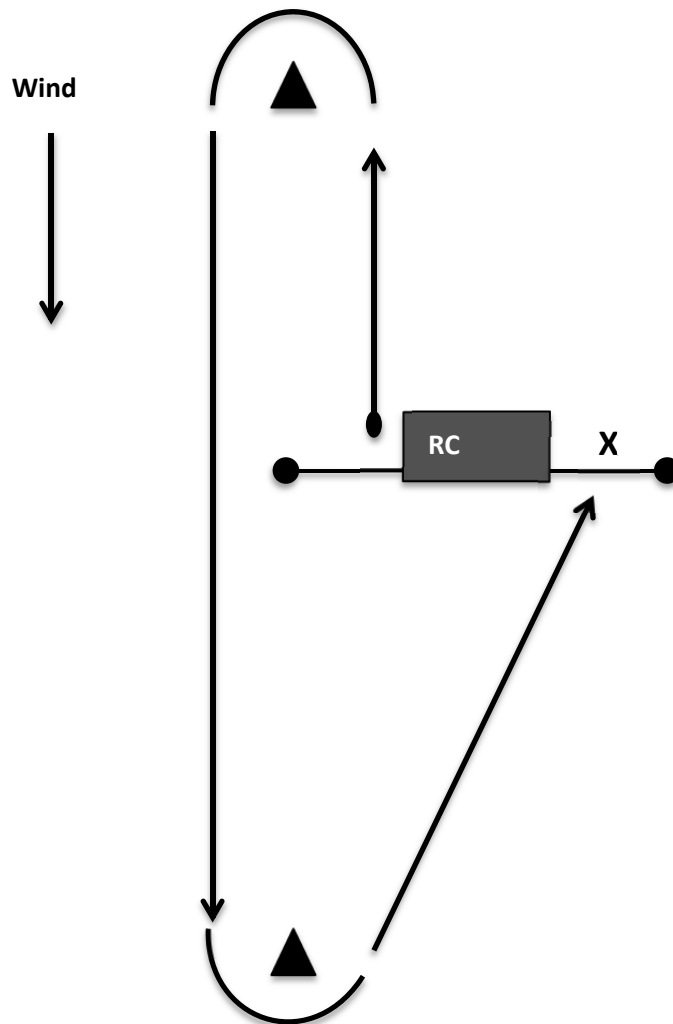
**Trophies:**

<u>Fleet / Division</u>	<u>Number of Awards</u>
Keelboat Spinnaker Division	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place
Keelboat Non-Spinnaker Division	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place
Dinghy Fleet	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Place
TVCC Club Champion	TVCC Perpetual Challenge Cup Trophy

**Standard CYC Windward / Leeward Course**  
**WLX (may be set as WL2X or with an Offset as WOLX)**



**Optional CYC Windward / Leeward Course  
With Separate Start and Finish Lines**



# CYC Government Marks

