

## **GREAT YARMOUTH YACHT CLUB SAILING INSTRUCTIONS 2024**

1. All races will be sailed under the I.S.A.F. Rules together with R.Y.A prescriptions and the Class Rules for each class participating.

### **LIABILITY/ INSURANCE**

2. The race organisers shall not be liable for any loss, damage, personal injury or death, howsoever caused to the owner of the vessel, the skipper or crew thereof or any spectators as a result of their taking part in any race or all of the races unless caused by or as a result of the organisers negligence or deliberate act or those for whom they are responsible. All entrants must be adequately covered by Third Party Insurance in the sum of not less than £2,000,000.00 per incident.
3. Each owner/ competitor warrants the suitability of their yacht and crew for each and every race entered and started.
4. By signing in for their race/ races and paying the entry fee, the helm (or parent/ Guardian for competitors under 16) confirms they accept the terms set out in these sailing instructions by signing the Main Entry Sheet either for an individual race or the class series. NOTE No entries will be accepted after the 10 minute warning signal.
5. All participating yachts shall fly a rectangular racing flag on the masthead or the highest point of their sail plan

### **RACING**

6. The course will be set by the Race Officer each day.
7. ACLE REGATTA
  - a. The Committee Boat will usually be moored on the Acle Bank.
  - b. All racing will be upriver of Acle Bridge.
  - c. The start/ finish line will normally be an imaginary line between a mast at or near the Committee Boat where the club flag will be flown, and a mark on the opposite bank. Whilst this will normally be just upriver of Acle Bridge, the Race Committee reserve the right to move the start/ finish line if wind conditions warrant this.
  - d. The direction of start, the direction the buoys are to be rounded and the number of laps will be displayed on the course boards as well as being advised at the briefing.

- e. If split starts are required each helm will be advised of their start number and each start will be at 5 minute intervals. The helm and crew are responsible for ensuring their boat is in the right start.
  - f. The start procedure will commence with a sound signal at 10 minutes before the start and the class flag will be raised followed at 5 minutes before the start with a sound signal and raising code flag P. The start will be a sound signal with both flags being lowered. If there are split starts Code flag P will be dipped and raised immediately
  - g. If a yacht is over the line at their start 2 sound signals will be made. It is the responsibility of the helm concerned to return, when it is safe to do so. No recall numbers will be given.
  - h. Only those yachts whose start it is shall be in the starting area, and all other yachts are to keep clear.
  - i. If a GENERAL RECALL is necessary 2 sound signals will be made and the 1<sup>st</sup> substitute flag will be flown.
  - j. A GENERAL RECALL will result in all other starts being delayed, and crews must be aware of new warning signals.
8. Rule 44.1 is altered by replacing the 2 turn 1 turn penalties with a time penalty of 2 minutes and 1 minute respectively which will be added to the elapsed time.
- a. A yacht taking a penalty shall as soon as is reasonably possible :-
    - i. Display a green rectangular flag normally immediately after the incident
    - ii. Ensure the race committee is made aware of the green flag at the 1<sup>st</sup> opportunity at the finishing line.
    - iii. Identify the yacht infringed against and the penalty accepted as soon as is reasonably possible.
9. A time limit for each race may be imposed by the Race Officer.

## IMPORTANT

All vessels not competing **MUST** be treated with respect and courtesy. Failure to do so may result in a Rule 69 Misconduct penalty. Further they are to be treated as an obstruction.

If the non competing vessel is keeping close to its right hand bank then a competing yacht must not request that vessel move away from the bank to create a gap.

