

SEAVETS STANDARD SAILING INSTRUCTIONS 2022

1. Rules

Racing will take place under current International Sailing Federation (ISAF) Rules, ISAF Appendix B (Sailboard Racing Rules), the prescriptions of the RYA, and these Sailing Instructions. Where there is a conflict these Sailing Instructions take precedence.

2. Conditions of Entry

Eligibility. SEAVETS events are open to all members of the Senior and Veteran Windsurfers Association (SEAVETS). Host club members may be invited to join in but will not qualify for prizes.

Responsibility. The safety of the sailboard and its entire management shall be the sole responsibility of the competitor who must ensure that both he/she and the sailboard are adequate to face the conditions that may arise in the course of the race. The race organisers shall not be responsible for any loss, damage, death or personal injury however caused to the competitor or sailboard as a result of their taking part in the race(s).

Entry Fee. Before starting each competitor shall have paid the required entry fee and signed on at the Race Office by completing an entry form.

3. Safety

Thermal Protection and Personal Buoyancy. It shall be the responsibility of each competitor to wear adequate thermal protection and/or personal buoyancy. The Race Officer may decree that thermal protection and/or personal buoyancy shall be worn. Such notice will be given verbally at the briefing. Failure to comply may result in disqualification

4. Equipment

4.1 Boards.

Raceboard Class - Any board with a daggerboard, max 7.8m² sail.

4.2 Sail Numbers. Competitors are encouraged to have national sail numbers correctly displayed on both sides of the sail. Competitors not having sail numbers are at risk of being excluded from the results (recorded as DNF - Did Not Finish).

5. Classes

5.1 Raceboard Classes

Senior Under 50 on 31 December following.

Veteran 50 - 69 on 31 December following.

Supervet 70 - 74 on 31 December following.

Megavet over 75 on 31 December following.

Ladies (all ages)

There is no limit to the number of sails which may be used at any event.

5.2 Minimum Class Size. When there are fewer than 3 entrants in any class, classes may be amalgamated.

5.3 Weight. There will be no weight divisions.

5.4 Additional prizes and classes may be included depending on entries.

6. Communication with Competitors

There will be a Competitors' Briefing at the beginning of each day of racing at which the race programme, course, and changes to these Standard Sailing Instructions shall be announced. Subsequent changes will be announced at further Competitors' Briefings.

7. Courses

The preferred course is the 'M' course, but the Race Officer may set an alternative to suit local conditions.

8. Starting

Start Line. The start line shall be between two marks (one of which may be ashore) or between one mark and the Committee Boat. Beach or gate starts may be used where appropriate. **See Appendix**

All Classes start together.

Start Sequence.

5 minute Red flag raised, one sound signal

4 minute Yellow flag raised, red flag lowered, and one sound signal

1 minute Green flag raised, yellow flag lowered, and one sound signal

Start Green flag lowered and one sound signal.

Recalls: General. A red flag will be waved plus several sound signals. Start sequence will recommence at 4 minutes.

Recalls Individual. A yellow flag will be flown, plus one sound signal, and if practical the sail number(s) will be called.

Rule 30.1 will apply for all starts ie. a board on the course side of the starting line during the minute before the starting signal must return to the pre-start side of the line around either end before starting.

After two general recalls **Rule 30.3** will apply ie. a board within the triangle formed by the two ends of the start line and the first mark during the last minute before the starting signal will be disqualified from the race and any subsequent restarts for that race.

9. Penalties

Touching a Mark is permitted. Touching the Committee Boat or holding on to a starting mark are not allowed.

Rule 44, Taking a Penalty. A sailor who may have broken a rule of Part 2 of the ISAF Racing Rules (**see Footnote 1**) may either retire or exonerate the offence by making a 360 degree turn, to be completed well clear of other competitors as soon as possible after the incident and before reaching the next mark.

10. Finishing

The finish line will be between a mark of the course and a second mark (which may be ashore) or the Committee Boat.

Grand Prix Finish. Competitors' positions will be recorded at the end of each lap. Shortly before the finish a blue flag will be displayed with 2 sound signals. All competitors will finish when they next cross the finish line. All competitors who complete at least one lap will be given a finish position.

Time Limits. Target time for race duration shall be 30 minutes ie 20 - 25 minutes for the leading board.

Shortened Course. The Race Officer may shorten a course at his discretion. The shortened course will be indicated by a blue flag and 2 sound signal.

Abandoning a Race. The Race Officer should abandon the race if, in his opinion, conditions become unsafe, safety provision is inadequate, or if there is insufficient wind. Abandonment will be signalled by waving a red flag and repeated sound signals.

Footnote

1. The rules of Part 2 of the ISAF Racing Rules apply between boards that intend to race, are racing or have been racing, and cover all situations when boards meet, their rights and obligations at marks etc. Sailing an incorrect course or using ineligible equipment, for instance, cannot be exonerated by making a penalty turn.

11. Protests

Protests are discouraged. In exceptional circumstances protests may be made verbally to the Race Officer and shall be supported by at least two witnesses. The Race Officer's decision shall be final.

12. Scoring

Number of Races. At each event there will normally be 4 or 5 races. One discard will be applied if 4 or 5 races have been completed; two discards if 6 or more races are held.

The Low Point scoring system, Rule A2 will apply ie: (Points scored) = (Position achieved). The lowest score wins.

Non-starters, those who retire before completing one lap or who are disqualified shall be awarded points equal to the number of entrants plus 1.

Ties will be broken in favour of the competitor with the most 1st places, or, if the tie remains, the most 2nd places, or lower places if necessary, using only the scores for each that count (ie not counting discarded scores(s)).

When a tie still remains, it will be broken in favour of the competitor with the best score in the last race in which the tied competitors raced and scored differently, using only the scores for each that count.

Overall Series Scoring

All races from every event will be recorded. One more than half the total number of completed races will count.

Non-starters. Those who retired, were disqualified or who did not start shall be awarded points equal to the number of competitors plus 1.

13. Prizes

A Minimum of 4 entrants is required for a valid event.

Minimum Class Size. Prizes will normally be awarded for all classes where there are 3 or more competitors. Merit prizes may be awarded in some cases even if there are fewer than 3 competitors in the class.

Novice Prize. At each event a prize may be awarded, at the discretion of the OOD, for the best overall placed novice.

Appendix: Gate Starts

This Gate Start procedure overrides the Starting procedure outlined in the SSIs above.

The **Pathfinder** sailor for the first race is a volunteer or nominee; for the second race it will be whomever comes third in the first race. For subsequent races it will be the highest finisher in the previous race who has not yet been the gate boat.

Signals

The Pathfinder sailor will give warnings at three minutes, one minute, at the start time and finally one minute after the start, by whistle or a shout. There will be no visual signals.

Starting

1. The Pathfinder will give a signal by whistle or a shout, sail away from the Start Mark on port tack and the 'Gate' will start to open. All competitors shall start on starboard tack between the Start Mark and the stern of the Pathfinder. Touching the Pathfinder or starting in front of him will result in disqualification.
2. The Pathfinder will give a signal by whistle or shout after one minute. He may tack onto starboard after one minute, or when the last starter has passed astern prior to the one-minute limit. The Pathfinder may choose not to tack after he has given the one minute signal, but there is no extension to the start line after one minute, whether the Pathfinder has tacked or not.
3. In light winds the time may be extended from 1 minute at the Race Officer's discretion.