



LAKE TOWNSEND YACHT CLUB

Naval Battle Regatta

SAILING INSTRUCTIONS



1 RULES

The regatta will be governed by the 'rules' as defined in the Racing Rules of Sailing.

2 ENTRIES

Boats whose skippers are members or guests of Lake Townsend Yacht Club may enter by registering at the competitors' meeting held at the club's flag pole.

3 NOTICES TO COMPETITORS

Notices to competitors will be posted on the official notice board located on the club equipment shed.

4 CHANGES IN SAILING INSTRUCTIONS

4.1 Changes in the Sailing Instructions will be announced at the Competitors' Meeting and posted on the notice board immediately after the Competitor's Meeting.

4.2 Oral changes to the Sailing Instructions may be made on the water by raising Race Signal L and notification of the change given to an acknowledgement received from each boat.

5. SIGNALS MADE ASHORE

5.1 Signals made ashore will be displayed on the club flagpole.

5.2 When flag AP is displayed ashore, "1 minute" is replaced with "not less than 30 minutes" in Race Signal AP. This changes Race Signal AP.

6 SCHEDULE OF RACES

6.1 The *Naval Battle Regatta* will be held on August 13, 2017.

6.2 Three races are scheduled for the regatta, with each race following the preceding race as soon as possible. Race Committee may run additional fun races which will not be scored as a regatta race.

6.3 One race is required to constitute a regatta.

6.4 Time schedules are as follows:

<i>Competitors' Meeting</i>	<i>First Warning Signal</i>
1030	11:25

6.5 The Warning Signal for the first start of a race will not be signaled after 1500.

7 The Game

The Object is to toss "cannon" (Tennis) balls into the opposing team's Frigate while protecting your Frigate from attack.

All Racing rules must be observed, including all required penalty turns.

8 The Rules

-There are 2 teams

-The teams will be identified as the red team and the black team.

-Each Team is made up of 1 frigate and the rest are privateers

-The opposing frigates will be matched boats.

-The Frigate boats will have a red flag or a black flag. All privateer boats will have a streamer to match their team.

-All privateer boats have 1 cannon (yellow tennis) ball to start. These are the scoring balls.

-Scoring balls may only be thrown by privateer that has crossed the starting line after the starting signal.

-If a privateer has more than one scoring ball to fire at a Frigate, the privateer must complete one tack or one jibe between shots.

-Any scoring ball that lands in a Frigate must be kept there for scoring.

-Frigate crew must not intentionally catch or deflect incoming scoring balls.

-Once a Frigate has crossed the finish line she is safe and no more balls may be thrown at her.

- The frigates will have 3 multicolored tennis balls each – these are the defense balls. Any privateer hit by a defense ball must immediately make a 720 degree penalty turn (360 degree for multihulls) and may not fire any shots until penalty turns are complete.
- Defense balls need not remain in the opposing Privateer, it need only make a clear hit. When a Frigate hits an opposing Privateer she should hail the vessel that has been hit by sail number and confirm the hit. The Privateer should acknowledge. Disputed hits will go in favor of the defending Frigate since she will generally have the clear view of the hit.
- All balls in the water are available for re-use by Privateers of either team
- All balls may freely be passed between privateers
- Recovered defense balls can be returned to either Frigate for re-use
- The teams are encouraged to use the racing rules to keep the other team from reaching their frigates and to control the movement of the opposing team's Frigate.
- If a boat fouls another boat they may be exonerated by a 720 degree turn (360 degrees for multihulls). However if the boat committing the foul contacts the other boat they must retire from the current race and be counted as "sunk" (this changes rule 41).
- Waterguns / water cannons are encouraged, but don't count for anything but distraction.

9 CLASS FLAGS

Numeral Pennant ONE

10 RACING AREA

The racing area will be on Lake Townsend.

11 THE COURSE

11.1 See Attachment *Race Course* for the course.

11.2 Course one: Start – Mark 1 – Finish. Frigate Skippers shall pass mark 1 on the port side of their boat. Frigate Skippers will cross the finish line on the port side of the race committee boat. All Privateers must participate in the start sequence but are not required to round the windward mark or finish since their goal is to defend their frigate or attack the opposing team's Frigate.

11.3 Course two: Start – Mark 1 – Committee Boat – Mark 1 – Finish. Frigate Skippers shall pass mark 1 on the port side of their boat, the committee boat on port side.
Continue back up the course to mark 1 on port and to the finish line on the port side of the committee boat.

12 MARKS

Mark 1 will be 3-foot diameter by 5-foot high inflated, orange, truncated cone.

13 THE START

13.1 The starting line will be between a signal gallows displaying an orange flag on the Race Committee signal boat and the port-end starting mark for the Frigates and a starboard end mark for the privateers.

13.2 The frigates will start on the port side of the committee boat and the privateers will start on the starboard side.

13.3 The standard 5 – 4 – 1 – START sequence will be used

14 THE FINISH

The finishing line will be between a staff or halyard bearing an orange flag on the signal boat and the finishing mark at the port end of the line.

15 TIME LIMITS

The time limit will be 60 elapsed minutes for the first boat in each class. This changes rules 35 and A5.

16 PROTESTS AND REQUESTS FOR REDRESS

There will be no protests entertained. All fouls are expected to be exonerated on the water with penalty turns – honor system applies.

17 SCORING

- 17.1 The competition is over when the second frigate crosses the finish line
- 17.2 When finished every Cannon Ball in a frigate will add 1 point.
- 17.3 The frigate with the lowest score wins for her team.
- 17.4 In case of a tie the Frigate possessing the most defense balls at the finish wins

18 SAFETY REGULATIONS

- 18.1 Before the first warning signal each day for the first class, each boat shall sail pass the Race Committee signal boat and hail her sail number and be acknowledged by Race Committee. Only Race Committee can protest a boat for failure to check in. This changes rule 60.1a.
- 18.2 A boat that withdraws or retires from a race shall notify Race Committee as soon as reasonably possible. Only Race Committee can protest a boat for failure to check in. This changes rule 60.1a.

19 PRIZES

- 19.1 Prizes will be awarded.
- 20 The Board of Directors reserves the right to award additional prizes.

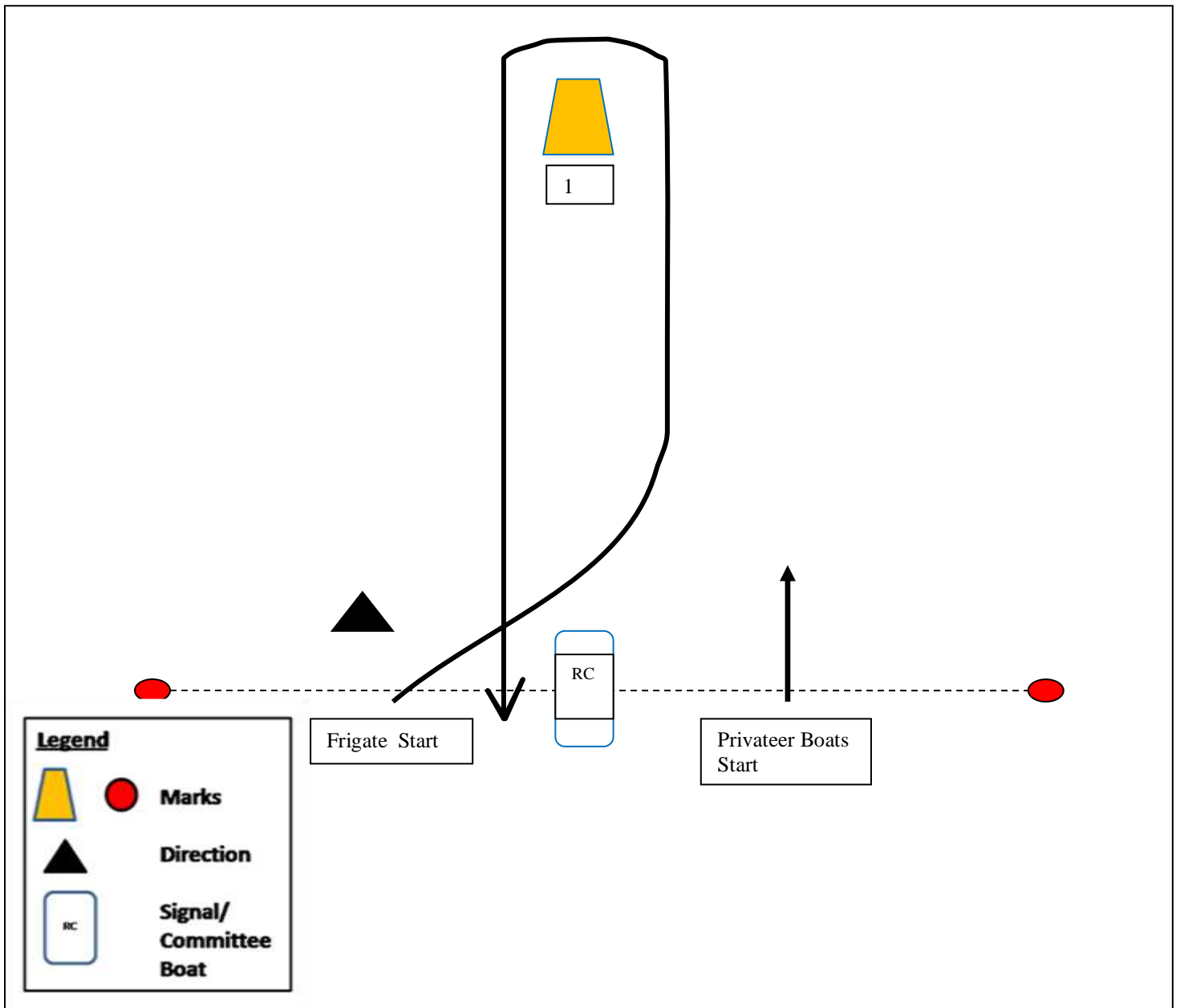
21 DISCLAIMER OF LIABILITY

Competitors participate in the series regatta at their own risk and to the fullest extent permitted by law, waive any right to sue the race organizers (organizing authority, race committee, protest committee, host club, sponsors, or any other organization or official) involved with the event with respect to personal injury or property damaged suffered by them or their crew as a result of participation in the series regatta and thereby release the race organizers from any liability for such injury or damage.

2017 LTYC NAVAL BATTLE REGATTA

ATTACHMENT A

RACE COURSE ONE



2017 LTYC NAVAL BATTLE
REGATTA
ATTACHMENT A
RACE COURSE TWO

