Sailing Instructions

1. **Rules**

The regatta will be governed by the Racing Rules of Sailing 2021-2024, Club 420 Class Rules, and these Sailing Instructions. RRS Appendix D shall be used.

1.1.1 A team shall consist of no more than 6 players, and no more than 2 players in any boat at one time. These players may sail in any of the three boats on each team, in any combination. This modifies the Club 420 class rules.

2. **Notice to Competitors:**

Official Notices will be posted on the Official Notice Board located in the Carousel building at Goddard Park.

3. **Changes to the Sailing Instructions:**

Any change to the sailing instructions will be announced orally and posted before the first race in which they are to take effect.

4. **Schedule:**

Monday   July 26
0800 – 0900	Check in
0900	Competitors' meeting
1030	First Warning Signal
	Racing to follow
After racing	College Night Meet and Greet

Tuesday   July 27
0900	Competitors' Meeting
1000	First Warning Signal
1500	No series of races shall be started after this time
After racing	Awards Ceremony

5. **Format:**

5.1 **Round Robin:** Teams have been randomly drawn and entered into a Swiss League Type Format, details of which are in Appendix 1, for the round robin.

5.2 On Tuesday, a new flight in the round robin shall not be started after 12:00 PM, and a new round robin race shall not be started after 12:45 PM.

5.3 **Final Four Knockout Round:** After finishing the Round Robin, the Top 4 teams, based on overall points, will compete in a Top 4 knock-out round. Team 1 will race Team 4 in a best of three series, and Team 2 will race Team 3 in a best of three series. The winners of these two series will compete in a best of five series (or a best of three series, if time will not permit a best of five series).

5.4 The following best of three series will be sailed: Team 5 v Team 6 (Silver 1,2), Team 7 v Team 8 (Silver 3), Team 9 v Team 10 (Bronze 1), Team 13 v Team 14 (Red 1), Team 17 v Team 18 (White 1), Team 21 v Team 22 (Blue 1).

5.5 Changing the Format - When conditions make the announced format unmanageable, the Regatta Chairman and Chief Umpire may alter the format to ensure an equitable determination of the winner.

6. **Boats:**

6.1 Club 420s will be supplied by competitors. Trapezes and spinnakers shall not be used. All other equipment must be class legal.

6.2 Jib Numbers shall be displayed on the starboard side of each boat's jib, approximately halfway up the luff, 2" in from the luff.

7. **Racing Area:** Racing will be held on Greenwich Bay.

8. **Courses:** Will be Digital N course.

8.1 **Changes of the next leg of the course**: The race committee may move any mark of the course, provided no boat is on the second half of the leg the mark terminates. RRS 33 will not apply. Umpires following races will have the sole authority to call off a race if they believe one of these course changes unfairly advantages one team.

9. **Marks:** The marks will be small balls. The starting line will be between a staff displaying a flag on the committee boat at the starboard end of the line and a mark at the port end of the line. The finish line will be between a staff displaying a flag on the committee boat at the starboard end of the line and a mark at the port end of the line.

10. **Starts:** Starts may be rolling 3 or 2 minute starts. Any change to the starting sequence will be announced orally from the signal boat. This modifies RRS 26.

11. **Individual Recalls:** Will be hailed and signaled with an X Flag. Failure to hear the hail is not grounds for redress.

12.   Umpiring and Protests
12.1   All races will be umpired in accordance with D2.

13.   **Scoring:**
13.1   RRS D3 will be used.
13.2   RRS D4 is modified by SI 5 above and Appendix 1, to conform to a swiss-league format.

14.   **Abandonment:** After the Starting Signal, the race committee may abandon the race as appropriate for any reason directly affecting the safety or fairness of the competition. The competitors will be notified verbally from the race committee. (This changes RRS 32).

15.   **Coach / Support Boats**
15.1   All support vessels shall remain at least 50 yards outside the perimeter of the Digital N Course.

Appendix 1

Computer-generated Swiss League

1. The round robin will be a computer-generated Swiss League.
2. A draw will determine the first round.
3. The second round will be using the order of the original draw, the first winner against the second winner and so on, except the first loser will sail the last loser or the last winner.
4. Rounds will then be scheduled at the conclusion of a round for the next round plus one by ordering the teams, using the tie-breakers below, and then matching them as far as possible in order of their places (the first team will sail the second team and so on). Teams should not be matched if they have met within five rounds of the round being scheduled, but this is a guideline, not a rule, and teams may meet more frequently to keep racing moving.
5. If the final round cannot be completed, its results will be ignored.
6. Races that cannot be sailed in order, or for which results are not entered or complete, will be ignored for scheduling purposes. Subsequently corrected or altered results will not affect a published schedule/rotation.
7. A drop-out is a team unlikely in the opinion of the race committee, to take any further part in the event. The decision to designate a team as a drop-out will be posted, after which its races will continue to be scheduled but will not be sailed and opponents will score a win. Drop-outs will be scheduled from the first unscheduled round after dropping out, first against each other and then, where possible, against the lowest-placed team it has not met. Drop- outs may re-join the event at the discretion of the race committee whose decision will be final.
8. Win or half-win penalties will be applied after the end of the round robin and before tie-breakers are applied. Teams carrying half-win penalties will be displayed on the league tables with an asterisk next to their numbers of wins.

Round Robin Tie-breakers

Rule D4.4 is deleted for scheduling of round robin rounds only and replaced with

"Ties will be broken, in order of precedence, in favor of the team(s) that has:

1. if the tie is between two teams only, won the last race between them.
2. sailed more races against teams that have a higher place.
3. sailed fewer races against teams that have a lower place.
4. the lowest sum of the places of the teams the tied teams have beaten.
5. the lowest sum of the places of the teams to which the tied teams have lost.
6. beaten the highest-placed team the tied teams have individually beaten.
7. not been beaten by the lowest-placed team to which the tied teams have individually lost.

Step 1 will be applied whenever a step leaves a tie between two teams. Steps 2 to 7 will be repeated until no more ties can be broken when remaining ties will be broken:

8. by the draw for the first round; ties in odd-numbered rounds will use the draw, ties in even- numbered rounds will use the draw inverted."

Knockout Round Tie-breakers

1. *At the conclusion of the Round Robin, If a tie exists between the 4th and 5th place teams, the following procedure will be applied:*
    1. A sail-off, if conditions permit and after prescribed sailing hours if necessary, of a single race between each tied team (which does not affect their overall won/lost records).
    2. Races sailed from an incomplete round robin or series, where the tied teams met shall be used as sail- off races;
    3. The number of races won when the tied teams met;
    4. Total point difference of the tied teams when they met;
    5. A flip of a coin