

BAYS Regatta #4 August 16 and 17, 2008
Sailing Instructions
The San Francisco Yacht Club

1 Rules

The regatta will be governed by the Racing Rules of Sailing (RRS 2005-2008), the Class Rules of participating classes, the Notice of Race, and these sailing instructions.

2 Notices to Competitors/ Changes to the Sailing Instructions

All notices to competitors or changes to the sailing instructions will be posted on the notice board near the Junior Flag Pole of The San Francisco Yacht Club.

3 Safety

3.1 A boat that retires from a race must notify the Race Committee prior to leaving the course area. If this is not possible, they must do so immediately upon arriving ashore.

3.2 Each competitor shall provide and wear a **USCG** approved personal flotation device (PFD) at all times while afloat, except for brief periods so as to allow for addition or removal of clothing. Wetsuits and drysuits **are not** acceptable substitutes for a PFD.

3.3 Competitors shall keep clear of commercial vessel traffic at all times.

4 Classes

All Bay Area youth racing classes are invited. (Separate starts for Opti Green, Opti Championship, Laser 4.7, Laser Radial, Laser, CFJ and C420.) Other fleets must have at least 3 boats to be given a separate start.

5 Schedule of Racing

5.1 The first warning signal will be at 1130 on Saturday, August 16, 2008. 5 races are scheduled for Saturday.

5.2 The first warning signal will be at 1030 on Sunday, August 17, 2008. 5 races are scheduled for Sunday

5.3 No race shall be started later than 1530, Sunday, August 17, 2008.

6 Racing Area

The primary Racing Area will be Richardson Bay, with the Opti green fleet racing in the Belvedere Cove. The secondary Racing Area for the main fleets will be off of Fort Knox. This will only be used in event of insufficient wind in Richardson Bay.

7 Courses

7.1 Courses will be windward/leewards or triangles. See attached diagrams.

7.2 All marks shall be left to port.

8 Marks

Marks will be yellow inflatable cylinders. Opti green fleet marks will be orange balls.

9 Start/Finish

The start/finish line shall be between an orange ball and an orange flag on a staff aboard the committee boat.

10 Recalls

10.1 Sail numbers will be used to hail a vessel in the event she is on course side at the time of her start signal.

10.2 Individual recalls will be signaled by verbal hail and with Code Flag "X".

10.3 It is the obligation of every vessel to make a proper start. The race committee will attempt to hail the sail number of any boat on course side at the time of her start signal; however failure to do so shall not constitute grounds for redress.

11 Abandoning Race

11.1 The Race Committee may abandon a race in progress when a change in weather conditions has, in its judgment, made the race an unsatisfactory test of skill.

11.2 The Race Committee may act under RRS Part 3 (Conduct of a Race) without the approval of the jury.

12 Scoring

The low point scoring system will be used for this regatta, with high point scoring used when added to the BAYS Series.

13 Protests

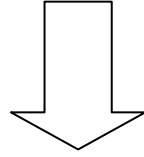
Protests must be filed at the Youth Director's office with one hour of the RC boat docking. Protests hearings will be heard as soon as possible.

14 Coaching

14.1 Coaching is permitted on the water. No coaching is allowed after the preparatory signal until the competitor has finished, the race has been abandoned, or a general recall has been signaled. All coaching must take place well away from the start finish line. Coach boats shall not come closer than 100 feet of any competitor during a race. Coach boat wakes should be kept to a minimum and directed away from the boats racing.

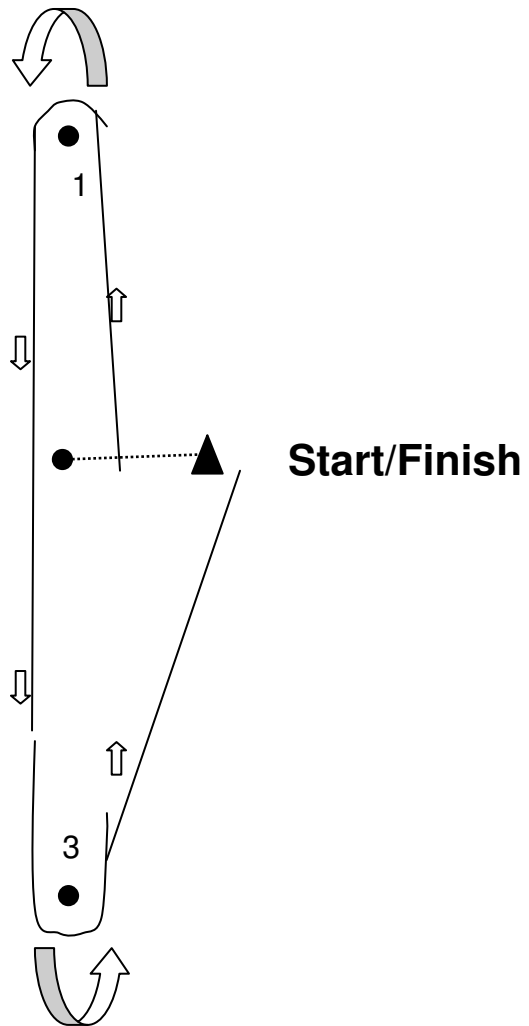
14.2 The Opti green fleet may be coached on the water during racing, but coaching is restricted to the back 50% of the fleet in any individual race. Coaches are reminded to be very careful with their boats and wakes when on the green fleet racecourse.

Appendix "A" – COURSES

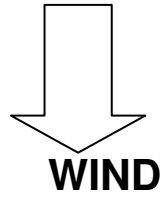


WIND

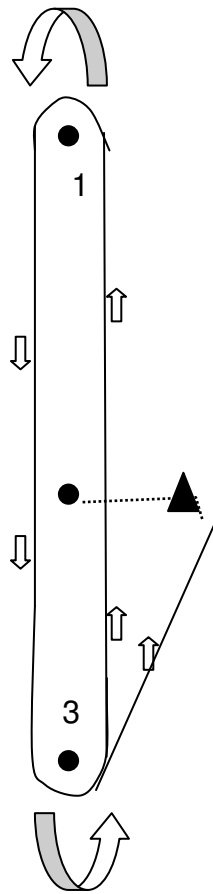
Course # 1



Course: Start-1-3-F

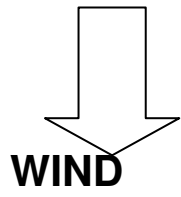


Course # 2

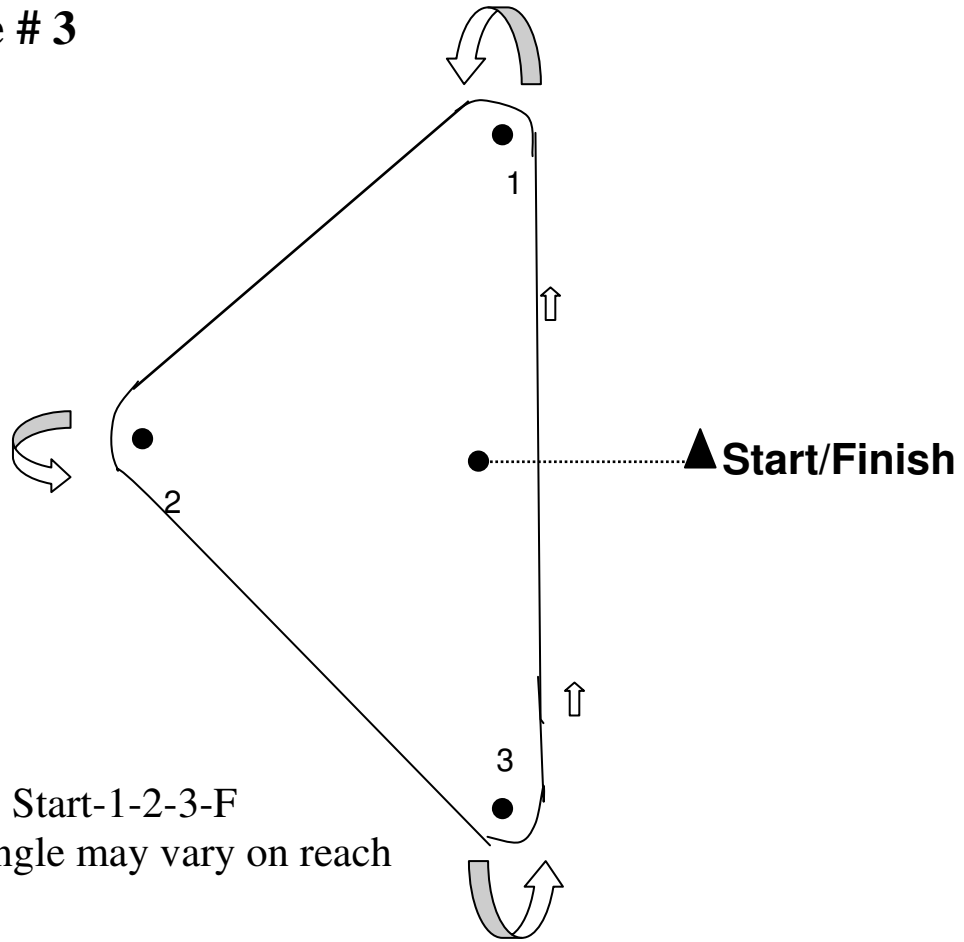


Start/Finish

Course: Start-1-3-1-3-F



Course # 3



Course: Start-1-2-3-F
*Note angle may vary on reach