

NEWPORT YACHT CLUB FROSTBITE SAILING INSTRUCTIONS

Dates and Location:

Racing will begin on January 1 and will continue on consecutive Sundays through April 18 with the exception that there will be no sailing on Easter Sunday, April 4. The Race Committee will attempt to conduct a minimum of six races on each day, daylight and weather permitting. Races will be conducted approximately between 1200 and 1600 hours. To assist in launching and rigging the boats and setting up the classes, all racers should check in by 1130. All races will be sailed in the inner harbor, directly in front of the Newport Yacht Club.

Rules:

Racing shall be conducted in accordance with the Racing Rules of Sailing for 2009-2012, the US SAILING's prescriptions thereto, and these sailing instructions.

20/20 Rule:

Races will not be started if the temperature is less than 20 degrees Fahrenheit or the wind is more than 20 knots.

Assumption of risk:

In accordance with section 7-6-9 of Rhode Island General Law, competitors waive any liability that the Newport Yacht Club, its officers, agents, or employees might have for bodily injury. It is the sole responsibility of each competitor to decide whether or not to start or continue a race.

Qualification:

The number of races sailed by the competitor who has sailed the most races in the season shall serve as the basis for qualifying. A competitor qualifies if he/she has sailed at least 60% of that number.

Courses:

Courses and mark roundings will be announced verbally to all skippers prior to the start of each race.

Starting sequence:

Rule 26 of the Racing Rules of Sailing shall be replaced by the following:

Sounds	Time Remaining
5 short blasts	Several seconds to start of sequence
3 long blasts	3 min. to start
2 long blasts	2 min. to start
1 long blast and 3 short blasts	1 min. 30 sec. to start
1 long blast	1 min. to start
3 short blasts	30 sec. to start
2 short blasts	20 sec. to start
1 short blast	10 sec. to start
1 short blast for each second	5, 4, 3, 2, 1 sec. to start
1 long blast	START

Fair Start/Recall:

The Race Committee will signal a fair start by shouting “**ALL CLEAR**”. In the event of a premature start, the Race Committee will attempt to notify the competitor by calling out their sail number. It is the responsibility of each skipper to start properly.

Fouls and Protests:

Note that there is no requirement for a red flag in *Rule 61.1(a), Informing the Protestee*, of the *Racing Rules of Sailing* for boats of the size we are using. The Two Turns Penalty, *Rules 44.1 and 44.2 of the Racing Rules of Sailing* is replaced by a One Turn Penalty; one tack and one jibe. Written protests shall be filed within one-half hour of the finish of the race in which the foul occurred if the foul was not exonerated by one of the parties taking the penalty turn (360). The protestor and protestee must be available for a hearing when the protest is filed.

Special Instructions:

1. Registration and waiver forms must be filled out and submitted on the first day an individual races. A registration fee must be paid by each competitor. Fees not received by the fourth race will prohibit the competitor from racing.
2. Each competitor must sign-in by 1130 hours on each race day. Failure to do so may jeopardize the competitor’s opportunity to race that day, unless the Frostbite Committee has been notified in advance.
3. Participants are required to wear, **WITHOUT EXCEPTION**, a flotation device while racing or while in the crash boat.
4. Participants under 18 years of age are required to wear dry suits while racing or while in the crash boat.
5. If a boat capsizes, the race will be terminated immediately, so that the crash boat can render assistance to the disabled boat right away. All racers not involved in assisting should return to the dock and tie up.
6. Boats should not be sailed until the crash boat is manned and ready.
7. Minimal age is 14 years old unless specifically cleared by the Frostbite Committee..
8. All racers will be broken into two fleets, A and B (we have only 12 boats). The current standings will determine the break between the A and B fleets. Before each race, each racer will blind draw a sail number. If there are more racers than the number of boats in each class, an X will be added to the draw of sail numbers. An X draw is a pass for that race. While the A fleet is racing, the B fleet will start and finish the race and man the crash boat for the A fleet, and vice versa for when the B fleet races.

Scoring:

Rules A2 Series Scores and A4 Low Point and Bonus Point Systems, of the Racing Rules of Sailing shall be replaced by the Cox-Sprague scoring system. This is an arcane science that only Joe Slawinski and Brian Clayton can divine/or define. Breakdowns are scored as qualifiers.

Important Note:

Please notify the Frostbite Committee if there is any mechanical or structural problem with the hull or rigging of any boat. We will attempt to fix it by the next week of racing.