

RACING DOCUMENT

Monday Night Series: The Monday night series at Sail Nauticus will run from April until the end of October. We race every Monday night (weather permitting) except every 6th Monday which will be a bye week unless a holiday interferes with this schedule. The first Warning Signal will be at 6:15 pm. Plan to arrive early.

Frostbite Series: Racing will be held in the winter months from January through March on Saturdays. The fourth Saturday will be used as a bye week. Times for racing will be posted on the Sail Nauticus member and event calendar before the season starts in January.

Barnacle Series: The Barnacle Series is hosted by the Portsmouth Boat Club during the fall and spring. It is usually a 6-week series on Friday evenings. The races are PHRF ratings and use government buoys as marks. These series are not hosted by Sail Nauticus and small additional entry fees are required by the Portsmouth Boat Club. This series is governed by the rules followed by the Portsmouth Boat Club

RULES

Racing conducted by Sail Nauticus shall be governed by The Racing Rules of Sailing (RRS) as adopted by the World Sailing (formerly ISAF) and the United States Sailing Association (US SAILING), including the prescriptions of US SAILING, except as changed/modified by these 'Sail Nauticus Rules':

1. Personal Flotation Devices (PFD) – USCG Certified Type I, II, III or V (inherently buoyant or inflatable) shall be worn by all sailors while on the water.
2. Only Race Certified, Sail Nauticus Captain level members may helm while racing.
3. Guests may attend a maximum of two race days.
4. Sail Nauticus race committee holds the right to disqualify competitors from a race for:
 - a. Flagrant disregard for the rules or unsportsmanlike behavior
 - b. Failure to avoid collision.
 - c. Interference, or perceived interference, with commercial traffic.
5. The following Harbor 20 Class rules will Apply: 1) Hiking is not permitted. All crew shall keep their torsos within the confines of the cockpit at all times, excepting in the need for immediate repair or for safety.
6. Scoring. Low point scoring system will be used. The following tiebreakers will be used in order:
 - 1) who beat who most, if still tied
 - 2) most number of firsts, seconds, thirds, etc., if still tied
 - 3) who beat who in last race.

Sailing is a sport of self-regulation and requires the honesty of its competitors to resolve violations of the rules while on the water. We strive to breed this culture at Sail Nauticus and rely on our members to reinforce these values.

Exoneration –

A competitor may exonerate themselves of a foul of another boat(s) by first getting clear of other boats then immediately performing two 360 degree turns, in the same direction, including two tacks and two Jibes.

A competitor may exonerate themselves of touching a mark by first getting clear of other boats then immediately performing a full 360 degree turn, including a tack and a Jibe.

Protests. A valid protest MUST include the following:

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1. A loud hail of the word "PROTEST" to the infringing yacht.
2. The intent to lodge a protest shall be communicated to the race committee, immediately upon finishing the race. Example "Orange protests Green". Be sure to receive an acknowledgement from the RC.

Upon receipt of a valid protest(s), a hearing(s) will be held by the race committee ashore, at the end of racing, whereby the outcome of the protest will be determined

The Racing Rules of Sailing can be found at <http://www.sailing.org/40174.php>

COURSES

The race series hosted by Sail Nauticus may vary from race to race. The course will be announced by race committee prior to each start. Marks will be left port when rounding, except during a start or a leeward gate or otherwise announced by race committee.

Starts: Starts will take place between two orange marks unless stated differently by race committee. The race committee will communicate the sequence of the race using auditory signals. The starts will be either a 3 minute or 5-minute sequence.

3-minute Sequence (whistle blasts):

Several short = Courtesy gather
3 long = 3 minutes - Warning Signal
2 long = 2 minutes – Preparatory Signal
1 long, 3 short = 1 minute and 30 seconds
1 long = 1 minute
3 short = 30 seconds
2 short = 20 seconds
1 short = 10 seconds
5 short = 5 seconds
4 short = 4 seconds
3 short = 3 seconds
2 short = 2 seconds
1 short = 1 second
1 long = Start

5-minute sequence (whistle blasts):

Several short = Courtesy gather
1 long = 5 minutes – Warning Signal
1 long = 4 minutes – Preparatory Signal
1 long = 1 minute
1 long = start