ROYAL ST. GEORGE YACHT CLUB

**BEGINNING OF SEASON EVENT 2017**

**Sailing Instructions.**

1. RULES.

Although this is not a race, Tthe event will be governed by the rules as defined in Racing Rules of Sailing 2017-2020.

1. SIGNALS MADE ASHORE

Signals will be displayed on the club flagstaff. Written instructions will be on the board in the atrium outside the race office.

1. SCHEDULE OF EVENTS.

There will be two events, one for slow boats and one for fast boats. See below.

1. CLASS FLAGS.

See start times below.

1. RACING AREA

East side of Dublin Bay and Killiney Bay.

1. INNER COURSE.

Starting / finishing line is a laid line close to the club within the harbour. (not necessarily a windward start).

Through the harbour mouth,

Harbour Mark outside the harbour to starboard,

Through Dalkey sound,

Leave Dalkey Island to port,

Leave Harbour Mark to port,

Finish line within harbour.

1. OUTER COURSE.

Starting / finishing line is a laid line close to the club within the harbour. (not necessarily a windward start).

Through the harbour mouth,

Harbour Mark outside the harbour to starboard,

Through Dalkey sound,

Leave Dalkey Island to port,

Killiney outfall mark to port,

Dalkey island to port,

leave Harbour Mark to port,

Finish line within harbour.

1. MARKS

Marks are DBSC Harbour Mark and Killiney Outfall Mark.

1. SLOW BOATS STARTING TIMES:

Water Wags 14.00hrs.- Code Flag numeral 1.

Glens 14.03hrs.- Code flag numeral 2

Parent and child teams in Fevas 14.06hrs. - Code Flag numeral 3.

Special needs Squibs and Laser 4.7 14.09hrs.- Code Flag numeral 4.

Shipmans and Laser Radial, 14.12hrs. – Code Flag numeral 5.

Mermaids, IDRA 14, Lasers and Squibs and OK 14.15hrs. – Code Flag numeral 6.

Ruffians, Beneteau 21.7 & Cruiser 3 Beta Division 14.18hrs. – Code Flag numeral 7.

1. SLOW BOATS STARTING TIMES:

Cruiser 3 alfa division, Fireballs, Dragons and RS200, 14.21hrs. - Code Flag A

All white sail cruisers and Finns 14.24 hrs. – Code Flag B

SB20 Cruisers 2, Beneteau 31.7, and RS400 14.27hrs. – Code Flag C.

1720, Cruiser 1 and Cruiser 0 and Moths 14.30hrs. – Code Flag D.

1. SCORING:

All boats are required to obtain the ‘communication form’ from the Race Office before going afloat.

After the start competitors are required to make communication with other competitors on other boats, to learn their name and two other things about them. (e.g. Item 1. Persons name. Item 2. Name of their boat. Item 3. Name of favourite pet, Favourite holiday venue, Favourite colour or similar.

Scoring sheets are to be returned to the race office on completion.

Boat with largest number of ‘Communications’ will be declared the winner.

1. INSURANCE

All boats competing are required to have valid third party insurance.