



The George Mac Regatta



Green Fleet Sailing Instructions

1 Rules

1.1 The Introductory Rules for Racing shall apply.

2 Schedule

Friday	16:00 – 19:00	Registration
Saturday	09:00-10:00	Registration
	10:00	Competitor briefing
	11:30	First Warning Signal
	After racing	Family BBQ
Sunday	10:30	First Warning Signal
	After racing	Presentation in the Bayview Room

3 Sign on and off

You must sign on in the Regatta Office before you go on the water, and sign off when you come back to shore so that we know you are safe.

4 How to Start

- The starting line and finishing line will be between a power boat and an orange mark.
- The way to know how long to the start of a race is:
 - Five minutes to go – Green Optimist flag or Quest flag goes up
 - Four minutes to go – Blue flag with a white square goes up
 - One minute to go – Blue flag with a white square comes down
 - Start – Optimist or Quest flag comes down and you need to be behind the start line
- If it is not your turn to start, please keep away from the start line so that you don't get in the way of the other fleet starting.

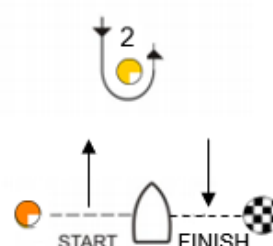
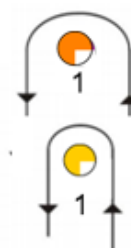
5 How to sail the course

From the start on the left hand side of the start boat, sail two laps: up to mark 1, then down and around mark 2, back up to mark 1 and down to through the finish line on the other side of the start/finish boat.

Mark 2 is a yellow mark for both fleets.

Optimists go around the yellow mark at the top of the course, and Quests go around the orange mark.

Leave the yellow mark and orange marks on your port (left) side.





Introductory Rules for Racing

Version 1.01 - February 2008

Some Explanations

Windward and Leeward: The *leeward* side of your boat is the side where your mainsail lies. The *windward* side is the other side.

Port and Starboard tack: You are on *port* or *starboard* tack according to your *windward* side.

Advisor: A person appointed by the race organizers to assist competitors in understanding the rules and, when appropriate, to penalize a boat.

Basic Rules

1. You must comply with the principles of good sportsmanship.
2. You must try not to collide with another boat.

Rules When Boats Meet

3. When you and the other boat are on opposite *tacks*, if you are on *port* tack you must avoid the boat on *starboard* tack.
4. When you and the other boat are on the same *tack*, you must avoid the other boat
 - (a) if she is in front of you, or
 - (b) if she is on your *leeward* side.
5. After starting, when you and the other boat approach a mark or an object that both boats need to avoid, and the other boat is between you and the mark or other object, you must give her sufficient space to pass it safely on the same side. However, when the boats are on opposite tacks at a windward mark, this rule does not apply.
6. When the other boat is required to avoid you, if you change course, you must give the other boat an adequate opportunity to avoid you.

Other Rules

7. At the starting signal you must be behind the starting line.
8. After the starting signal, you must sail the course described by the race organizers.
9. You must not touch a mark of the course.
10. If you think you or another boat has broken a rule or if you are unclear about the rules at any time during the race, you must describe the incident to the *advisor* after the race. The *advisor* may then add two points to the score of any boat that has broken a rule. If the offence is serious, the *advisor* may add extra points to the boat's score.

