



Takapuna Spring Sprint Series

Every Thursday from 8th October to 10th December 2020

The Organising Authority is the Takapuna Boating Club
39 The Strand, Takapuna

SUPPLEMENTARY SAILING INSTRUCTIONS (SSI)

This sheet and Attachment A are supplements to Appendix S of the Racing Rules of Sailing (page 136 RRS 2017-2020).

RULES

SSI 1 The area adjacent to the club and race area is a no anchoring area.

NOTICES TO COMPETITORS (SI 2)

SSI 2 The race office is located at the middle floor of the Takapuna Boating Club.
Notices to competitors will be placed on the official notice board at the middle floor of the Takapuna Boating Club.

SIGNALS MADE ASHORE (SI 3 & 4)

SSI 3 Signals ashore will be displayed on the flagstaff located at the south-east corner of the clubhouse.

SSI 4 When a visual signal is displayed over a fleet(s) or course(s) flag, the signal applies only to that fleet(s) or course(s). This changes Race Signals preamble.

SCHEDULE OF RACES AND CLASS FLAGS (SI 5 & 6)

Day/Date	Fleet/Class	Number of Races	Time of first warning signal	Class Flag
All dates	Moth/Waszp	5	18.15	Class flag
All dates	Windfoiler	5	18.18	F
All dates	Kitefoil	5	18.21	K

COURSES (SI 7)

SSI 5 The courses to be sailed, the order in which the marks are to be passed, and the side on which each mark is to be left are shown in Attachment A.

MARKS (SI 8)

SSI 6 The description of the marks is in the table below each course diagram.

THE START (SI 9)

SSI 7 To alert boats that a race or sequence of races will begin soon, the orange starting line flag will be displayed with one sound at least five minutes before a warning signal is made.

SSI 8 When a starting sequence is in progress, boats whose warning signal has not been made shall avoid the starting area. The starting area is defined as the area 50 metres from the starting line and marks in all directions.

SSI 9 A boat starting later than four minutes after her starting signal will be scored Did Not Start without a hearing. This changes RRS A4.1

TIME LIMITS (SI 12)

SSI10

Fleet/Class	Target time for first finisher	Finish Window	Race time limit
Kitefoil	10 Minutes	10 Minutes	20 Minutes
Windfoil	12 Minutes	10 Minutes	20 Minutes
Moth/Waszp	15 Minutes	10 Minutes	25 Minutes

There is no prescribed time limit for the first boat to pass mark 1.

PENALTY SYSTEM

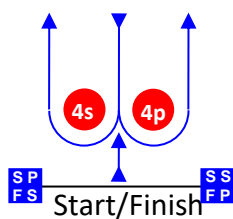
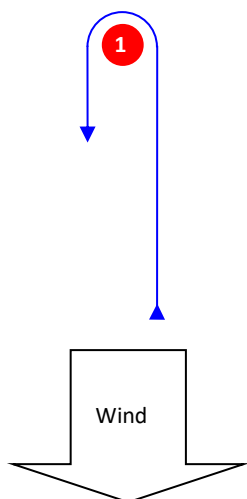
SSI 11 For all classes rule 44.1 is changed so the Two-Turns Penalty is replaced by a One-Turn Penalty.

CHECK OUT AND CHECK IN

SSI 12 Boats shall comply with the following check out and check in procedure: All competitors shall check in with the race committee vessel. They shall also advise the race committee if they are leaving the course area if it is practical to do so.

Attachment A - Course Illustration – Windward Leeward

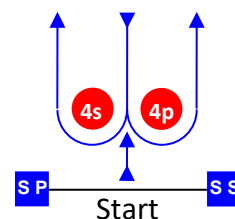
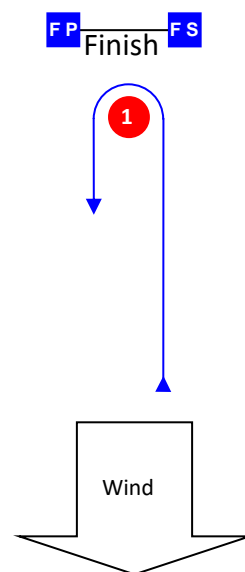
L



Course: Leeward finish

Signal	Mark Rounding Order
L2	Start – 1 – 4s/4p – 1 – Finish
L3	Start – 1 – 4s/4p – 1 – 4s/4p – 1 – Finish
L4	Start – 1 – 4s/4p – 1 – 4s/4p – 1 – 4s/4p – 1 – Finish

W



Course: Windward Finish

Signal	Mark Rounding Order
W2	Start – 1 – 4s/4p – Finish
W3	Start – 1 – 4s/4p – 1 – 4s/4p – Finish
W4	Start – 1 – 4s/4p – 1 – 4s/4p – 1 – 4s/4p – Finish

Mark	Description
1	Orange Cylinder
4s 4p	Orange Cylinder
SS	Starting mark starboard end Orange Flag on a staff
SP	Starting mark port end Orange teardrop
FS	Finishing mark starboard end Orange teardrop
FP	Finishing mark port end Blue Flag on a staff