

Davis Island Yacht Club
Thursday Night Series
2023

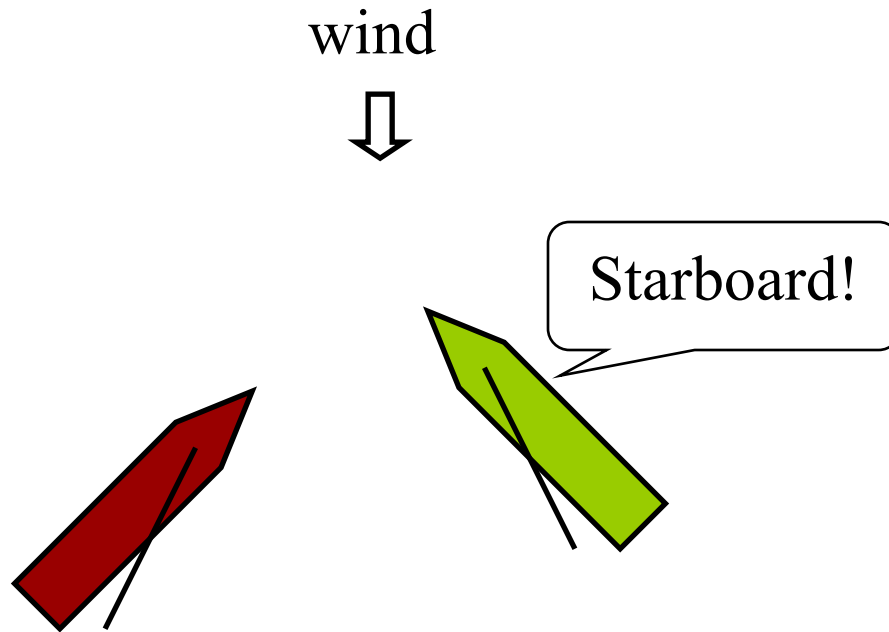
Agenda

- Five Basic rules
- Passing situations
- Meeting situations and Mark roundings
- Davis Island Sequence
- RC Procedures

Five Basic Rules Overview

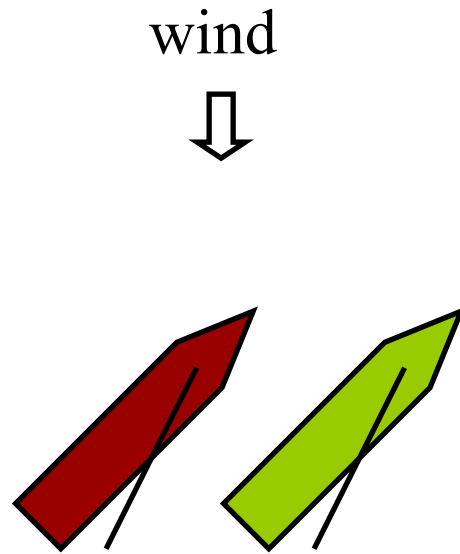
Basic Rules 1

- A boat on starboard tack has right of way over a port tack boat



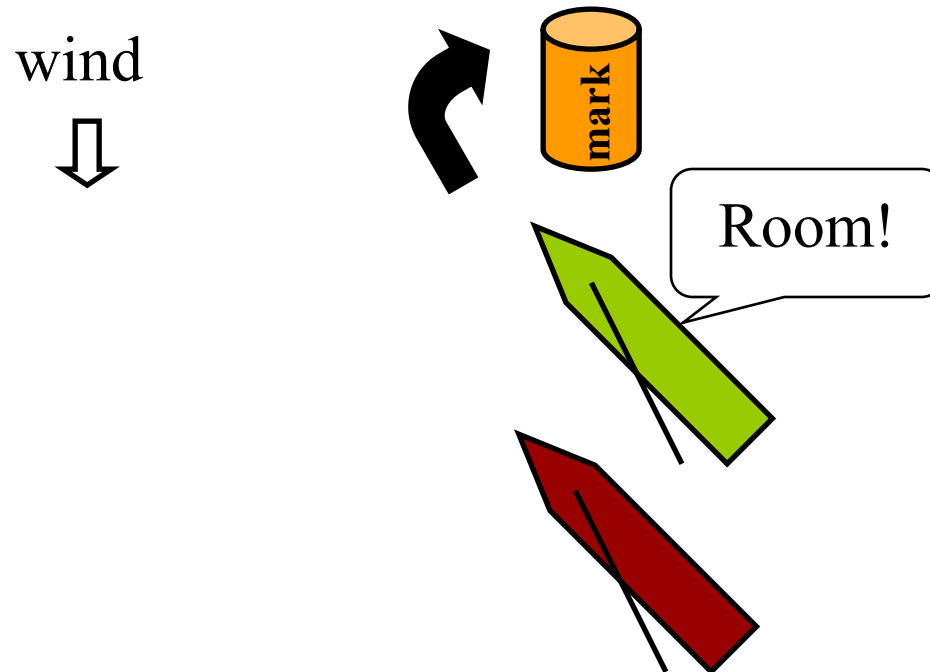
Basic Rules 2

- A boat to leeward has right of way over a windward boat on the same tack



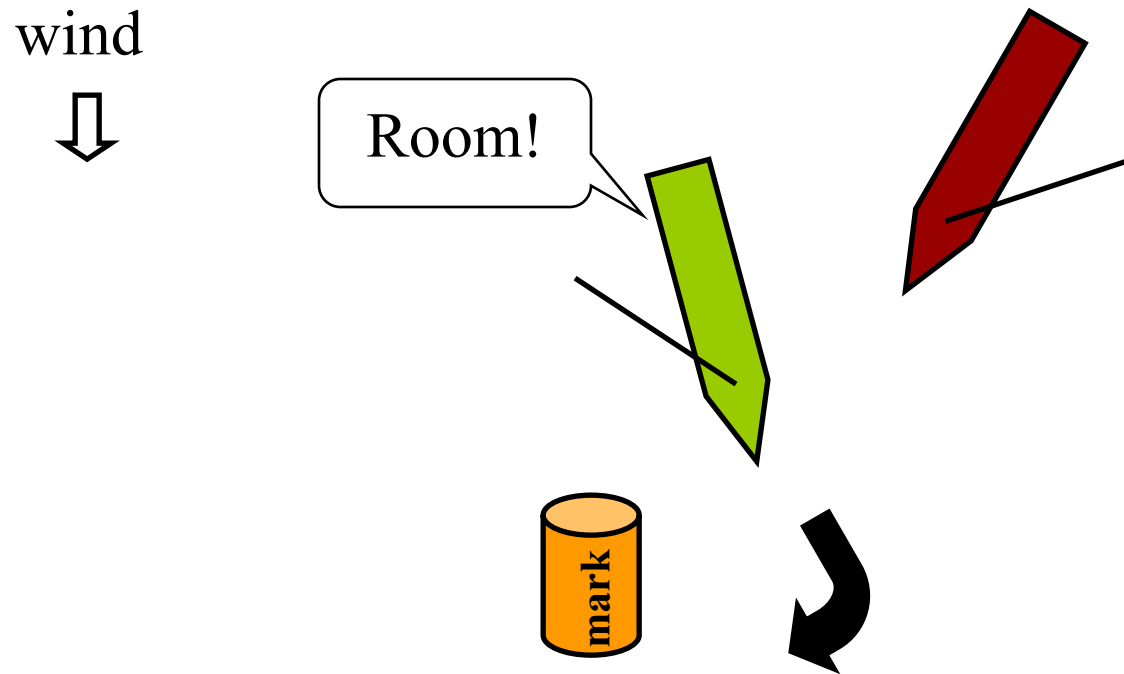
Basic Rules 3

- When rounding a windward mark, an inside boat on the same tack must be given room



Basic Rules 4

- When rounding a leeward mark, an inside boat must always be given room



Basic Rules 5

- A boat which is tacking must keep clear of one that is not
- A boat clear astern must keep clear of boat ahead
- When a right-of-way boat changes course, she must give other boats room to keep clear

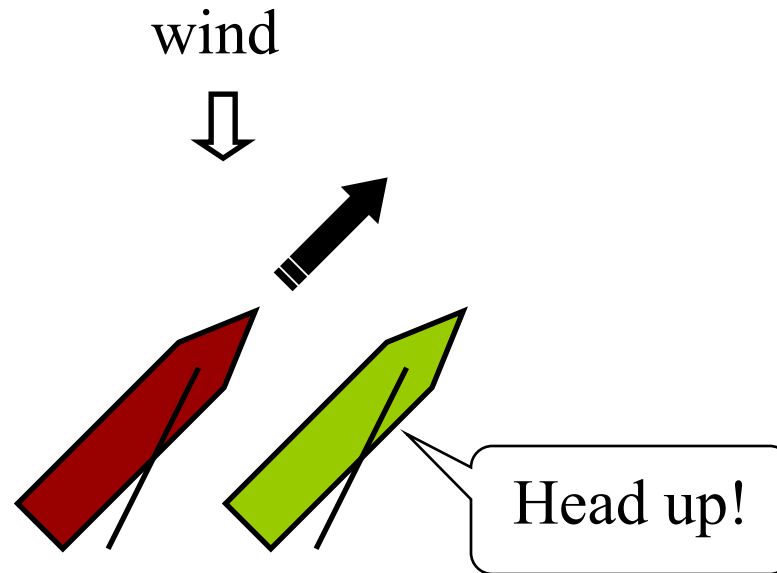
What do I do if I break a rule?

- What do I do if I break a rule?
 - If you break a right-of-way rule, you must:
 - 1. Fly a yellow flag until after finishing, and
 - 2. Deliver a completed form to acknowledge the penalty prior to the end of the protest time limit.
 - If you touch a mark, you must:
 - 1. Fly a yellow flag until after finishing, and
 - 2. Deliver a completed form to acknowledge the penalty prior to the end of the protest time limit.
 - If involved in contact with another vessel, you must report the incident by:
 - Delivering a completed protest form
 - Delivering a completed “Alternative Penalty Acceptance” form, if applicable
 - Delivering a completed “Report of Contact” form

Passing Situations

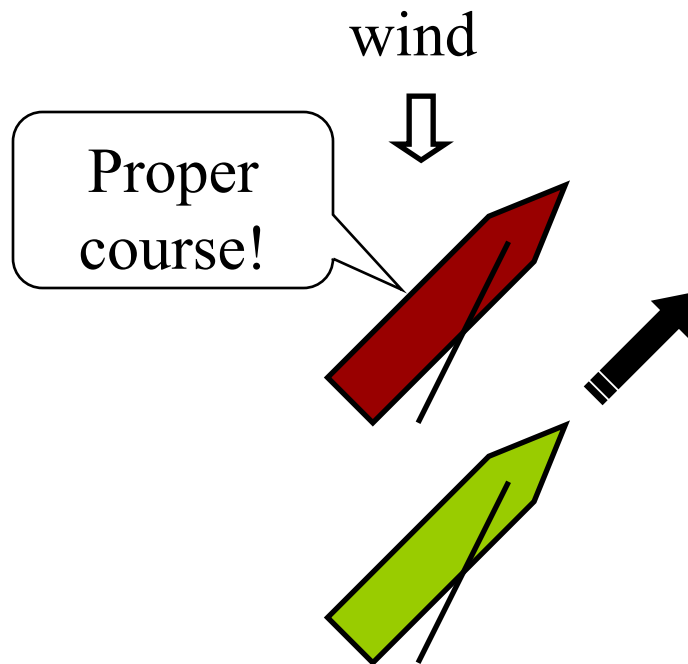
Passing Situations 1

- A boat passing to windward must keep clear of a leeward boat on the same tack. The leeward boat may luff to prevent the pass.



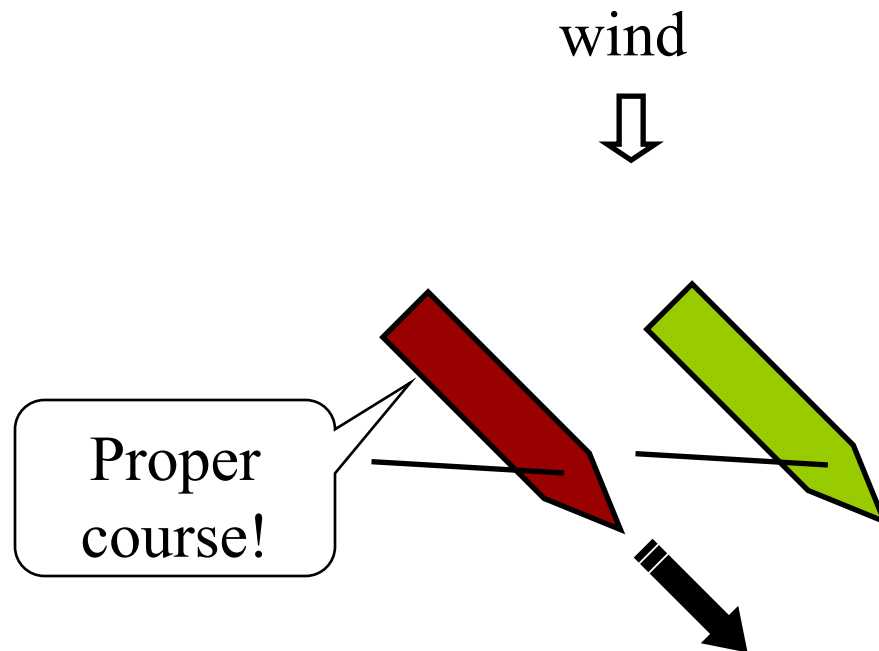
Passing Situations 2

- A boat passing to leeward on the same tack must not sail above her proper course



Passing Situations 3

- On an offwind leg, a boat being passed to leeward on the same tack must not sail below her proper course



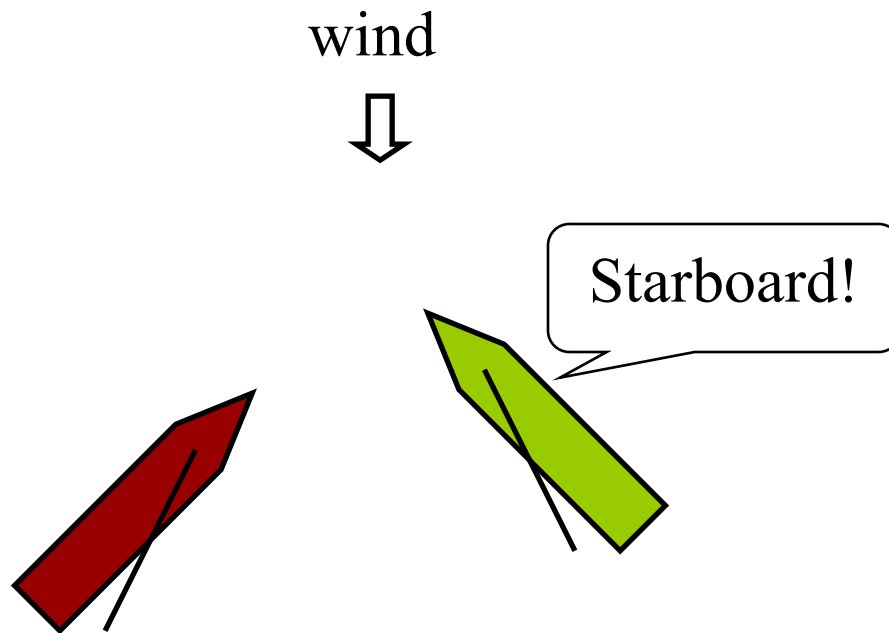
Passing Situations 4

- Before the start, there is no proper course, so a boat passing to leeward may luff a windward boat up to head-to-wind
- Once the start sounds, a boat passing to leeward may not sail above her proper course (close-hauled)

Meeting Situations

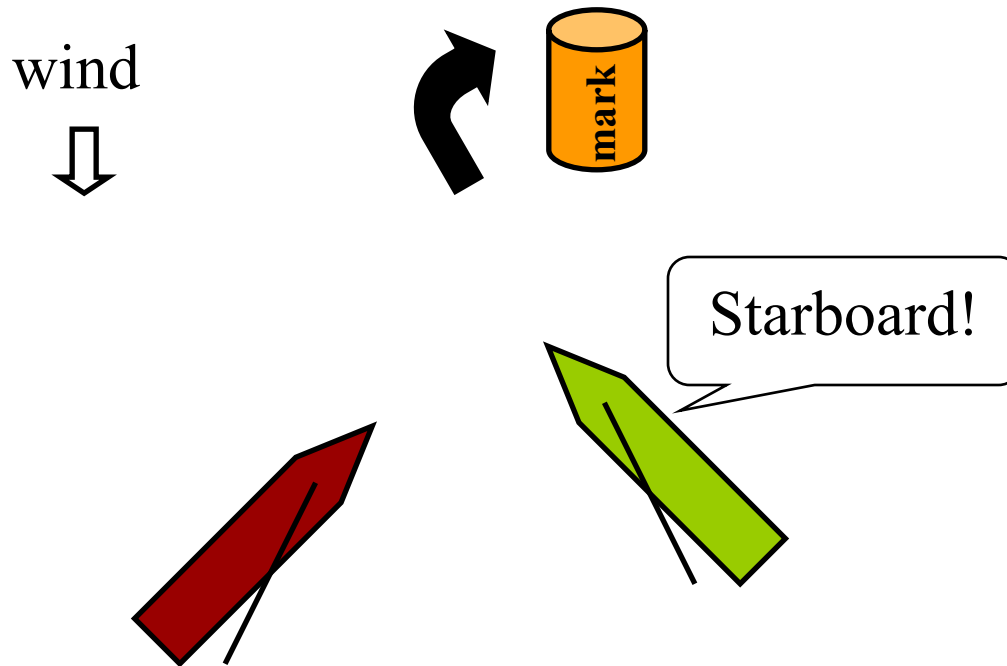
Meeting Situations 1

- A boat on starboard tack has right of way over a port tack boat



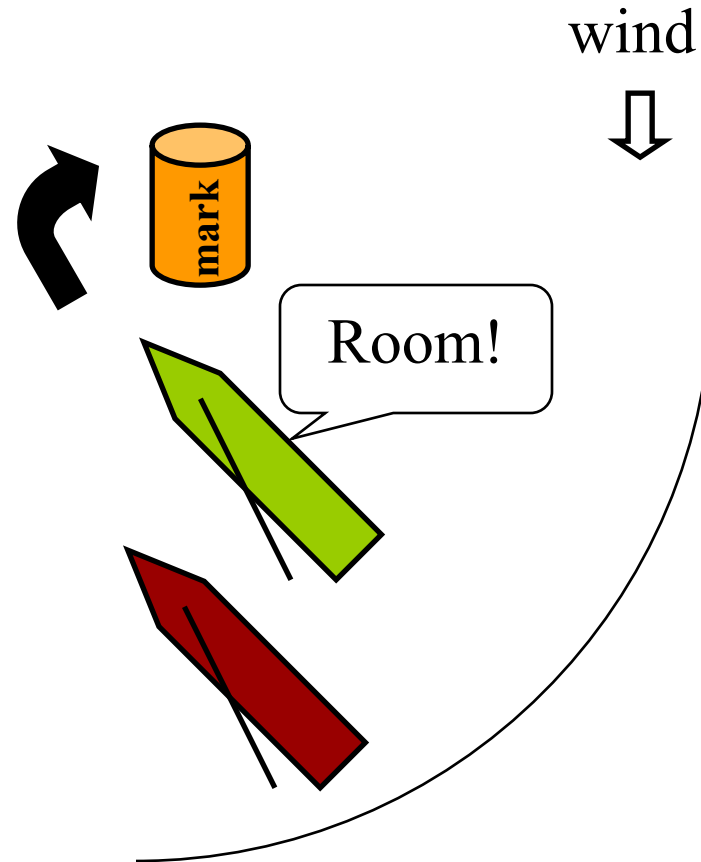
Mark Roundings 1

- At a windward mark, a boat on starboard tack has right of way over a port tack boat



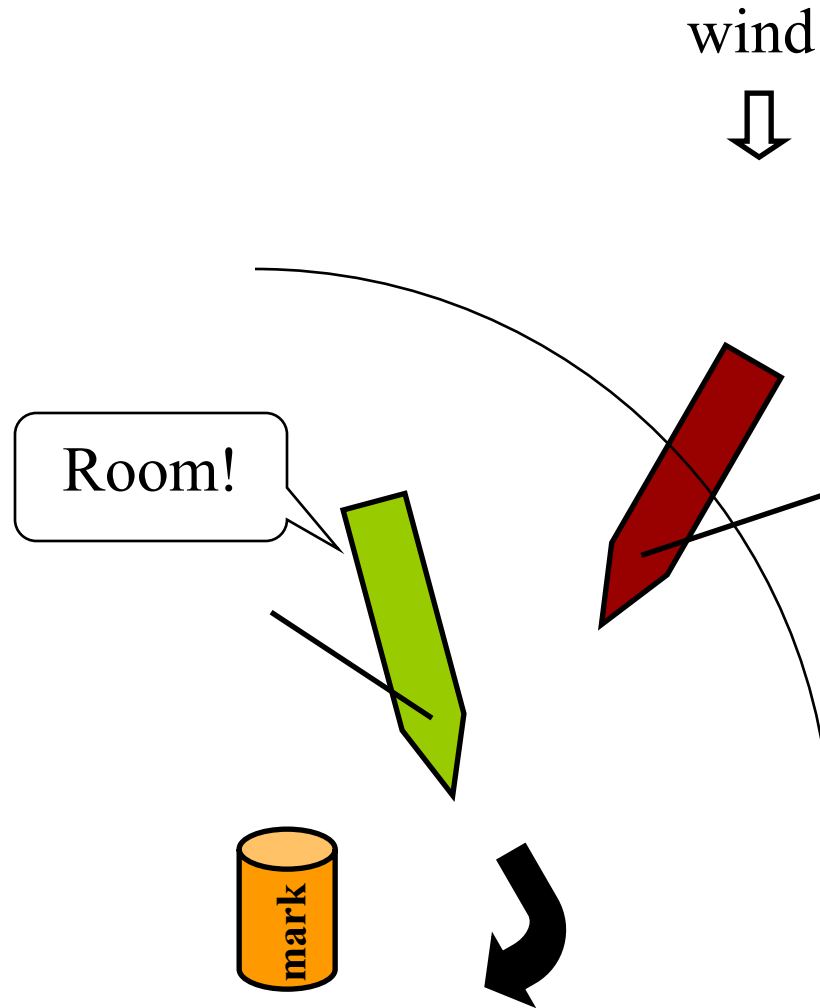
Mark Roundings 2

- When rounding a windward mark, an inside boat on the same tack must be given room if overlapped within two boat lengths of the mark



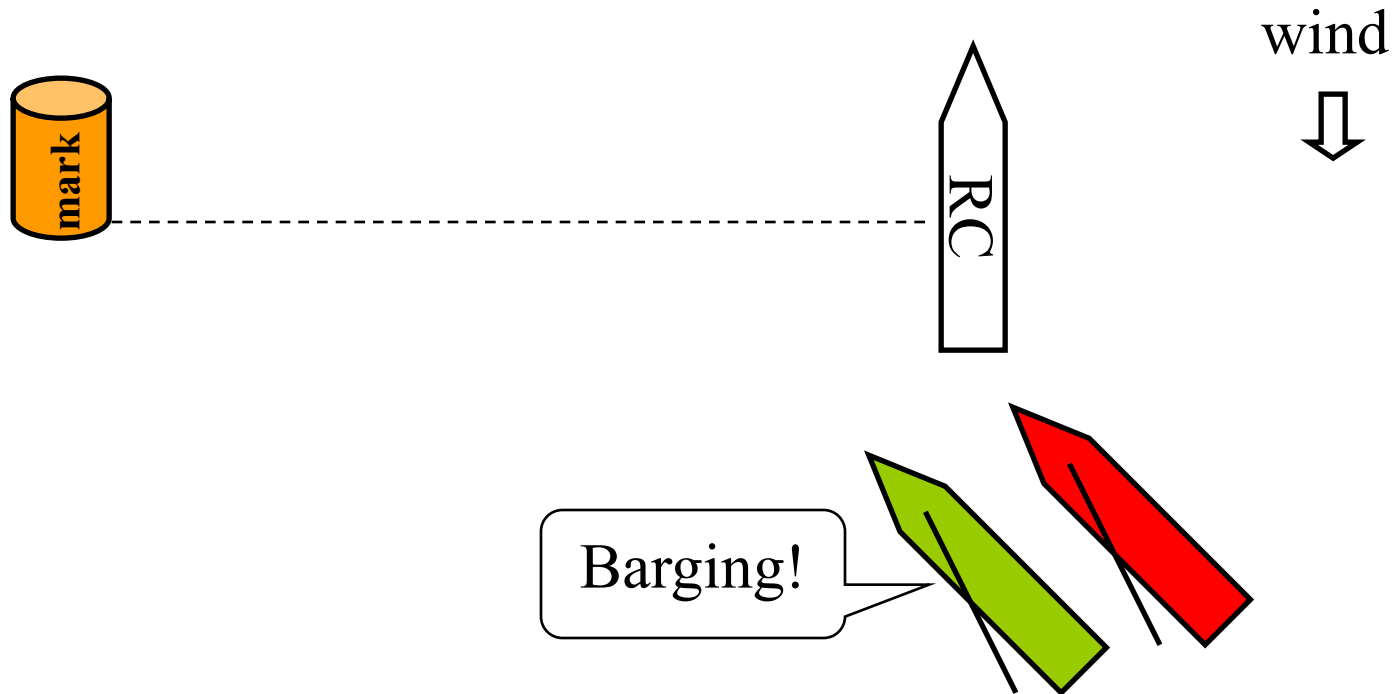
Mark Roundings 3

- When rounding a leeward mark, an inside boat (if overlapped within two boat lengths of the mark) must always be given room





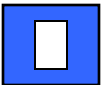

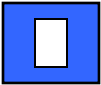

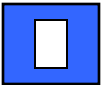

Mark Roundings 4

- An inside boat is not entitled to room at a start mark

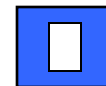


DIYC Thursday
Night Race
Sequence

Overview of Starting Sequence

When on Station "L" flag up - one sound 
1830 "L" flag down &
Red "S" flag up - one sounds 
1831 Preparatory flag up - one sound 
1834 Preparatory flag down
one long sound
1835 Spin A flag down with sound &
Yellow C for Spin B 
1835 Spin A Starts
1836 Preparatory flag up - one sound
1839 Preparatory flag down –
one long sound 
1840 Yellow C down with sound &
Green R for Racer Cruiser
flag up - one sound 
Spinnaker "B" start
1841 Preparatory flag up - one sound 
1844 Preparatory flag down - one long sound
1845 Green R for Racer Cruiser flag down &
Blue N flag up - one sound 
Racer Cruiser Start

1846 Preparatory flag up –
one sound



1849 Preparatory flag down
one long sound

1850 Blue "N" flag down - one sound

Non Spin Starts A and B

1855 Race Committee may leave station

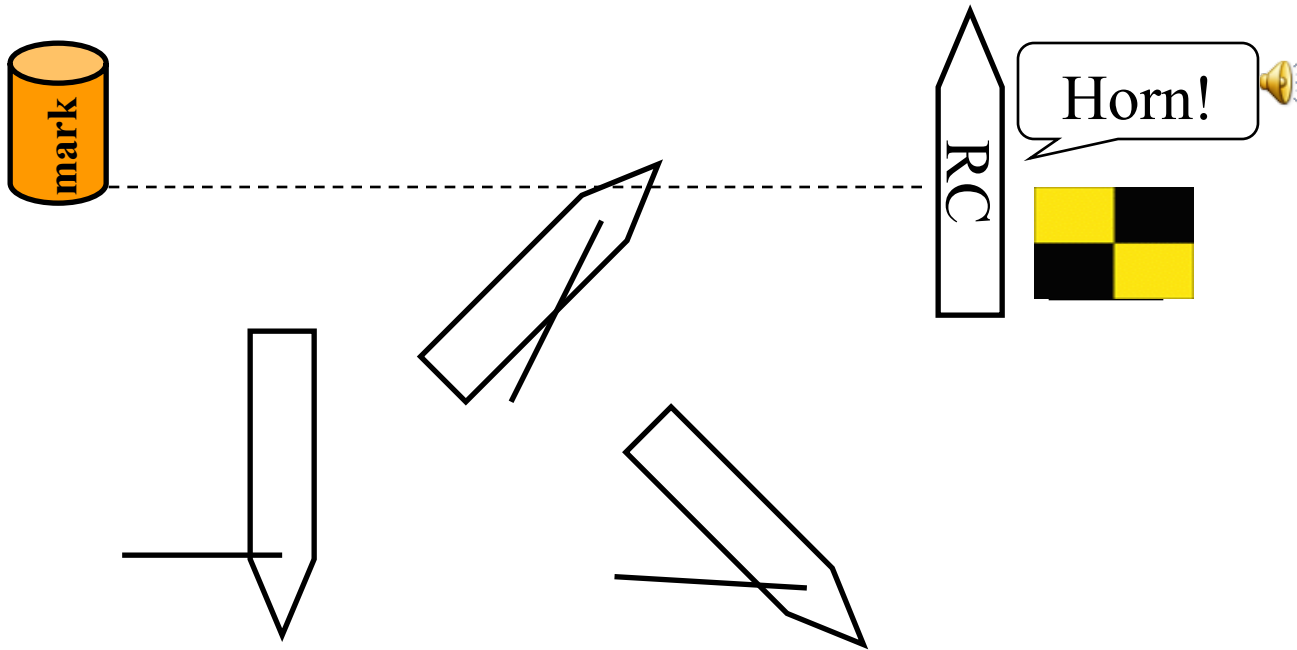
End of starts

Note: No boat may start later than 5 minutes
after the last starting signal

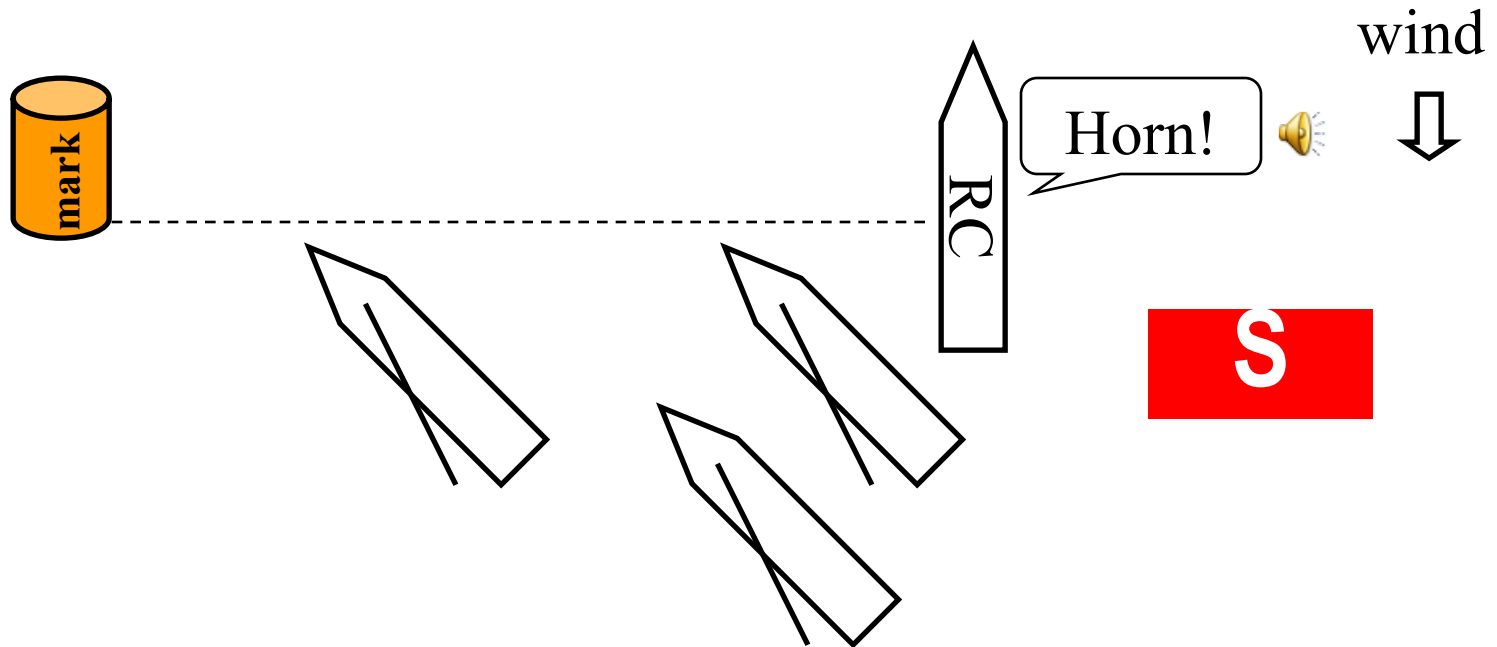
**Recalled classes will start after the Non-Spin A and
B class.**

DIYC Thursday Night Race Sequence

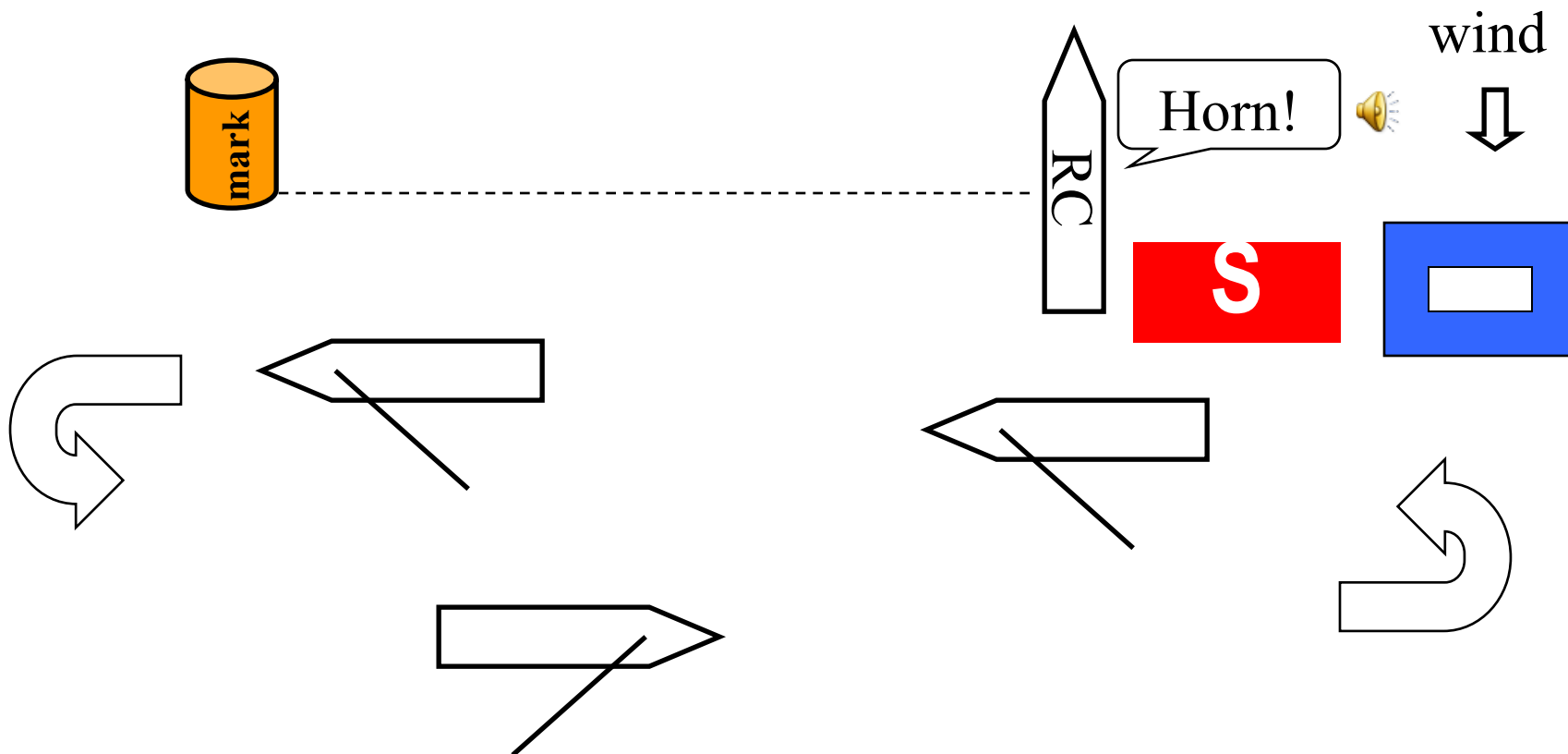
- When on station L Flag Up-One Sound
 - Boats will prepare for the sequence.



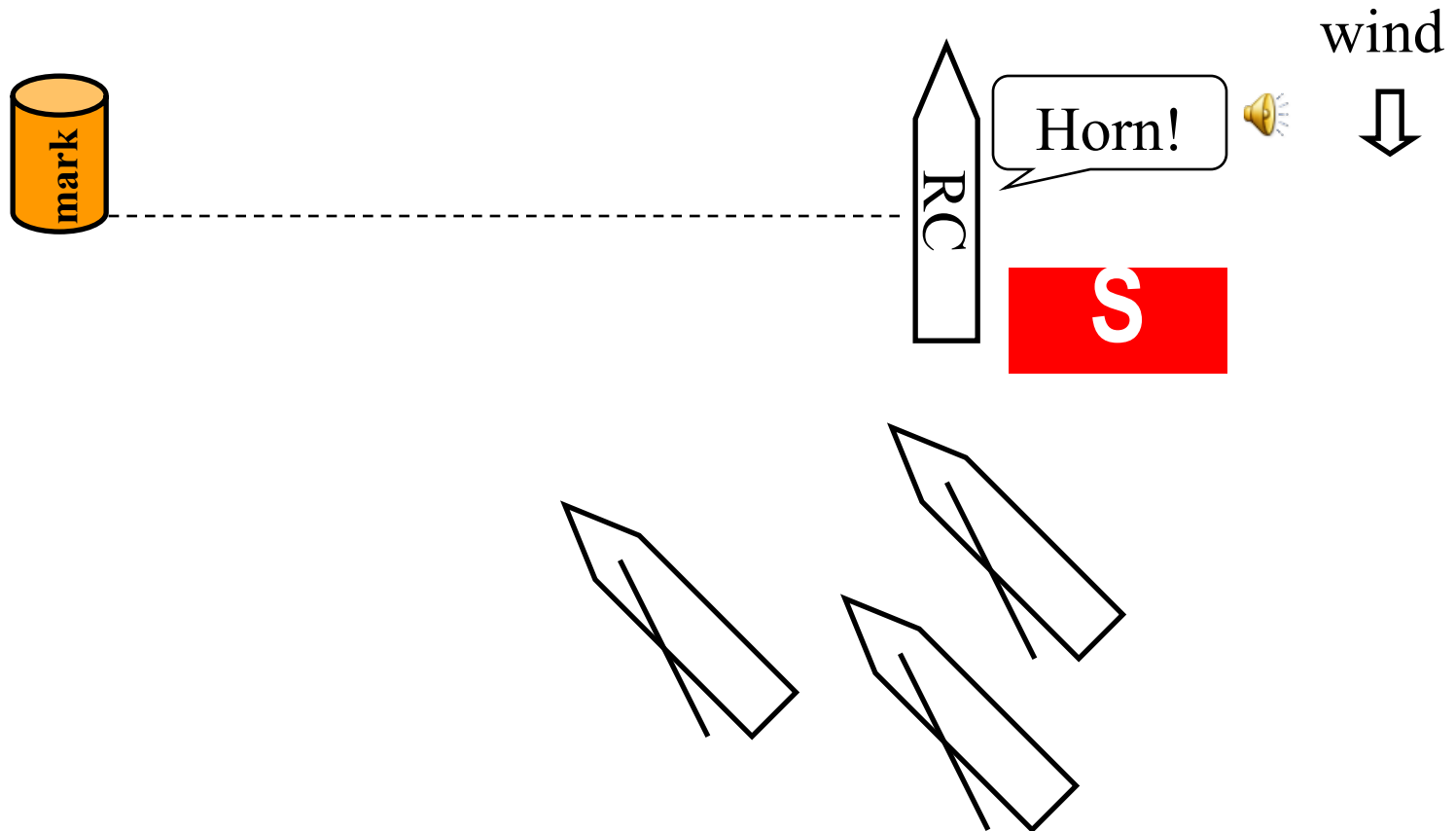
- 18:30 L flag down and Red S flag up with one sound
 - Starting sequence for the Spin A boats begins



- 18:31 Preparatory Flag up with one sound
 - The Spin A boats have 4 minutes prior to their start.

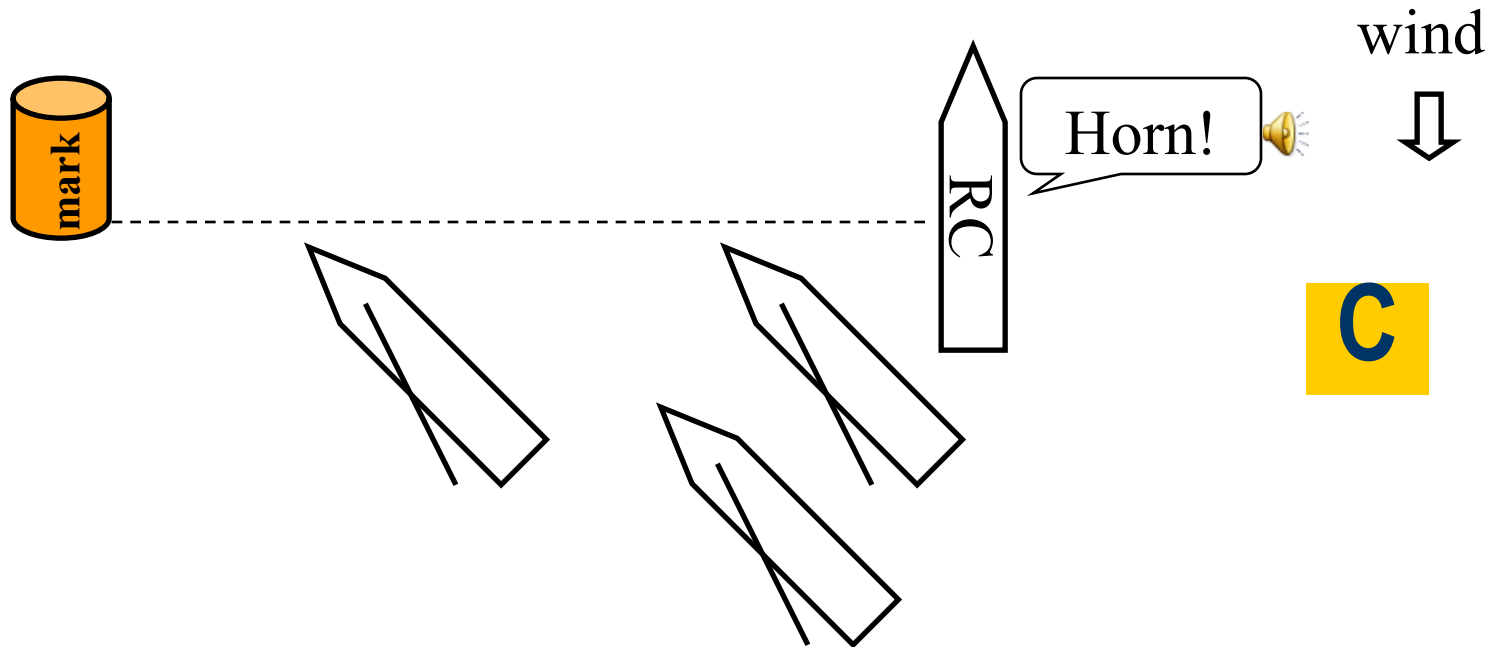


- 18:34 Prep Flag down with one sound
 - The Spin A Boats have one minute until their start.

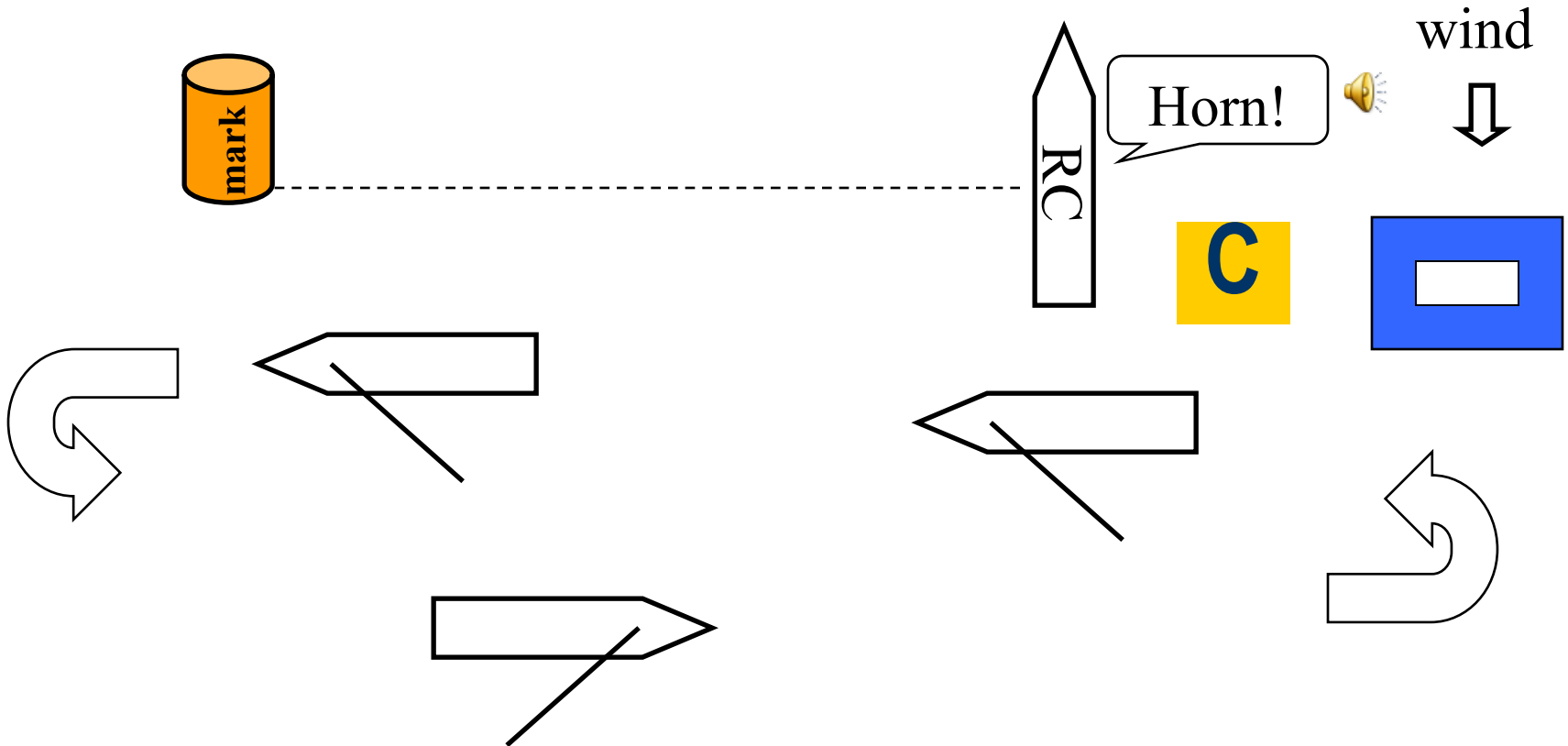


- 18:35 Spin A flag down with sound & Yellow C for Spin B

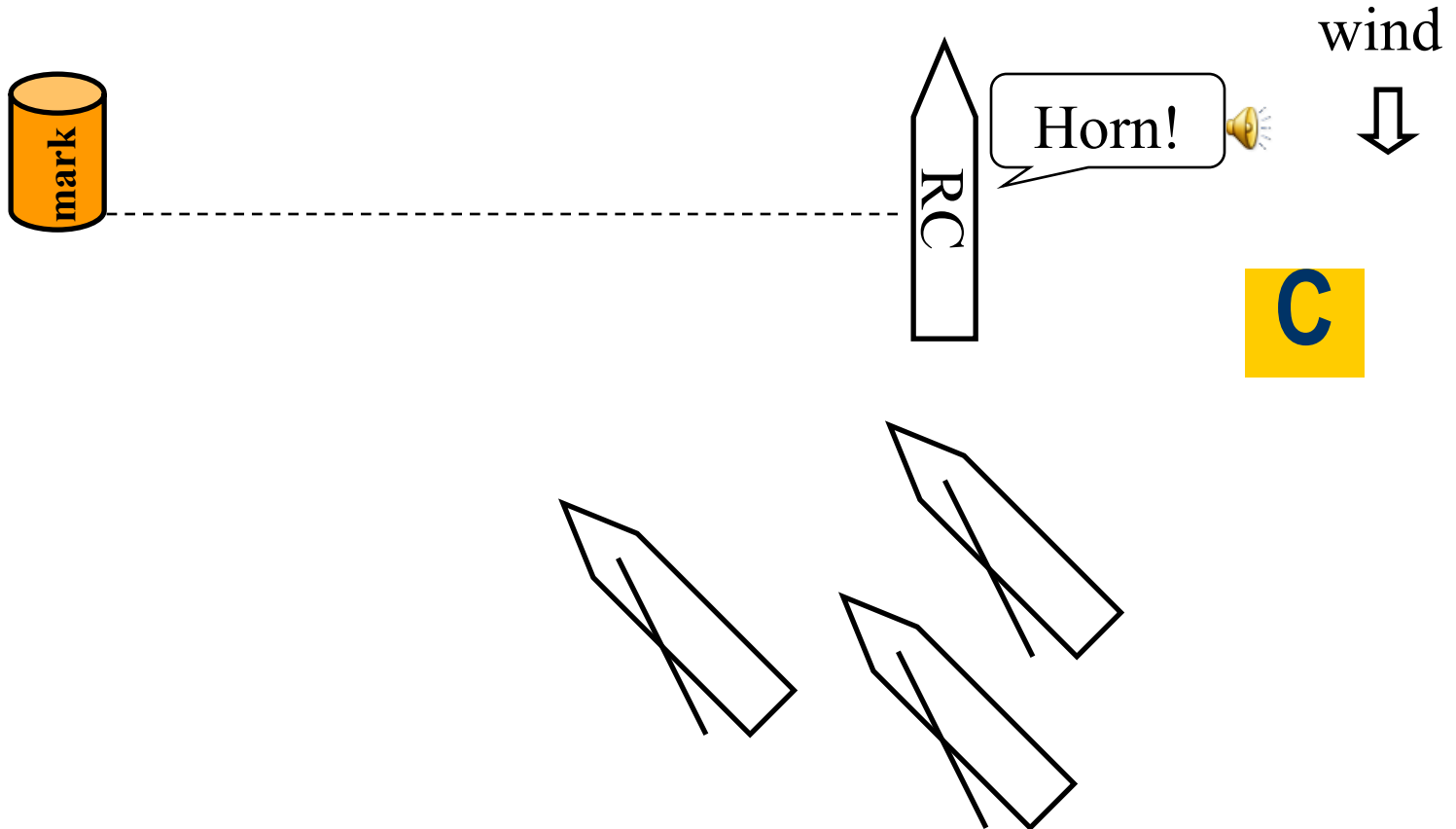
- Start of the Spin A
- Starting sequence for the Spin B



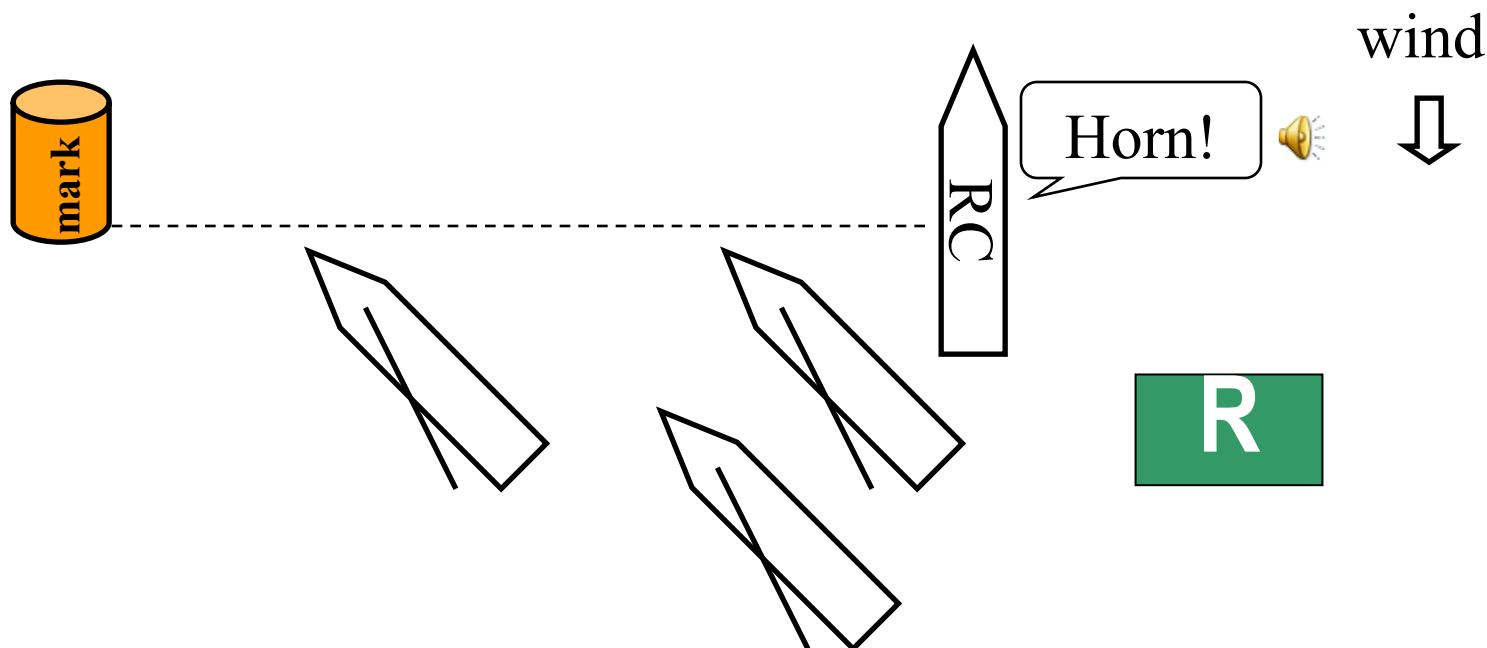
- 18:36 Preparatory Flag up with one sound
 - Spin B have 4 minutes prior to their start.



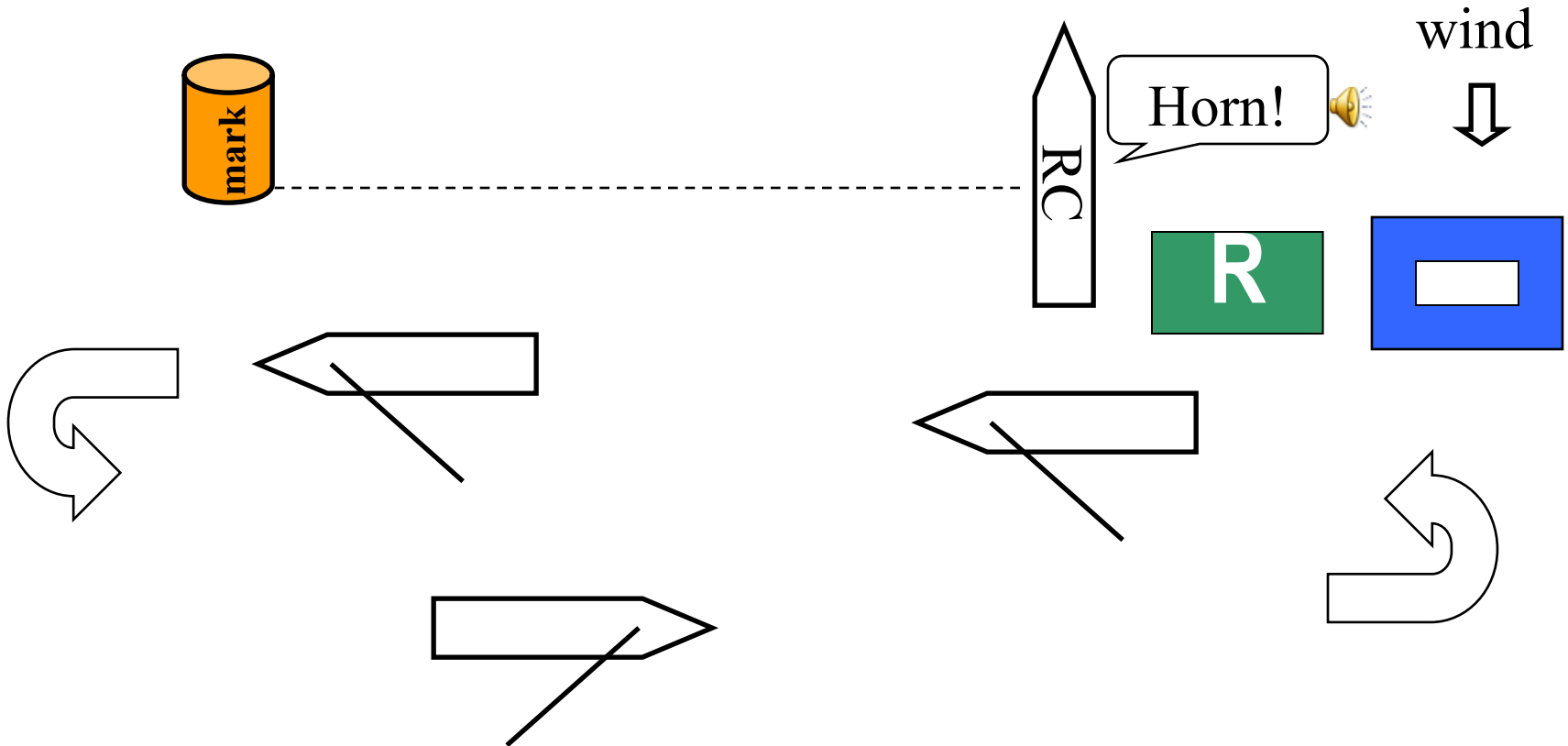
- 18:39 Prep Flag down with one sound
 - Spin B have one minute until their start.



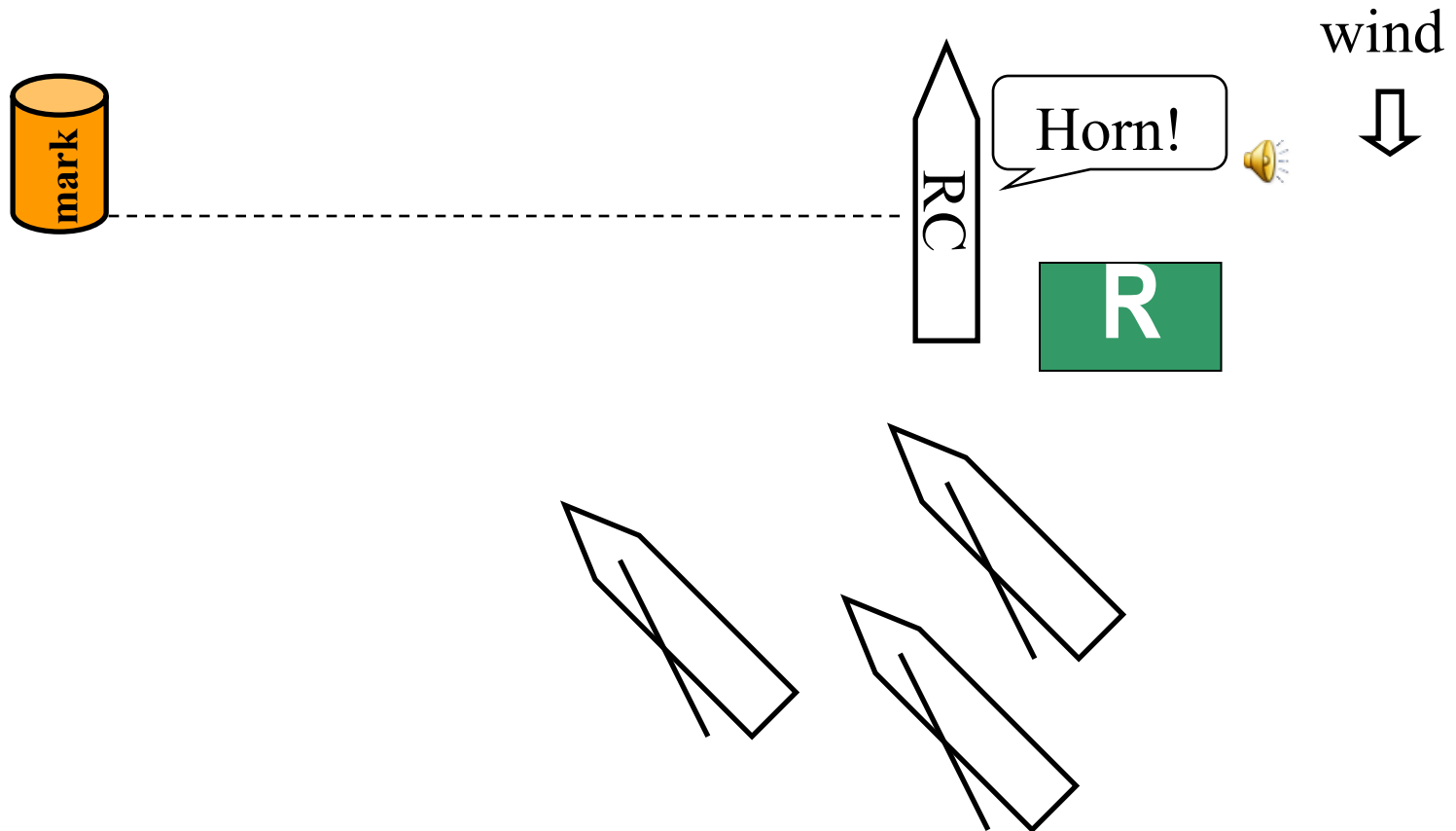
- 18:40 Yellow C flag down and Green R flag up with one sound
 - Start of Spin B
 - Starting sequence for the Racer Cruiser begins



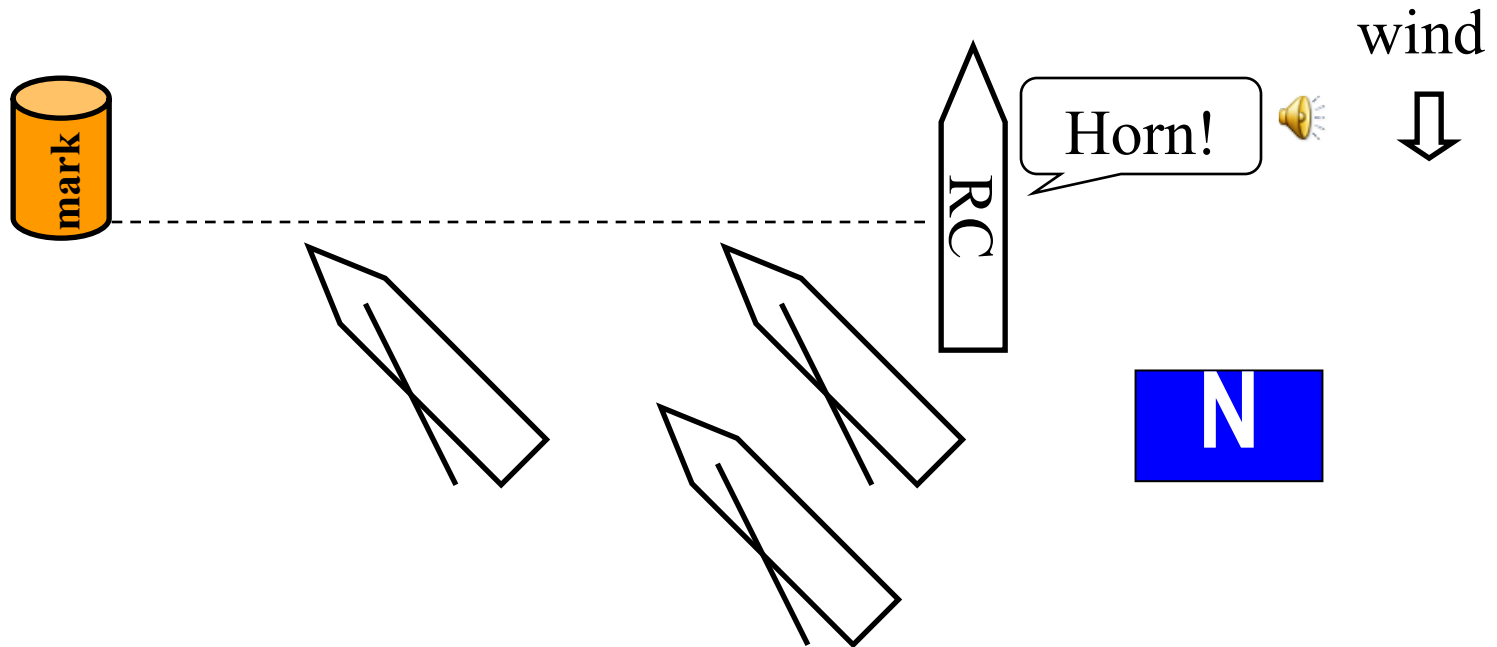
- 18:41 Preparatory Flag up with one sound
 - The have 4 minutes prior to their start.



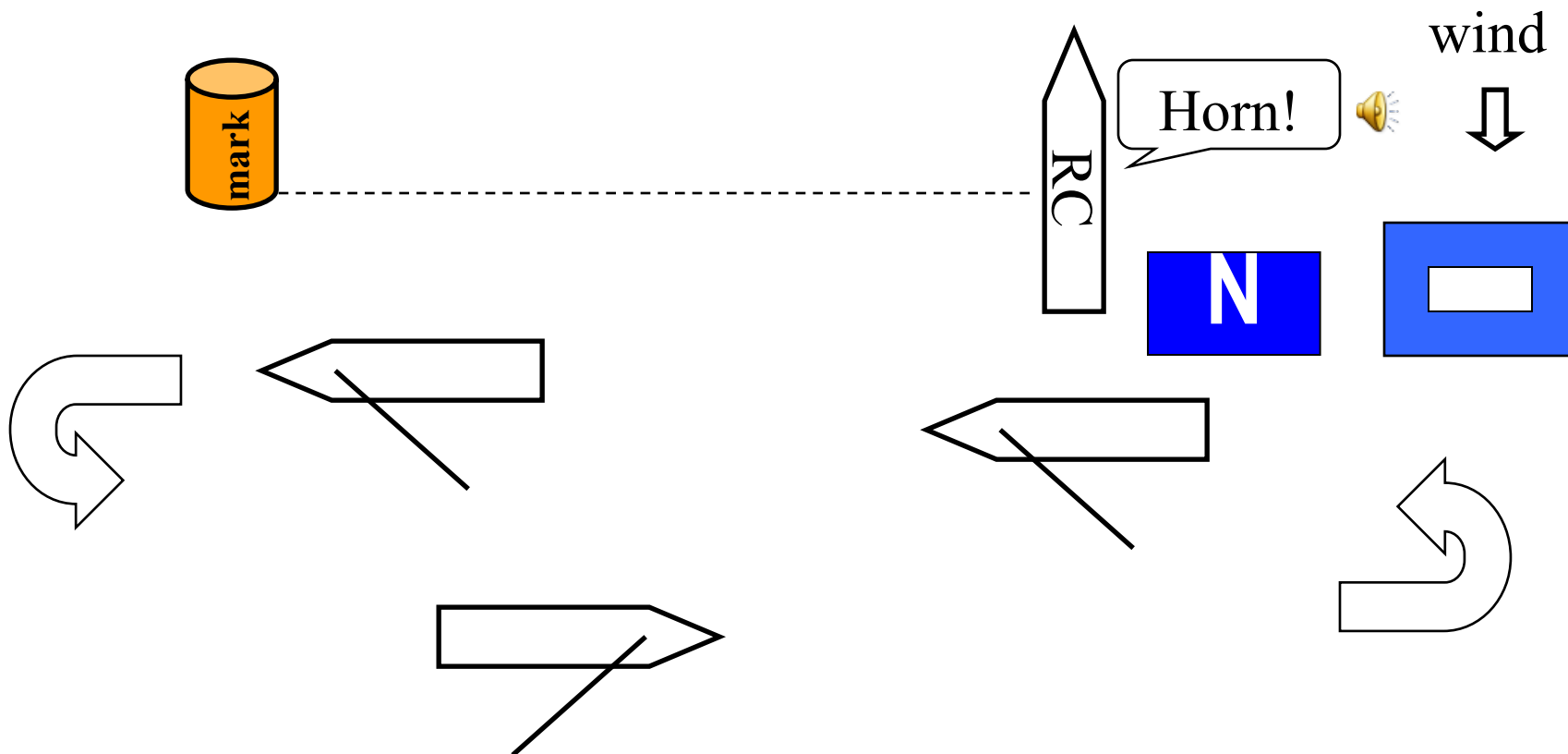
- 18:44 Prep Flag down with one sound
 - The Racer Cruiser have one minute until their start.



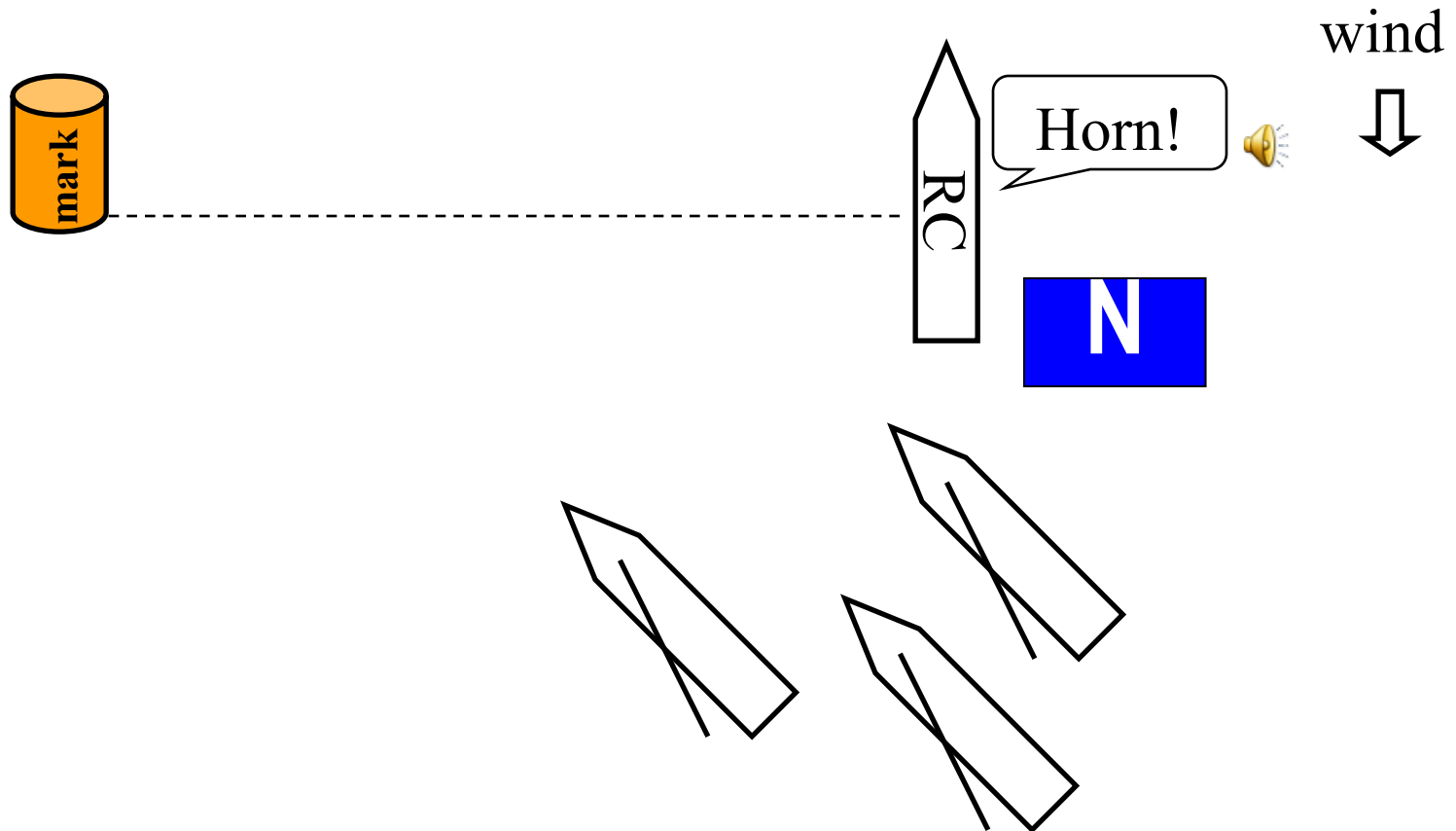
- 18:45 Green R flag down and Blue N flag up with one sound
 - Start of the Racer Cruiser boats
 - Starting sequence for Non-Spin begins



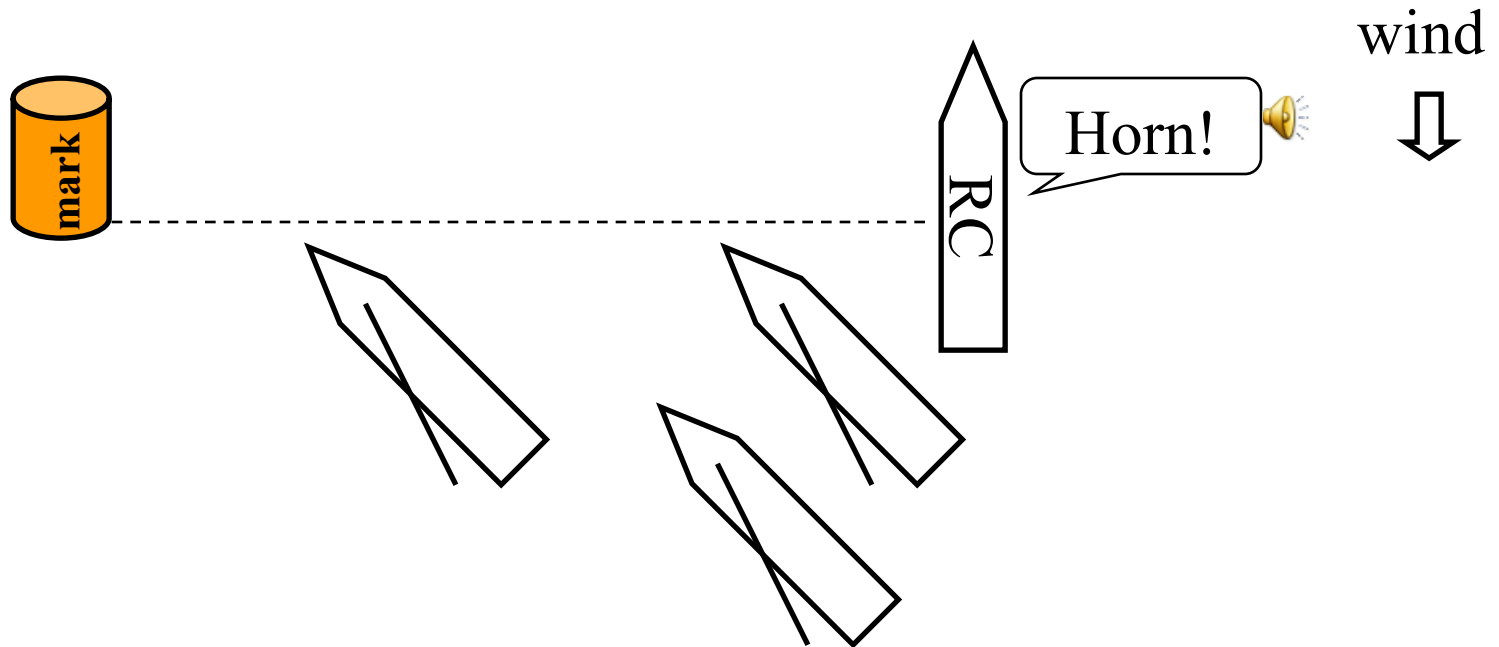
- 18:46 Preparatory Flag up with one sound
 - The Non Spin boats have 4 minutes prior to their start.



- 18:49 Prep Flag down with one sound
 - The Non Spin have one minute until their start.

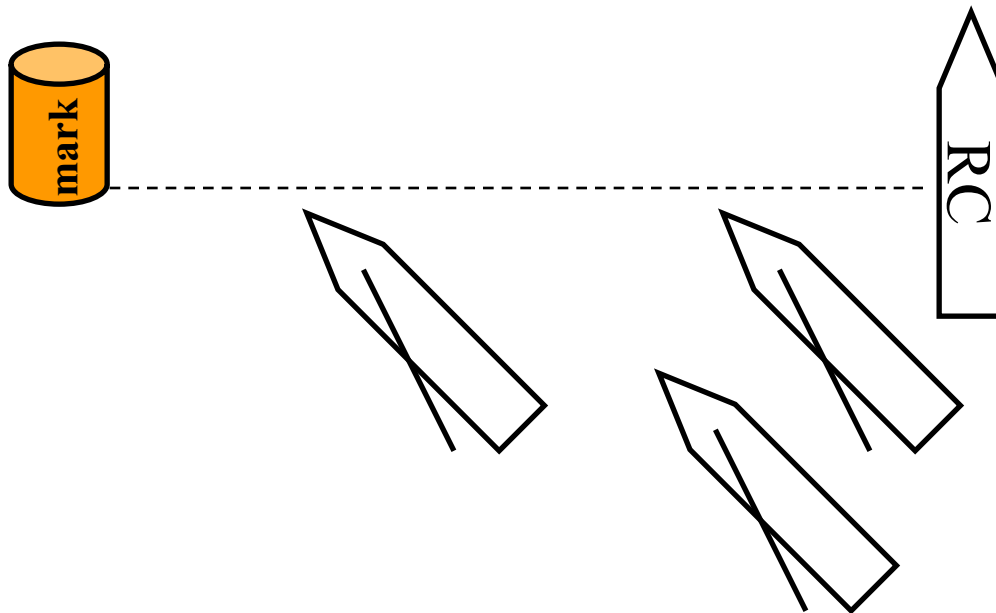


- 18:50 Blue N flag down with one sound
 - Start of the Non-Spin boats



- 18:55

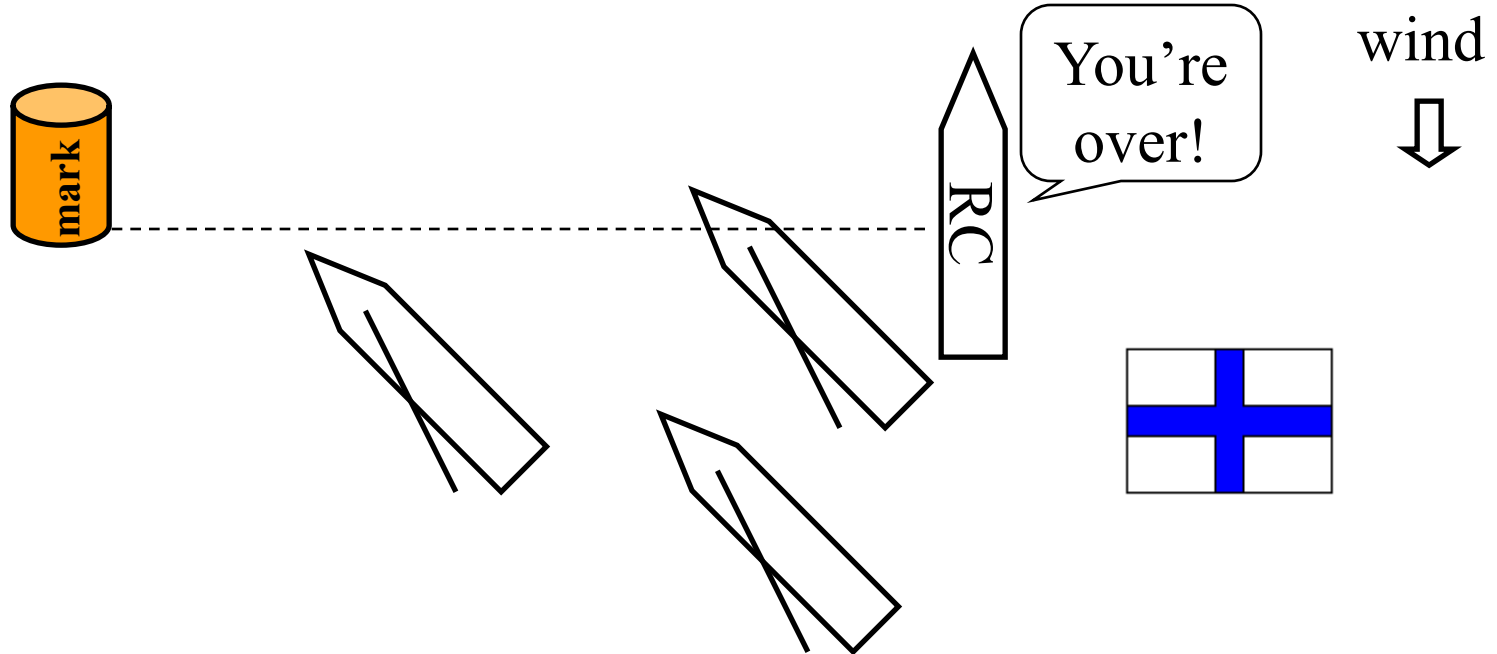
- Race Committee is free to leave station. No boats may start five minutes after their sequence.



RC Actions and Signals

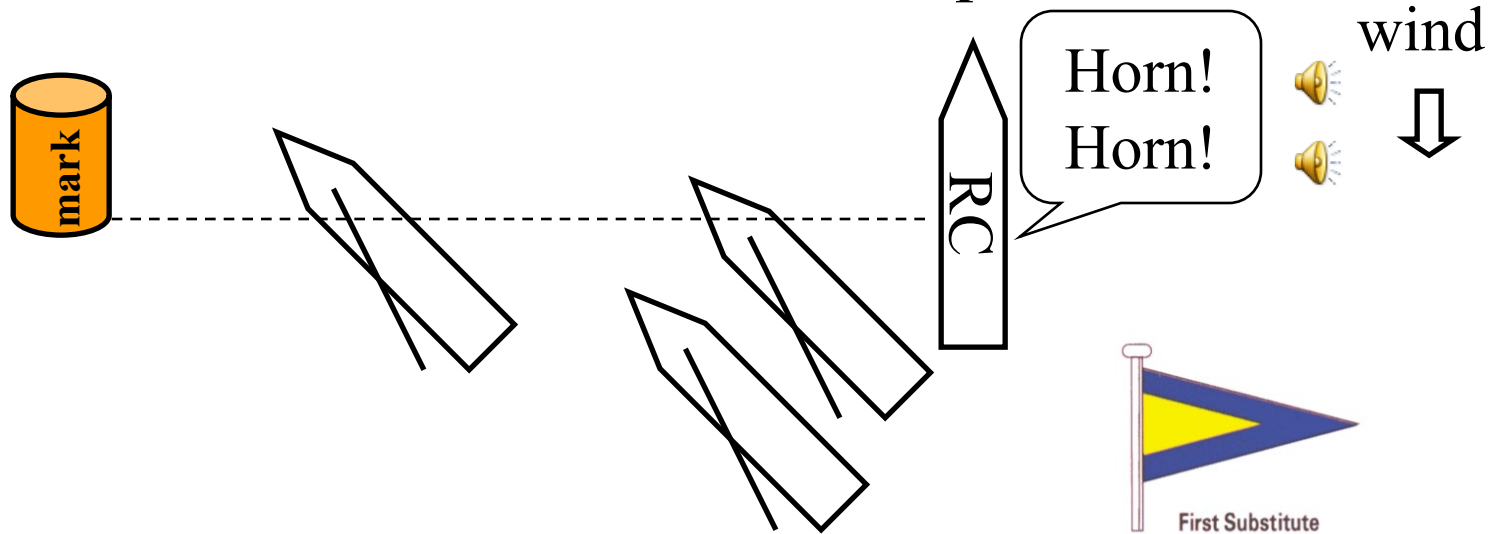
Race Procedures

- The RC will raise the X flag if a boat is over the line at the start. The RC will try to hail the boat verbally or on channel 72



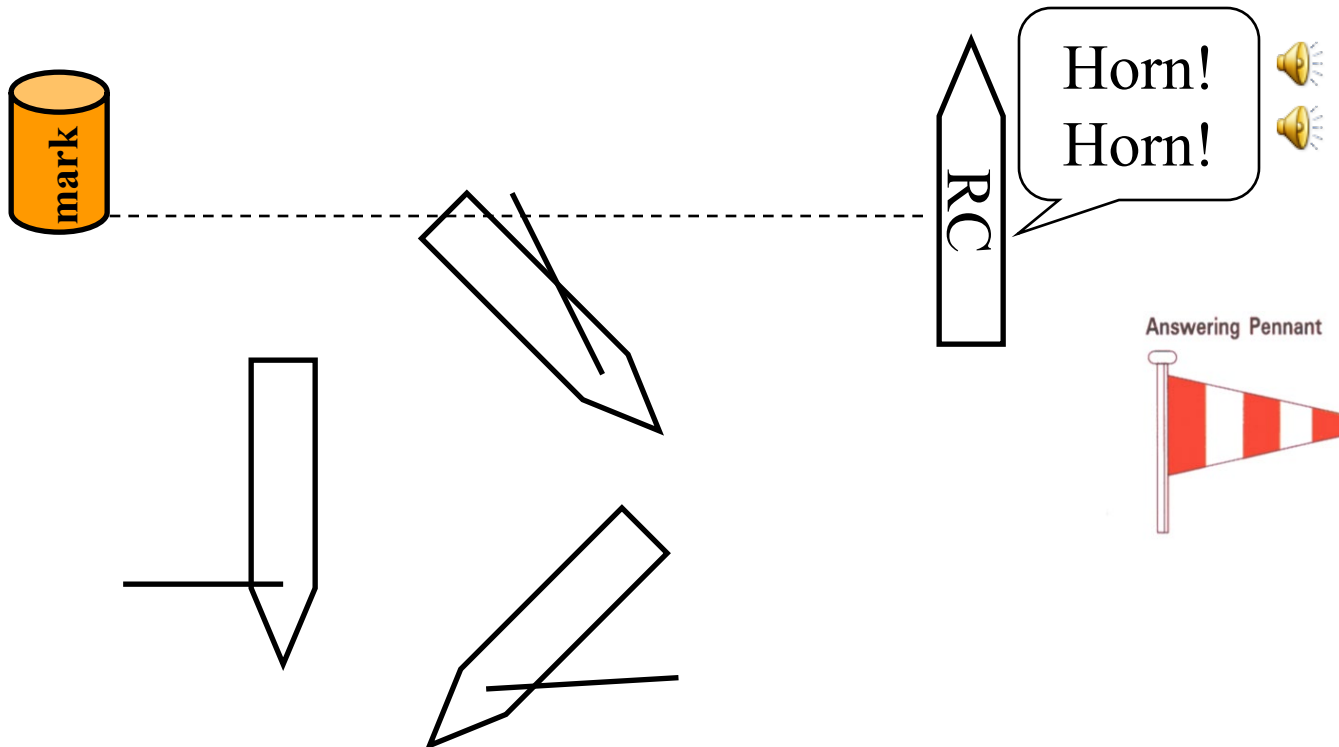
Race Procedures

- The RC may signal a general recall if many boats are over the line at the start. This fleet's starting sequence will be moved to the end of the sequences.



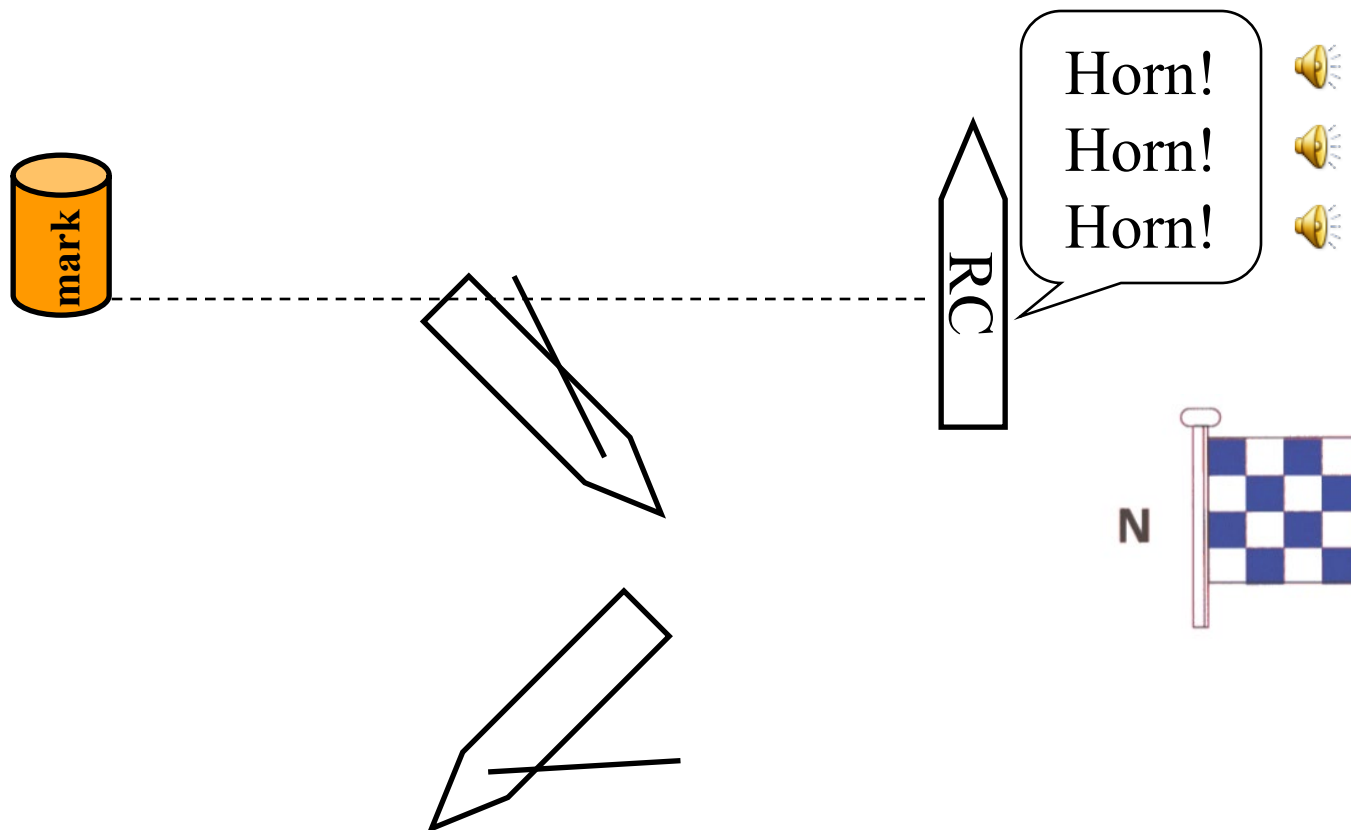
Race Procedures

- The RC may postpone the race for lack of wind, changing wind direction, etc. This flag will be announced with two short horn sounds.



Race Procedures

- The RC may abandon the race for lack of wind, storms, etc. The RC will sound three short sounds.



Big Things to Remember

- Make sure that you are registered for the series
- Make sure that you sign in before setting out for the course
- If you don't go out, make sure that you notify race committee.
- Make sure that you are carrying the proper safety and lighting equipment for your vessel.
- HAVE FUN!!!!