

TEAM CAPTAIN is NAME 1 - NOTE Incomplete details for any entrant will prevent entry of the whole team

SAILING RACE START TIME REQUEST

A Team may request a preferred Sailing Race Start time by numbering the following 1 to 5 in preferred order
 First preferred time is **not guaranteed**. The Games will confirm time with Captain.

Thursday	Friday	Saturday	Sunday
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2:30pm	12noon	3:45pm	1:30pm 8:30am

NAME 1

First Name	<input type="text"/>										Last Name	<input type="text"/>													
BIRTHDAY (Required)	Day	Month	Year	SEX	EMAIL ADDRESS	<input type="text"/>																			
MAILING ADDRESS Post Box or Street	<input type="text"/>										DAY PHONE Code and Number										<input type="text"/>				
Suburb or City	<input type="text"/>										State/Territory					Postcode									
<input type="text"/>										<input type="text"/>					<input type="text"/>										

NAME 2

First Name	<input type="text"/>										Last Name	<input type="text"/>													
BIRTHDAY (Required)	Day	Month	Year	SEX	EMAIL ADDRESS	<input type="text"/>																			
MAILING ADDRESS Post Box or Street	<input type="text"/>										DAY PHONE Code and Number										<input type="text"/>				
Suburb or City	<input type="text"/>										State/Territory					Postcode									
<input type="text"/>										<input type="text"/>					<input type="text"/>										

NAME 3

First Name	<input type="text"/>										Last Name	<input type="text"/>													
BIRTHDAY (Required)	Day	Month	Year	SEX	EMAIL ADDRESS	<input type="text"/>																			
MAILING ADDRESS Post Box or Street	<input type="text"/>										DAY PHONE Code and Number										<input type="text"/>				
Suburb or City	<input type="text"/>										State/Territory					Postcode									
<input type="text"/>										<input type="text"/>					<input type="text"/>										

NAME 4

First Name	<input type="text"/>										Last Name	<input type="text"/>													
BIRTHDAY (Required)	Day	Month	Year	SEX	EMAIL ADDRESS	<input type="text"/>																			
MAILING ADDRESS Post Box or Street	<input type="text"/>										DAY PHONE Code and Number										<input type="text"/>				
Suburb or City	<input type="text"/>										State/Territory					Postcode									
<input type="text"/>										<input type="text"/>					<input type="text"/>										

NAME 5

First Name	<input type="text"/>										Last Name	<input type="text"/>													
BIRTHDAY (Required)	Day	Month	Year	SEX	EMAIL ADDRESS	<input type="text"/>																			
MAILING ADDRESS Post Box or Street	<input type="text"/>										DAY PHONE Code and Number										<input type="text"/>				
Suburb or City	<input type="text"/>										State/Territory					Postcode									
<input type="text"/>										<input type="text"/>					<input type="text"/>										

Sailing Competition Rules

The regatta will be governed by:-

- i The ISAF Racing Rules of Sailing (RRS) for 2005-2009
- ii The safety regulations and the prescriptions of the Australian Yachting Federation
- iii The boating (safety Equipment) regulations - NSW
- iv "Sport Information" & "Games Information" available from the Corporate Games

(ESGO) refers to the Eastsail Games Official.

Event Format

There is one class: Sydney 36's.

A team is scheduled for a 3 race series. A series is completed in approximately 3 hours on one day.

The winner from each series qualifies for the Final series to be sailed on Sunday afternoon. The Final is a 3 race series.

If there is an insufficient number of boats for the final series a one race qualifier will take place between the lowest ranked series winners.

Competition Schedule

THURSDAY	Group 1	FRIDAY	Group 2	Group 3	SATURDAY	Group 4	SUNDAY	Group 5	Final
Check In from	1:00pm	Check In from	10:30am	2:15pm	Check In from	12:00noon	Check In from	7:00am	12:00noon
Briefing	1:30pm	Briefing	11:00am	2:45pm	Briefing	12:30pm	Briefing	7:30am	12:30pm
Depart dock	2:15pm	Depart Dock	11:45am	3:30pm	Depart dock	1:15pm	Depart dock	8:15am	1:15pm
Start Time	2:30pm	Start Time	12noon	3:45pm	Start Time	1:30pm	Start Time	8:30am	1:30pm

Race two & three in each series, start as soon as possible after completion of the proceeding race.

Crews and Race Officials

Sydney 36's: Maximum 9 crew per boat plus ESGO. A team forfeits if it does not have 7 crew on board not including the ESGO. All entrants must leave the dock at the scheduled departure time including crew to be changed between races. **Late arrivals will miss out.**

Each yacht will have a ESGO aboard during racing. The ESGO may take charge of the yacht whenever he/she deems necessary. Failure to immediately relinquish command to the ESGO will result in disqualification from the event and payment for any damage incurred from the incident.

The ESGO may not assist the crew or provide any race or tactical information.

Crew may be changed between races. The Games must be advised at check-in of these entrants. It is the responsibility of the boat's captain to inform the ESGO of a change of crew and bring the yacht close to the committee boat for transfer, in time for the start of the next race.

Liability

Attention is drawn to RRS Fundamental rule - "decision to race" which states "the responsibility for a boat's decision to participate in a race or to continue racing is hers alone".

"Damage to" or "Loss of" boats and equipment

The team captain will be required, at the briefing, to sign on behalf of the team an acknowledgement of the Competition Rules and an acceptance for loss or damage of equipment. It will be the determination of the umpire as to which boat is at fault in the event of a collision. The boats captain will be held at fault and responsible in the event of damage to the boat(s), fixtures or loss of equipment. Damage liability will be up to the excess payable as specified under the terms of the insurance policies of EastSail (\$4400.00)

Corporate Signage

Each yacht may display a company banner along the safety line max size 600mm x 2000mm. It is the responsibility of the crew to adequately fasten and to remove them after racing.

Yachts and Sail inventory

Yachts: One class Sydney 36's. Sydney 36's yachts are wheel steered.

Sail Inventory - selection of #2 genoa or #4 jib (can be poled out), mainsail with 2 reef points. There shall be no spinnakers used.

Yachts will be sailed as presented with no alteration or exclusions of any nature.

Team captains will draw for yachts at the Captains Briefing. Captain's not present will forfeit their draw. There will be no pre selection of a yacht.

Point Scoring

For each race in a series:

Sydney 36's

1st place	1 point
2nd place	2 points
3rd place	3 points
4th place	4 points
5th place	5 points
6th place	6 points

Teams not finishing a race receive 7 points

The number of boats in a race may vary.

The points received by each team from each of the 3 races are added to make the result of each series.

The team with the lowest points from each series qualifies for the final.

In the case of a tied points placing ISAF RRS Appendix A will be used.

Changes to Sailing Instructions

Alterations to sailing instructions can be made at the discretion of the Games Sport Organiser and will be published on the Games notice board located at the CYCA until 60 minutes of Race 1 of any series of races. Verbal instructions may also be given on the water by the umpire.

Racing area

The course will be within Sydney Harbour between the Harbour Bridge & Rose Bay.

The Course

As per the course diagram on the next page. The marks are: Start – W(P) – Wing(P) –L(P) –W(P) – Wing(P) –L(P) – W(P) – Wing(P) – Finish

Changes to course

Will be done verbally by the umpire or another race official.

Sailing Competition Rules CONT

Shortened Course:

A race can be finished at any mark. The committee vessel will attempt to communicate on VHF Channel 74 and will fly code flag "S" (white flag with blue centre) accompanied by two sound signals.

The Start

Races will be started as follows (this changes RRS 26 and 30). Times shall be taken from visual signals. Failure of sound signal shall be disregarded.

- 5 minutes before the start Code flag W (red, white, blue squares) with one sound
- 4 minutes before the start Code flag P (blue flag with white centre) or I (yellow flag with black centre) or black flag displayed with one sound
- 1 minute before the start Code flag P or I or black flag removed with one long sound
- Sydney 36's start Code flag W removed with one sound

No legs over the side until after a boat has started.

Starting and Finishing Line

The start line will be between the flag mast on the committee vessel and a red mark at the port end of the line.

The finishing line will be between the flag mast on the committee vessel and the relevant Mark at the other end.

A crowding safety mark may be laid near to or streaming from the committee vessel. Yachts shall not touch this mark or sail between it and the committee vessel.

Reporting

All yachts to report to the committee boat prior to the start and in the instance of a retirement

Protests and on water judging

A boat may protest by both displaying a red flag and hailing "protest" immediately and clearly identifying the protest to the protest boat by arm signal.

The umpire will adjudicate the protest by making the following signals, accompanied by a whistle or loud hailer:-

- Green flag No infringement. Incident NOT observed.
- Red flag Upheld - protested boat to make a one turn consisting of a tack and jibe without interfering with other racing boats immediately
- Black flag DSQ

Yachts failing to respond to the umpire's penalty shall be disqualified.

Yachts protesting without observation by the umpire shall have no rights to further protest.

There shall be no racing protests of any nature after the race is over.

The decision made by the umpire is final.

Amends RRS 60.1(b)

Alcohol is not permitted aboard the yachts.

Strong Wind Warning

The umpire may determine and advise any changes of the sail configuration. If Code flag Q (yellow flag) is displayed all boats must reef mainsail and change to jib immediately.

Note this flag is not in accordance with the normal RSS rule.

Commercial Shipping

Maritime NSW regulations specify that yachts must not interfere with the commercial shipping of the port.

Yachts must be so navigated as to keep clear of ferries displaying an Orange diamond shape above the wheelhouse.

Yachts found to have been interfering with commercial shipping will be disqualified.

Flags refer to the above for flag usage

- Code Flag W Red, White, Blue squares
- Code Flag P Blue flag with White centre
- Code Flag I Yellow flag with Black centre
- Code Flag S White flag with blue centre
- Code Flag J Blue, white, blue horizontal strips

Code Flag Q Yellow flag

Umpire Flags

- Green flag No infringement. Incident NOT observed.
- Red flag Upheld (see above)
- Black flag DSQ

GOOD LUCK!

Sydney Harbour - Course Details

Course may change depending on wind direction

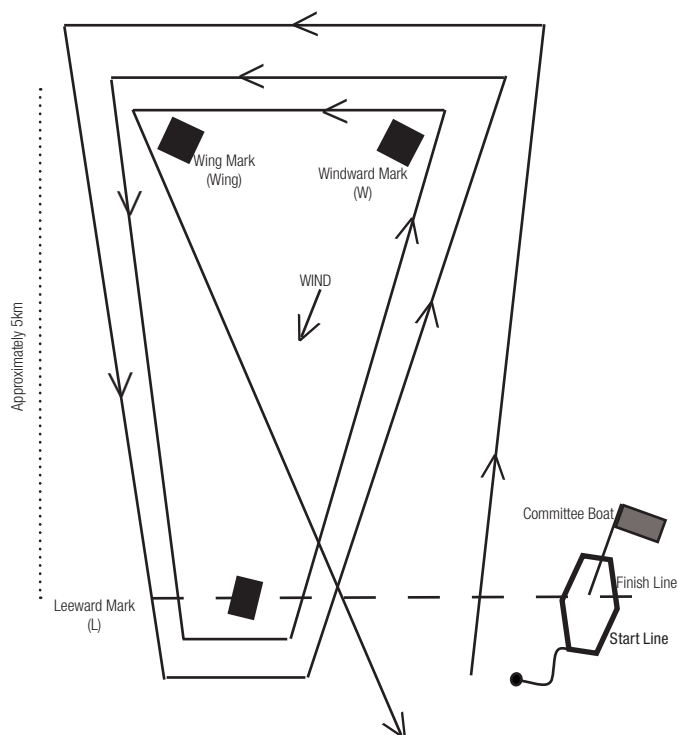


Diagram not to Scale

