



2017 CRISSY FIELD SLALOM SERIES

Crissy Field

Saturday May 13, Saturday June 10, Saturday July 15 and
Saturday August 26

SAILING INSTRUCTIONS

1. RULES

The regatta shall be governed by [The Racing Rules of Sailing](#).

2. ENTRIES

Eligible sailors shall complete registration online

(<http://www.crissyfieldslalomseries.com>) prior to racing.

2.1 A competitor must register for one of the following 3 divisions:

A Fleet Slalom: Boards shall be no wider than 93cm and sails shall be no larger than 10 square meters;

B Fleet Slalom: no equipment restrictions;

C Fleet Sport: no equipment restrictions; (run only on June 10 & July 15)

3. COMMUNICATION WITH COMPETITORS

3.1 Official Notices will be posted on the CFSS notice board which shall be located on the beach with the Beach Master.

3.2 On each race day, a competitors' Briefing will be held at 2 pm at picnic benches near the windsock at Crissy Field.

3.3 Any changes in the sailing instructions will be announced orally and posted on a notice board on shore before the first race in which they are to take effect.

4. SCHEDULE OF RACES

4.1 The scheduled time of the warning signal for the first race each day is 3pm.

4.2 Racing will be held on the following dates Saturday May 13, Saturday June 10, Saturday July 15 and Saturday August 26

4.3 There will be an attempt to run up to 20 races each race day with 10 races each for both A and B fleets. There will be a 30 min break for both fleets after each fleet has completed 5 races.

4.4 The Sport Fleet will race a figure 8 course as the wind allows

5. RACING AREA

Races will be conducted on the San Francisco City Front from Anita Rock to the H-Beam marker just West of the St. Francis Yacht Club. The figure 8 course will be between Crissy Field & a buoy set north of Anita Rock

6. COURSES

The Beach Master will announce the course at the competitors' briefing. Please refer to Appendix A for course diagrams:

Course 1: High Wind

1. Start between RC Boat & Red Buoy set North of Anita Rock
2. Round AR Buoy (Port)*
3. Round M1 (Starboard)
4. Round M2 (Port)
5. Round M3 (Starboard)
6. Finish between M5 and closest point on shore

Course 2: Light Wind

1. Start between RC Boat set West of AR Buoy & AR Buoy**
2. Round M1 (Port)
3. Round M2 (Starboard)
4. Round M3 (Port)
5. Round M4 (Starboard)
6. Finish between M6 and closest point on shore

Course 3: Sport Fleet Figure 8

1. Beach Start off Crissy Field
2. Round Buoy 1 to starboard
3. Round Buoy 2 to port
4. Repeat as many times as possible for each 15 min race. Beach Master will record # of laps of each sailor. The sailor with the most number of laps after 15 min of racing is the winner.

*In case the AR Buoy is absent, the RC will set a mark "M0" which shall be rounded to Port.

** In case the AR Buoy is absent, the RC will set a red ball buoy as the pin end of the starting line.

7. THE START

7.1 The Starting Line is illustrated in the course diagram and described in section 6.

7.2 A competitor shall not start later than 2 minutes after her starting signal. A competitor that starts later than 2 minutes after her starting signal shall be scored DNS. This changes RRS 35.

7.3 A fleet flag shall be displayed on the RC/Start Boat to designate between Fleet A or Fleet B:

7.4 A 3 minute starting sequence will be used as follows:

@3 min: 3 quick horns & Fleet flag up (A or B)

@2 min: 2 quick horns & Prep flag up (Solid Blue)

@1 min: 1 quick horn - Prep Flag down (Solid Blue)

@Start: 1 long horn - Fleet flag down (A or B)

7.5 Individual Recalls are signaled by 1 extra horn immediately after start and a hail by the RC of the board or boards over early.

General Recall shall be signaled by a series of 3 or more repetitive horn blasts with a restart as soon as feasible. This changes RRS 29.

7.6 The beach master will use a 1 min countdown for the sport fleet course. All competitors must be onshore with their feet in dry sand at the start of the race

7.7 If a sport fleet salor has left the beach before his or her start, they will be disqualified. They may exonerate themselves by returning the beach and chugging a beer from the beach master, then continue the race.

8. THE FINISH

Finish between the H-Beam and the closest point on shore - See Course Diagram.

9. TIME LIMIT FOR EACH RACE

9.1 Competitors failing to finish within 5 minutes after the first competitor sails the course and finishes will be scored Did Not Finish (DNF) without a hearing. This changes rules 35, A4 and A5.

10. PROTESTS AND REQUESTS FOR REDRESS

10.1 Protests and requests for redress shall be written on Standard US SAILING Protest Forms. Protest Forms are available from the Beach Master, and shall be lodged with the Race Officers within 60 minutes of the finish of the last board in

the last race of the day.

10.2 The protest committee will attempt to hear protests after the day's racing.

11. DAILY SCORES

11.1 One race must be completed to constitute a series.

11.2 If five or more races are completed for a fleet, a competitor may discard her worst single race score for that day. If 10 races are completed for a fleet, a competitor may discard her worst 2 race scores for that day.

11.3 The Scoring System described in Appendix B will be used as modified below:

DNF (Did Not Finish) = Number of Starters + 1

DNS (Did Not Start) = Number of Starters + 1

DSQ (Disqualified) = Number of Starters + 2

RAF (Retired After Finish) = Number of Starters + 1

DNC (Did Not Compete) = Total Number of Series Registrants + 1

12. SERIES SCORES

12.1 Competitors must register and pay for the entire series by June 10, 2017 to be eligible for overall series scoring.

12.2 Throw-outs - There will be 1 throw-out day for the Season Series.

13. DISPOSAL OF WASTE OR TRASH

Rule 55 will be enforced with extreme prejudice.

14. PRIZES

Prizes will be awarded at the end of series based on participation.

APPENDIX A – CFSS Course Diagrams