



SNO YOUTH CUP Grade 2

2 to 5 of May 2024

SAILING INSTRUCTIONS (SI)


Abbreviations:

PC – protest committee	RC – race committee
OA – organizing authority	NA – national authority
RRS – racing rules of sailing	SI – sailing instructions
IJ – international jury	NoR – notice of race
ONB – official notice board	RCV – race committee vessel
PRO – principal race officer	

1 RULES

- 1.1 The event is governed by the rules as detailed in NoR 7.
- 1.2 When the umpires proceed under RRS C8.6 they will be guided by SI Addendum E.
- 1.3 Further to NoR, the RRS is changed as follows:
 - (a) When flag AP is displayed ashore, ‘1 minute’ is replaced with ‘not less than 15 minutes in Race Signals AP.’
 - (b) RRS 32 is deleted and replaced with: ‘After the starting signal, the RC may abandon any match for any reason, after consulting with the match umpires when practical.’
 - (c) Within a flight, when a visual signal is displayed over a numeral pennant, the signal applies to that match only. This changes Race Signals.

2 CHANGES TO SAILING INSTRUCTIONS


- 2.1 Any change to the SI will be posted before 30 minutes on the day it will take effect, except that any change to the schedule of races will be posted by 19.00 on the day before it will take effect.
- 2.2 Flag L  over the numeral pennant of the most recent amendment will be displayed ashore on the day it will take effect until the boats have departed for the race course.
- 2.3 Changes to a SI may be made on the water. These will be signalled by the display of flag 3rd substitute with three sound signals from the RCV. An umpire may communicate these RC changes either verbally or in writing.

3 COMMUNICATIONS WITH COMPETITORS

- 3.1 Notices to competitors will be posted on the ONB which is located at “Club house SNO-Nantes”.
- 3.2 Signals made ashore will be displayed from the pole in front of the club house.
- 3.3 A daily briefing for skipper will be at 09.00.

4 BOATS AND SAILS

- 4.1 Boats will be identified by numbers.
- 4.2 The mainsails shall display letters or skipper’s names as provided by the OA.
- 4.3 The sail combination to be used will be signalled from the RCV with or before the attention signal. The signals will have the following meanings:

<u>Signal</u>	<u>Sail combination to be used</u>
No signal	full mainsail, jib and spinnaker
Flag R 	full mainsail, jib, no spinnaker

5 FLIGHTS AND MATCHES

Further to NoR 10:

- 5.1 The list of eligible skippers is detailed in SI Addendum A. See after for the match pairing lists by draw.
- 5.2 The next flight number will be displayed on the RCV.
- 5.3 The PRO may change the order of matches within a flight to allow starts to be brought forward to eliminate blank starts or to add a delayed match start to the end of a flight. The RC, or an umpire on behalf of the RC, will advise competitors of any such change verbally.

6 COURSES

- 6.1 Configuration (not to scale)



Windward Mark – W o

Leeward Gate – L Ls o o Lp

Start/Finish Line o-----▲

- 6.2 Signals and Course to be Sailed Course signals will be displayed from the RCV bow.


Mark W shall be rounded to starboard. In the event one gate mark is missing, the remaining mark shall be rounded to starboard.

<u>Signal</u>	<u>Course</u>
No Signal*	Start - W – Ls/Lp - W - Finish
 S	Start - W – Finish
 T	Start – W – Ls/Lp – W – Ls/Lp – W - Finish

7 MARKS / STARTING AND FINISHING LINE

- 7.1 Mark W, LP, LS are **yellow cylindrical** marks.
- 7.2 There is 3 windward mark (Red, White and Yellow). The Yellow is the original mark.
- 7.3 When looking up the course, the starting and finishing line is between a staff displaying an orange flag on the RCV at the starboard end and the course side of a **white cylindrical** mark at the port-end.

8 CHANGE OF THE NEXT LEG OF THE COURSE

- 8.1 To change the next leg of the course, the RC will lay a new mark Red or White.
RRS 33 and Race Signals are changed as follows:
 - (a) Flag P and a coloured flag or board means: “The windward mark has been changed. Sail to a mark the same colour as the flag or board.”
 - (b) When a change of course after starting only affects some matches, these will be designated by the appropriate numeral pennant.
- 8.2
 - (a) When a change of course is made for the first leg, the signal will be displayed from the RCV with the preparatory signal for each match affected. The preparatory signal will be followed by a series of repetitive sound signals. The flag or board of the new mark will be removed at starting signal.
 - (b) When a change of course is signalled after the first leg it will be displayed from a boat in the vicinity of mark L. Flag C  and the coloured flag or board means : “The windward mark has been changed. Sail to a mark the same colour as the flag or board.”

9 OBSTRUCTIONS

A number of buoys can be laid close to the shorelines. Each group of buoys constitutes an obstruction. While racing, no part of a hull shall cross the imaginary straight line between any two adjacent buoys on the same side of the course.

A breach of this sailing instruction is not open to protest by boats but is subject to action by umpires in accordance with RRS C8.2. This changes RRS C6.2 and C8.2.

10 BREAKDOWN and TIME FOR REPAIRS

- 10.1 Before the attention signal of a flight or within two minutes of finishing or within five minutes of changing into a new boat, whichever is later, a boat may display a white flag to signal breakdown or damage to the boat, her sails or injury to her crew and request a delay to the next start. She shall proceed as soon as possible to a position just to leeward of the RCV and remain there, unless otherwise directed.
- 10.2 The time allowed for repairs will be at the discretion of the RC.
- 10.3 After the attention signal of a flight, a match will not be postponed or abandoned due to breakdown unless the breakdown signal was displayed as required by SI 10.1.
- 10.4 Except when RRS 62.1(b) applies, failure to effect repairs in the time allowed, or breakdowns after the attention signal shall not be grounds for redress. This changes RRS 62.

11 TIME LIMIT

- 11.1 A boat that does not Finish within 5 minutes after her opponent has Sailed the Course will be

scored zero point. This changes RRS 35.

12 RISK STATEMENT

Refer to NoR 16.

SI ADDENDUM A
LIST OF ELIGIBLE SKIPPERS

	SKIPPERS	Countries	Youth Ranking
1	ROSSI TIMOTHEE	FRA	3
2	ACKERMANN NOE	FRA	12
3	WESTERLING THEO	SWE	24
4	ALLIX MARTIN	FRA	28
5	DAMODIO JULIA	FRA	61
6	SPOSATO DEMETRIO	ITA	67
7	SIDELMANN JOHANNES	DEN	80
8	DECLERCK ALEXANDRE	FRA	97
9	SUNDERLAND RUBBY	GBR	NC
10	HILL WILLIAM	MRI	NC

SI ADDENDUM B – EVENT FORMATS

FORMAT 1: INTENDED FORMAT

Stage 1 – Round Robin

Each skipper will race against each other skipper once (single Round Robin).

The top eight skippers from Stage 1 will be qualified for stage 2.

The skippers ranked 9th to 10th will advance to Stage 5 (King of Castle).

Stage 2 – Quarter-finals

The 8 skippers selected in the first Stage (RR1) will be allocated to matches according to the following principle :

- (a) The highest placed skipper from Stage 1 shall choose his opponent among the 7 others qualified skippers from Stage 1 for match 1.
- (b) The next highest-ranked skipper in RR1 (who has not yet been chosen) chooses his opponent from among the remaining skipper for match 2, and so on.
- (c) The first four skippers in each match to score at least three points shall proceed to the Stage 3 semi-final.
- (d) The losers of each match shall proceed to the Stage 5 ranking 5th to 10th place : King of Castle

Stage 3 - Semi-finals

- (a) The highest placed skipper from Stage 1 shall choose his opponent among the 3 other qualified skippers from Stage 2.
- (b) The remaining two skippers will race together.
- (c) The first two skippers to score at least 3 points shall proceed to the Final. The losers of the semi-finals will sail the Petite Finale.

Stage 4 – Final and Petite Finale

- (a) Final :The first skipper to score at least 3 points will be the winner of the Final.
- (b) Petite Finale: The first skipper to score at least 2 points will be winner of the Petite Finale.

Stage 5 – Ranking 5th to 10th place: King of Castle

- (a) Skippers ranked 9th to 10th in the Stage 1 (RR1), and the 4 skippers who did not reach the semi-finals will compete in the "King of Castle":
- (b) The skipper ranked 10th in RR1 will race the skipper ranked 9th in RR1.
- (c) The winner of this match then meets the lowest ranked skipper in RR1 and so on.
- (d) The best ranked skipper in RR1 will be starboard entry.

FORMAT 2: REDUCED FORMAT

If the conditions don't allow to complete properly the "Intended format", the PRO may take the decision to use the "Reduced format". The decision can be made before the beginning of the Round robin, at any moment during the Round Robin or after completion of the Round Robin.

Stage 1 – Round Robin

Each skipper will race against each other skipper once (single Round Robin).

The winner of the Round Robin will be qualified for Stage 3 Semi-finals.

The skippers ranked 2nd to 7th from stage 1 will be qualified for Stage 2 Quarter-finals

The skippers ranked 8^h to 10th will advance to Stage 5 (King of Castle).

Stage 2 – Quarter-finals

The 6 skippers selected after Stage 1 (Round Robin) will be allocated to matches according to the following principle :

- (a) The highest placed skipper from Stage 1 shall choose his opponent among the 5 other qualified skippers from Stage 1 for match 1.
- (b) The next highest-ranked skipper from Stage 1 (who has not been chosen yet) chooses his opponent from among the remaining skippers for match 2, and so on.
- (c) The first three skippers in each match to score at least three points shall proceed to Stage 3 semi-finals.
- (d) The losers of each match shall proceed to the Stage 5 ranking 5th to 10th place : King of Castle

Stage 3 - Semi-finals

- (a) The highest placed skipper from Stage 1 shall choose his opponent among the 3 other qualified skippers from Stage 2.
- (b) The remaining two skippers will race together.
- (c) The first two skippers to score at least 3 points shall proceed to the Final. The losers of the semi-finals will sail the Petite Finale.

Stage 4 – Final and Petite Finale

- (a) Final : The first skipper to score at least 3 points will be the winner of the Final.
- (b) Petite Finale: The first skipper to score at least 2 points will be winner of the Petite Finale.

Stage 5 – Ranking 5th to 10th place: King of Castle

- (a) Skippers ranked 8th to 10th in the Stage 1 (RR1), and the 3 skippers who did not reach the semi-finals will compete in the "King of Castle":
- (b) The skipper ranked 10th in RR1 will race the skipper ranked 9th in RR1.
- (c) The winner of this match then meets the lowest ranked skipper in RR1 and so on.
- (d) The best ranked skipper in RR1 will be starboard entry.

SI ADDENDUM C – HANDLING of BOATS

1 GENERAL

[NP] Other restrictions or instructions may be given to the boats verbally by the RC or via an umpire. Flag 3rd substitute is not required.

2 [NP] PROHIBITED ITEMS and ACTIONS

Except in an emergency or in order to prevent damage or injury, or when directed by an umpire otherwise, the following are prohibited:

- 2.1 Any additions, omissions or alterations to the equipment supplied.
- 2.2 The use of any equipment for a purpose other than that intended or specifically permitted.
- 2.3 The replacement of any equipment without the sanction of the RC.
- 2.4 Sailing the boat in a manner that it is reasonable to predict that significant further damage would result.
- 2.5 Moving equipment from its normal stowage position except when being used.
- 2.6 Boarding a boat without prior permission.
- 2.7 Taking a boat from its berth or mooring without having paid the required damage deposit or having permission from the RC, or, on race days, while ‘AP’ is displayed ashore.
- 2.8 Hauling out a boat or cleaning surfaces below the waterline.
- 2.9 Marking directly on the hull or deck with permanent ink, or using any tape that leaves a residue/ use of duct tape.
- 2.10 Using a flattener as a reef or using a reef line as an outhaul.
- 2.11 *Unused.*
- 2.12 Cross winching foresail sheets.
- 2.13 Omitting any headsail car or turning block before sheeting onto a winch.
- 2.14 Adjusting or altering the tension of standing rigging, excluding the backstay.
- 2.15 Using a winch to adjust the mainsheet, backstay or vang.
- 2.16 Using the spinnaker pole to wing out the foresail.
- 2.17 Attaching lines to the fabric of spinnakers.
- 2.18 Perforating sails, even to attach tell tales.
- 2.19 Radio transmission (including mobile telephones), except to report damage or in response to a request from the RC.
- 2.20 The use of electronic equipment, unless permitted by SI C3.1.
- 2.21 After the starting signal and while sailing close hauled for more than a few seconds, the main boom position shall be controlled only by using the mainsheet as it exits the block on the cockpit floor, and the vang.
- 2.22 The use of the shrouds (including any inner shrouds) above the lower bottle screw (turnbuckle) to facilitate tacking or gybing, or to aid the projection of a crew member outboard is prohibited.
- 2.23 The use of the coach roof handrails and backstay to facilitate tacking or gybing, or to aid the projection of a crew member outboard is prohibited.
- 2.24 A breach of SI B 2.21, 2.22, 2.23 is subject to action by Umpires in accordance with RRS C8.2. This changes RRS C6.2 and C8.2.

3 PERMITTED ITEMS and ACTIONS – the following are permitted:

- 3.1 Taking on board the following equipment:

- (a) basic hand tools
- (b) adhesive tape
- (c) line (elastic or otherwise of 4 mm diameter or less)
- (d) marking pens
- (e) tell tale material
- (f) hand held compasses, watches, timers and small personal video devises such as GoPro
- (g) shackles and clevis pins
- (h) velcro tape
- (i) bosun's chair
- (j) spare flags

3.2 Using the items in 3.1 to:

- (a) prevent fouling of lines, sails and sheets
- (b) attach tell tales
- (c) prevent sails being damaged or falling overboard
- (d) mark control settings
- (e) make minor repairs and permitted adjustments
- (f) make signals as per Appendix C6
- (g) personal safety

3.3 Fixing a spinnaker sheet catcher at the bow, providing that it does not extend the length of the boat more than 100 mm and does not require any repair after removal.

3.4 Changing the number of mainsheet purchases.

4 MANDATORY ITEMS and ACTIONS – the following are permitted:

4.1 The completion of a written damage report before leaving a boat and submitting it to the RC, even if no damage or loss is recorded. Reports shall include any evidence of matters which could cause damage or disadvantage to the boat in future matches. When boat swaps are carried out on the water, the report should be made verbally to the RC as soon as possible.

4.2 At the end of each sailing day:

- (a) folding, bagging and placement of the sails as directed
- (b) leaving the boat in the same state of cleanliness as when first boarded that day
- (c) releasing backstay tension

4.3 At the end of the final day for a particular boat, cleaning the boat (cabin and decks), removing all trash and removing all tape and marks.

4.4 Any request to alter, in any way, the equipment on a boat shall be in writing and worded to permit a yes/no answer.

4.5 Complying with any regulations, including speed restrictions and navigation marks, while leaving or returning to the berth or mooring.

4.6 Leaving the engine gear lever in the reverse position while racing.

4.7 A breach of items 4.2 and 4.3 will be considered as damage and the cost of rectification will be deducted from the damage deposit.

SI ADDENDUM D – EQUIPMENT LIST

The following non-fixed items, provided by the OA, are to be carried on board at all times in their designated place while sailing. Any loss shall be reported on the daily damage report.

SAILS and SAILING EQUIPMENT

Mainsail and set of battens
Small headsail
Spinnaker
One winch handle
One spinnaker pole
Two spinnaker sheets
Two headsail sheets
Tiller extension
Genoa cars

SAFETY GEAR

NONE

TOOLS

Any supplied tools

GROUND TACKLE

NONE

MOORING LINES and FENDERS

Two mooring lines
Two fenders

GALLEY EQUIPMENT

Lunch box
As provided by the organizers

FUEL and WATER

As provided by the organizers

SI ADDENDUM E – DAMAGE PENALTIES

Match Racing Penalties for Damage resulting from contact between boats

Appendix C6.6 and C8.6 permits the umpires or PC to decide the penalty when a boat breaks RRS 14. This document explains how damage will be assessed and gives general guidance on the appropriate penalty. When the PC has good reasons to do so, it may apply a different penalty.

Damage will be divided into 3 levels as shown in the following table:

Level	Extent	Effect
Level A Minor Damage	- Does not significantly affect the value, general appearance or normal operation of the boat.	Boat may race without repair although some minor surface work may be required after the event. Repairs should not normally require more than 1 hour of work.
Level B Damage	- Affects the value and/or general appearance of the boat	The damage does not affect the normal operation of the boat in that race but may need some (temporary) work before racing again. Requires more than 1 hour of work but should not normally require more than 3 hours of work.
Level C Major Damage	- The normal operation of the boat is compromised and its structural integrity may be impaired.	The boat will need some repair work before racing again. Requires more than 3 hours of work.

Point Penalties - to be applied without a hearing (this amends RRS C8.6);

Level	Round Robin	Knock Out
A	None	None
B	Half point	Three quarters of a point
C	One point	One point

When both boats break RRS 14, they should both receive a points penalty. If a competitor requests a hearing when a points penalty is imposed, the PC may decide (in the hearing) to give a greater penalty.

Deductions from Damage Deposits

The assessment of damage level is only for the purpose of points penalties, and is not linked to any deductions from the competitor's damage deposits.

Any points penalty will be based on the assessment of damage level made on the water. Subsequent assessments of the damage level after closer inspection, whether the level turns out to be higher or lower, will have no effect on the points penalty given on the water.