



1. RULES

- 1.1. The regatta will be governed by the 'rules' as defined in the Racing Rules of Sailing. Green fleet competitors will be governed by the World Sailing Introductory Rules of Sailing.
- 1.2. The person entering the boat and the crew shall be a financial member of a sailing club affiliated with Australian Sailing.
- 1.3. The amendments to the Racing rules listed in item 2 of the Notice of Race shall apply.
- 1.4. Classes sailed under an Australian Sailing yardstick or as one design must comply with appropriate class rules. Modification percentages from the Australian Sailing yardstick table will be applied to altered vessels. The club handicapper may assign handicaps to boats without a yardstick.
- 1.5. TSC will be operating under the ClubOps Sailor App. Sign ON/OFF must be completed through the Sailor App system or in person at the registration desk.
- 1.6. Bow Numbers may be supplied to each competitor and, if so, will be required to be displayed on **each boat for the purposes of starting and finishing.**

2. NOTICES TO COMPETITORS

- 2.1. Notices to competitors will be posted on the official notice board(s) located upstairs at the TSC. Copies may be posted on the TSC website and through the SailorApp.
- 2.2. All Green Fleet competitors are to receive and follow instructions from Green Fleet Race Officer.



2.3. The SailorApp is freely available for download and install for both iOS and Android:

iOS:



Android:



3. CHANGES TO SAILING INSTRUCTIONS

3.1. A briefing may be conducted at the TSC clubhouse prior to each session of races. Oral changes to the sailing instructions may be given at that time and if so given will be deemed to have been given to each boat. Amends RRS 89.2(c). Changes to sailing instructions will also be posted on the regatta notice board located upstairs at the club house.

4. SIGNALS MADE ASHORE

4.1. Signals made ashore will be displayed on the TSC flagpole.

4.2. When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 30 minutes' in race signal AP.

5. SCHEDULE OF RACES

5.1. Racing for the North Queensland Sprint Championships is scheduled as follows:

Saturday 30th Sept 2023

Registration 0900 to 1100 hrs at TSC

Briefings 1200 hrs at TSC

Sprints not before 1400 hrs on Cleveland Bay

Green Fleet 1330

Sunday 1st Oct

Briefing 0900 hrs at TSC (if required)

Sprints approx. 1020 hrs (as soon as practicable after the Magnetic Island race has cleared) on Cleveland Bay; and

Not before 1400 hrs on Cleveland Bay

Monday 2nd Oct

Briefing 0900 hrs at TSC (if required)

Sprints not before 1000 hrs Monday 2nd Oct on Cleveland Bay

Presentations 1400 hrs (once the PRO has finalised results)

5.2. Racing for the Magnetic Island Marathon is scheduled as follows:

Sunday 1st Oct

Briefing 0900 at TSC (if required)

Magnetic Island Race no earlier than 1000 with start times as follows:

Catamarans (AS yardstick 72 and greater) – No earlier than 1000



Catamarans (AS yardstick under 72) – No earlier than 1010

- 5.3. For the NQ Sprint, the numbers of races scheduled is as many as the Principal Race Officer shall in his absolute discretion decide but shall be as many as possible in any given race session.
- 5.4. When more than one race (or sequence of races, for two or more classes) will be held on the same day, the warning signal for each succeeding race will be made as soon as practicable. Note that more than one class may start together.

6. CLASS FLAGS

- 6.1. Class flags will be described at the briefing after classes of boats have been finalised.
- 6.2. Note that some fleets may be combined under the one class flag. This will be notified at the briefing. If deemed that in the race committee's absolute discretion, the number of boats entered in any one class is insufficient to constitute a fleet, those entries will race in a mixed fleet and an appropriate yardstick calculation applied to the results.

7. RACING AREAS

- 7.1. Green Fleet will be as described in Green Fleet SI's.
- 7.2. The racing area for the North Queensland Sprint Regatta will be on Cleveland Bay Townsville in the area within two nautical miles of The Strand outside of the Green Fleet course.
- 7.3. The racing area for the Magnetic Island Race will be the Partially Smooth Waters of Cleveland Bay in the vicinity of The Strand, Magnetic Island and West Channel.
- 7.4. Off the beach Sprint series competitors are advised that you will be transiting through Green Fleet. As many of the Green Fleet are inexperienced, take additional care if they are in the area.

8. THE COURSES

- 8.1. Green Fleet: As per SI's.
- 8.2. Sprint Races: The course for the sprint races will be a triangular or windward / leeward course of one or two laps. The start line will be approximately 150 m downwind of the common bottom mark. The finish line will be located across the breeze from the bottom mark in a "Hollywood style" finish. Refer to Appendix A for diagrams of courses.
- 8.3. The configuration of the Sprint Race courses will be shown by reference to the flags on the start vessel:
 - Code Flag G (yellow & blue vertical stripes) will indicate a windward / leeward course.
 - Code Flag O (yellow and red triangle) will indicate a triangular course.
 - A numeral pennant '1' or '2' or a '1' or '2' on a white board on the start boat will indicate the number of laps
- 8.4. All Sprint Race courses will be Port roundings. The starter may display a red flag to indicate the direction of rounding.
- 8.5. Course for the Magnetic Island Race will be as detailed in Appendix A:
 - Start – all Townsville Harbour shipping channels (S) – Orchard Rocks (P) – White Rock (P) – West Point (P) – Middle reef markers (P) – to finish as described in Sailing Instruction para 11.3 (for catamarans at sprint finish line; for yachts by hooking around Breakwater Marina Channel outer beacon to Port).
 - Yachts are to contact the designated committee boat on 71 when approximately one mile from the finish line and as they cross the finish line to identify themselves.



9. MARKS

9.1. Marks will be red, orange or yellow portable marks as defined at the briefing.

10. THE START

10.1. Green Fleet: As per SI's.

10.2. Races will be started by using RRS 26 with the warning signal made 3 minutes before the starting signal:

- Warning/Preparatory – 3min – 1 Sound – Class Flag raised
- Preparatory Flag – 2 min – 1 Sound (Code Flag P, I, Z, or Black Flag) raised
- 1 Minute – 1min – 1 Sound – Preparatory Flag removed
- Start – 0min – 1 Sound – Class Flag removed

10.3. The start signal of one class may be the warning signal for another class in whatever order and at whatever interval the PRO decides in his discretion provided however that the warning signal of any fleet may be postponed with or without the AP flag if the starter so desires.

10.4. The starting line will be between the orange flag on the start boat and the starting mark.

10.5. Boats whose warning signal has not been made shall avoid the starting area.

10.6. A boat starting later than 3 minutes after her starting signal will be scored Did Not Start. This changes rule A4.1.

11. THE FINISH

11.1. Green Fleet: As per SI's.

11.2. For the North Queensland Sprint, the finishing line will be between a blue finish flag on the finish boat and the outer finish mark. The finish line will be located across the breeze from the bottom mark in a "Hollywood style" finish, requiring boats to reach for a short period to the finish. Boats finishing shall pass between the finish boat and the finish mark.

11.3. The finish for the Magnetic Island Race will be:

- Yachts – Between the designated committee boat and Starboard Breakwater Marina channel beacon.
- Off the beach competitors in accordance with clause 11.2 Confirm.

12. PENALTY SYSTEM

12.1. Rule 44.1 & 44.2 are changed so that the Two Turn Penalty is replaced by a One Turn Penalty.

13. TIME LIMITS

13.1. Green Fleet: As per SI's.

13.2. Target time for Sprint Championship races will be 20 minutes for all classes. Failure to meet these target times will not constitute grounds for redress.

13.3. Boats failing to finish within 10 minutes after the first boat sails the course and finishes, or within 45 minutes after the starting signal will be scored DNF without a hearing.

13.4. Boats failing to finish by 1700 Hrs in the Magnetic Island race will be scored DNF without a hearing



14. PROTESTS AND REQUESTS FOR REDRESS

- 14.1. Protest forms are available at the race office. Protests shall be delivered to the race office within the protest time limit of one hour after the finish time of the last boat to finish the last race of the day
- 14.2. Notices will be posted on the official notice board within 30 minutes of the protest time limit to inform competitors of hearings in which they are parties or named as witnesses and the location of the hearing.
- 14.3. On the last day of the regatta a request for reopening a hearing shall be delivered:
 - a) within the protest time limit if the party requesting reopening was informed of the decision on the previous day;
 - b) within 15 minutes after the party requesting reopening was informed of the decision that day.This changes rule 66.
- 14.4. Mediation between parties and with an independent mediator may be applied prior to any protest.

15. SCORING

- 15.1. The Low Point scoring system, Appendix A.4.1 will apply for the North Queensland Sprint Championships. If more than six races are completed each boat's score will be the total of her race scores excluding her worst score. If more than ten races are completed two races will be excluded.
- 15.2. Four races are required to be completed to constitute a series.
- 15.3. The Magnetic Island Race is single race series separate from the North Queensland Sprint.
- 15.4. All of the beach boats will be scored based on class yard stick (VYC).
- 15.5. All Trailable Yachts will be scored on based on class based handicap (CBH).

16. SAFETY REGULATIONS

- 16.1. Each off-beach boat is required to sign on at least 30 minutes prior to the commencement of each race session and sign off within 30 minutes of the end of each race session. If a competitor fails to meet the sign on requirement, he will be ranked as Did Not Start for the first race of the session.
- 16.2. Competitors in off-beach boats must wear at all times approved PFD. Competitors are also urged to wear stinger protective clothing. For the Sabot class or equivalent, stinger protective clothing shall be mandatory (Amends AS Special Regulations Part 2, Clause 5.02).
- 16.3. All Yachts must comply with safety Category 5.
- 16.4. A boat that retires from a race shall notify the race committee as soon as possible.
- 16.5. Additional safety requirements for the Magnetic Island Race are as follows:

Off the beach boats- must carry

 - A tow ring; and
 - 25m tow-line suitable for the craft to be towed.



- 16.6. For Off the beach boats in the Magnetic Island Race, it is recommended that a marine VHF radio or a phone in a waterproof bag be carried.

- 16.7. **All Yachts must be willing and able to provide assistance to any off-beach boat in distress if required.**

17. EQUIPMENT AND MEASUREMENT CHECKS

- 17.1. A boat or equipment may be inspected at any time for compliance with the class rules and sailing instructions. On the water, a boat can be instructed by a race committee measurer to proceed immediately to a designated area for inspection.

18. OFFICIAL BOATS

- 18.1. Rule 41, Outside Help will be altered by adding: '(f) that any boat in a position worse than 50% of the fleet in that race may receive coaching or advice from any official TSC safety boat or any other person approved prior to the race, by the protest committee or the PRO.'

19. RADIO COMMUNICATION

- 19.1. For the NQ Sprint, a boat shall neither make radio transmissions while racing nor receive radio communications not available to all boats. This restriction also applies to mobile telephones and other wireless communication devices.
- 19.2. For the Magnetic Island Race Radio communication shall be permitted in an emergency situation to aid and assist any vessel in distress. The race committee will operate on VHF CH71. VHF CH22 is a repeater frequency that is monitored by Coast Guard.

20. PRIZES

- 20.1. Prizes will be given as follows: Prizes will be awarded to the first three boats in each fleet of 10 or more and where the number of entries is deemed sufficient by the sailing committee to such further placings as appropriate. The presentation will be on Monday afternoon 2nd Oct as early as possible after the last race.

21. DISCLAIMER OF LIABILITY

- 21.1. It is the Competitor's decision to enter the Regatta or to start or continue in any race. Competitors shall accept that their participation in the Regatta is at their sole exclusive risk in every respect. By way of entry to the Regatta competitors shall indemnify the Townsville Sailing Club Inc its officers, members, servants and agents in respect of all claims and demands of whatever nature which may be made upon them in connection with or howsoever arising from their participation or intended participation in the Regatta.
- 21.2. Competitors shall acknowledge that the Townsville Sailing Club Inc, its officers, members, servants and agents accept no responsibility in respect of loss of life, personal injury or loss or damage to property which may be sustained by reason of their participation or intended participation in the Regatta or howsoever arising in connection with this event.. Attention is drawn to ISAF
- 21.3. Fundamental Rules 3 & 4.

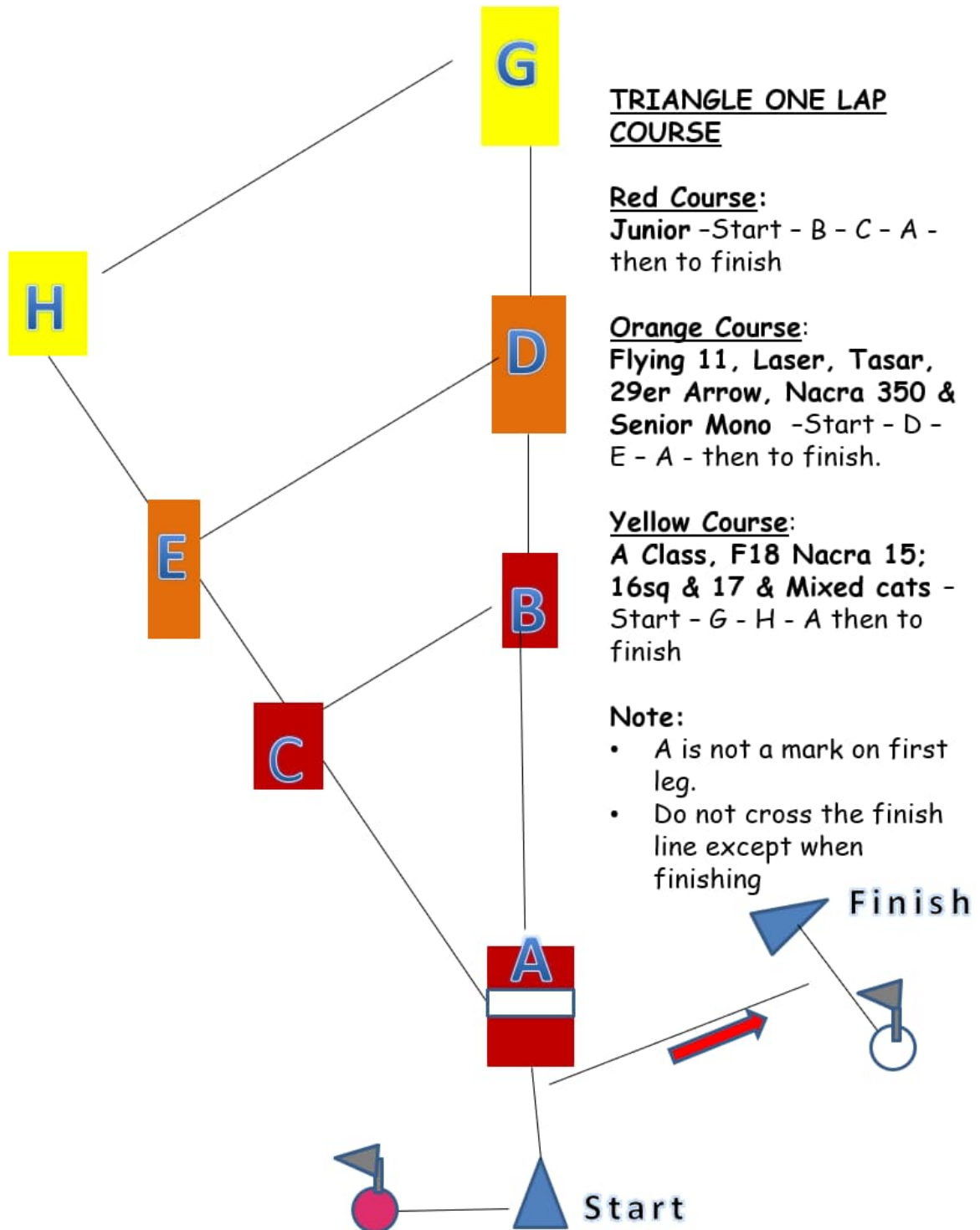


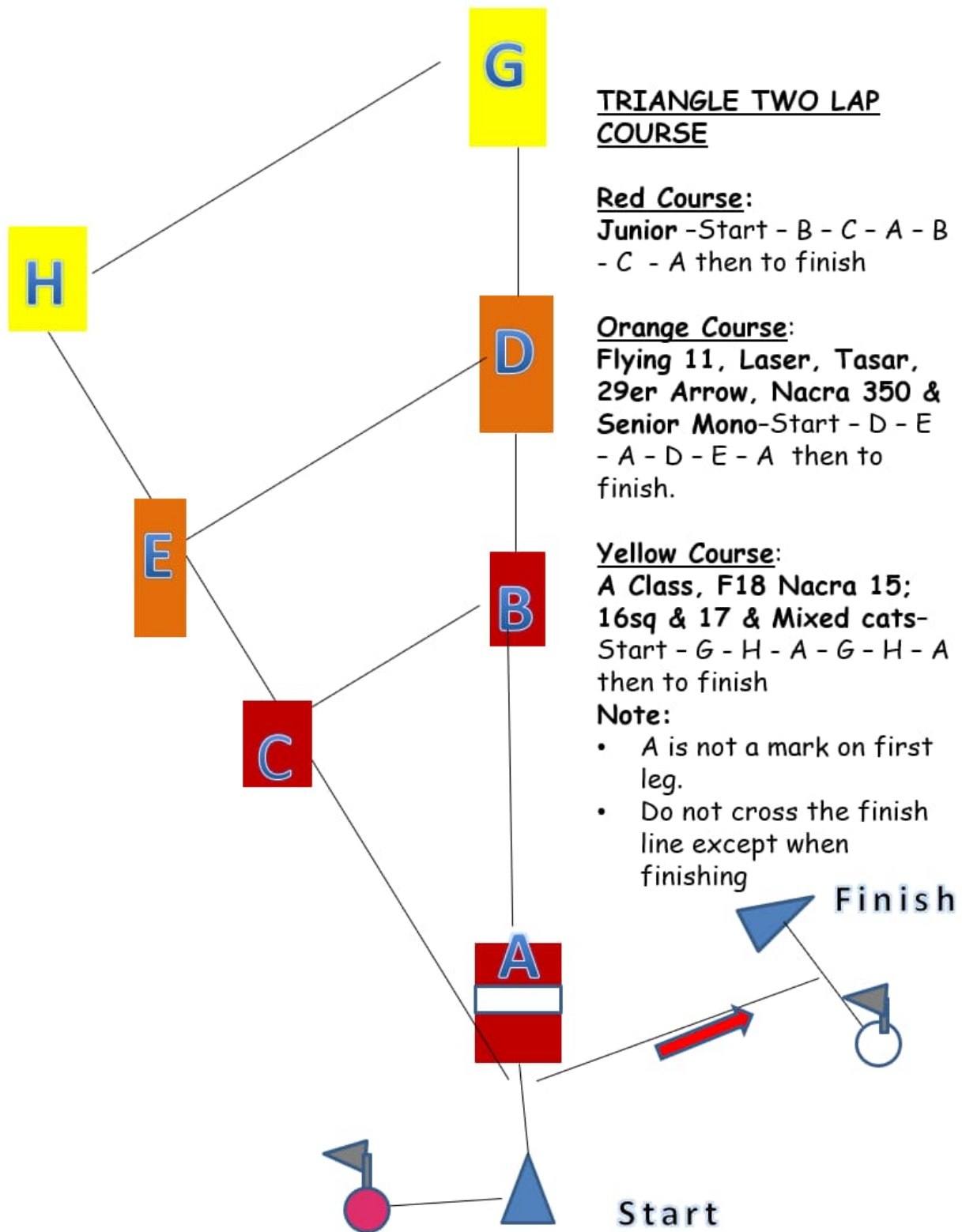
22. INSURANCE

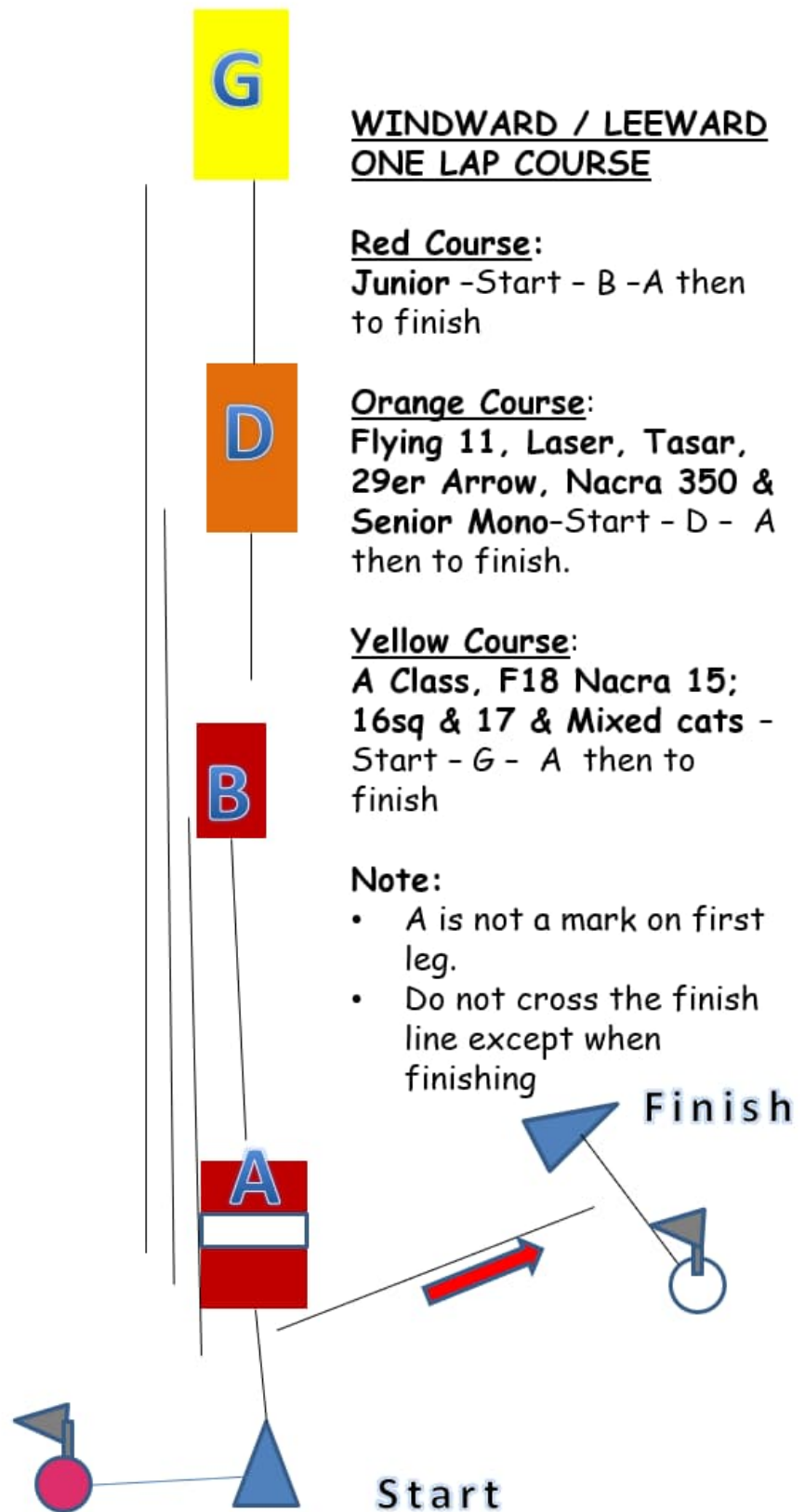
22.1. Each participating boat shall be insured with valid third-party liability insurance with a minimum cover of \$5,000,000.

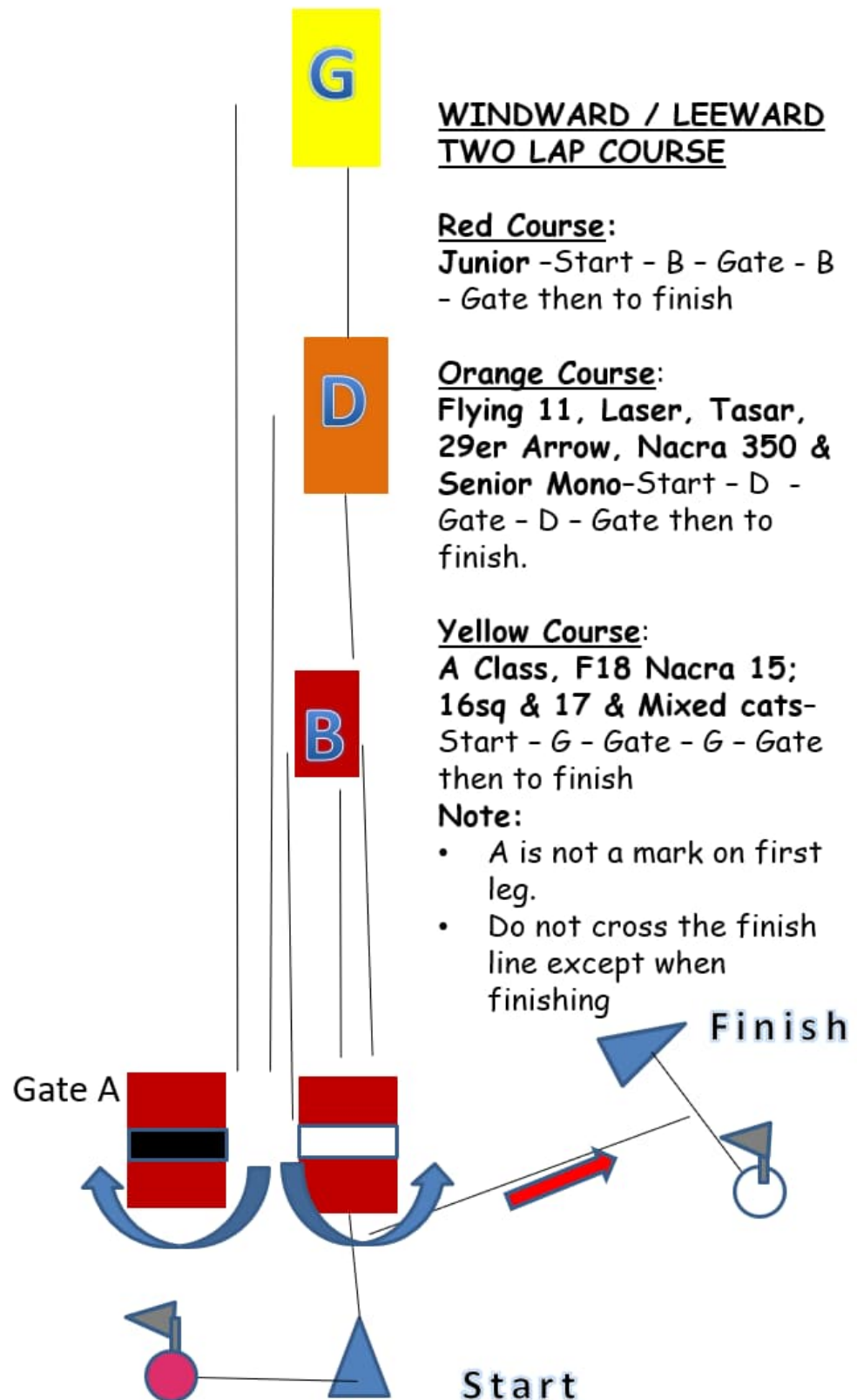
22.2. *At registration, each participating boat shall confirm the currency of their third-party liability insurance.*

Appendix A – Course Diagrams

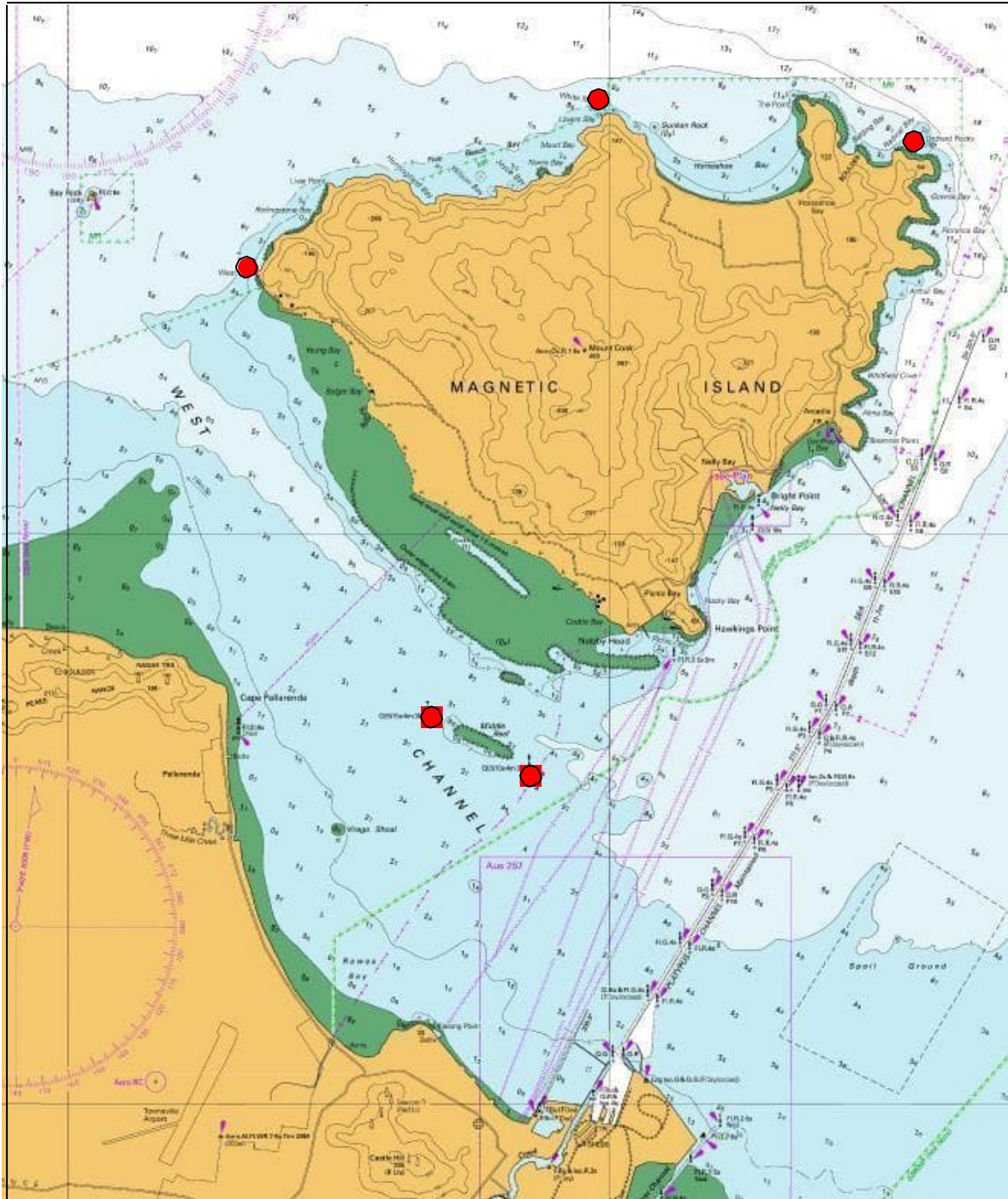








Magnetic Island Race



Start – Orchard Rocks – White Rock – West Point – Middle Reef - Finish

Note: All boats to stay to the west of the shipping channel. Shortened Course may be between the finish boat and any point on the Island

Start Summary

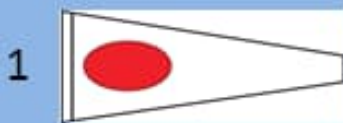
Code Flag G = Windward Leeward course



Code Flag O = Triangular course



Numeral Pennant 1 or 2 or white board = Number of laps



3 Minute starts

At 3 minutes – Class flag up

At 2 minutes – Preparatory flag ('P' or 'I') up

At 1 minute – Preparatory flag down

At Start – Class flag down



Note: Start of one fleet may be the 3 minute signal for another fleet (in any order)

Individual Recall flag lowered after two minutes or on restart of OCS boat/s



In the event of a general recall the recalled fleet will go to the back of the start order.

