

June 2016
Sun Coast Model Sailing Club Fleet 211
Fleet Cub Rules

A. Changes in Part 3 (Racing Rules of Sailing 2013-2016)

30-1 Around the end rule 3-1 shall be in effect, without signaling, for all heats or races, except when less than five (5) boats are present in the starting area for the current heat or race.

31 Touching a mark: Racing marks, except starting and finishing marks, shall be excluded from this rule, unless modified by the Race Director, or included in the sailing instructions for a specific event.

45 Is changed to: A boat being launched to enter a heat or race, during a countdown of the starting clock, shall be released without any pushing, shoving or any other manual forward motion assistance. Violation of this rule called by the Race Director shall be a one turn penalty completed before starting.

B. Changes in Appendix E:

E2.1 (b) Delete E2.1 (b) Calling for individual digits for a protest.

E3.4 Starting and Finishing: Rule 26 is changed to: Races shall be started using either the 2 minute clock, the 1 minute clock or the 30 second clock at the discretion of the Race Director. Each signal shall be timed at the beginning of the signal. Finish positions shall be recorded in the sequence of the boats finishing. Any boat finishing more than once shall have the last finish recorded and any earlier finishes deleted.

E3.6 After "General Recall" delete "and make two loud sounds".

E3.8 (c) Replace with: "Shortening or Abandoning After The Start" : The Race Director may shorten a heat or race by verbal announcement and finish between gate marks, a mark and an offset mark, or an established finish line. The Race Director may, also, abandon a heat or race by verbal announcement, prior to any boat finishing the heat or race.

E4.2 (b) A boat entangled or aground may receive help from any source available. However, when being pushed off from grounding, only the minimum force needed to free the boat shall be used.

E4.3 (b) Taking a Penalty: If the boat that committed the foul has gained a significant advantage, only one additional turn is required.