

WiSH-SC

Amendments to Sailing Instructions to for Christmas Cracker.

General: The aim of the event is to provide fun, good natured racing which captures the spirit of the season. To that end, more experienced helms are asked to be particularly encouraging to those with less experience. For some, this might be their first race.

Signing on.

Competitors must sign on using the sheet provided.

Starts and Finishes.

1. The first race will start at 11:30am
2. The start sequence for all races will be as follows.
 - A flag and hooter at two minutes
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 - A flag and hooter at one minute.
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 - A flag and hooter at the general start.
3. The races are 30 minute pursuit races. Pursuit times will be posted by the course board 20 minutes before the start of the race. It is **absolutely** the responsibility of the sailor to obtain this information.
4. At the end of the first of the back to back races, boats shall return to the start line. **The next hooter sounded will be the two minute start signal for the next race.**
5. The first two races will be run back to back. There will then be a normal lunch break. The start time of the next pair of races will be announced during lunch and posted on the course board.

Scoring.

1. Each boat will receive a score in relation to the number of

- boats they have beaten in a race: ie If a boat comes first in a race with ten entries, that boat will receive 10 points. If a boat comes last in a race of ten entries they will receive 1 point.
2. The boat with the maximum points at the end of the four races shall be the winner.

Joker.

1. Each boat has a "joker" which can be played for **one** of the races in the series. This joker doubles the points awarded to the boat in that particular race. ie: If in a race, the helm plays the joker and the boat comes first in an entry of ten, this boat will be awarded twenty points for that race.
2. This joker must be played before the start of the race in which it is to be used. Helms will need to decide when to play this basing their decision on a range of factors. Intention to play the joker is indicated by placing a J in the appropriate box of the signing on sheet.

Prizes.

- Prizes will be awarded for:
- Adult 1st, 2nd and 3rd place.
- Junior 1st, 2nd and 3rd place.
- 12th place.
- Best seasonally dressed boat
- Best seasonally dressed helm
- Best seasonally dressed crew
- Most capsizes
- Most spectacular capsize

For all other rules see WiSH Sailing Instructions.