

SAILING INSTRUCTIONS Amendment #1

The following is amended and shall apply for the event.

- 8.3 Replace with: In the event that both leeward marks are not in place, the boats shall round the existing leeward mark to port
 - 9.1 Corrected to: Original turning marks will be orange and red shapes.
 - 10.6 Replaced with: Races will be started by using RRS26
 - 14.2 Replace finishing limit from 30 minutes to 15 minutes.
 - 15.1 Replace protest time limit from 1 hour to 30 minutes. Be ready when you get back to the dock.
 - 15.3 Replace hearing schedule posting from 30 minutes to 15 minutes. Don't wander off.
 - 15.4 Replace notice board time from 30 minutes to 15 minutes. Stay close if you're serious about protesting.
 - 17.2 Corrected to: Approved personal flotation type III shall be worn at all times when the race committee is displaying flag Y.
 - 17.4 New. If flag K is flying, spinnakers are not allowed.
- Addendum A Revised for proper display of finishing line.
- Addendum B Eliminated. We won't be sailing these courses
- Addendum C Added Rabbit start diagram. In case there are problems with Signal boat being able to keep station.

ADDENDUM A

T-10 & J-105 Course

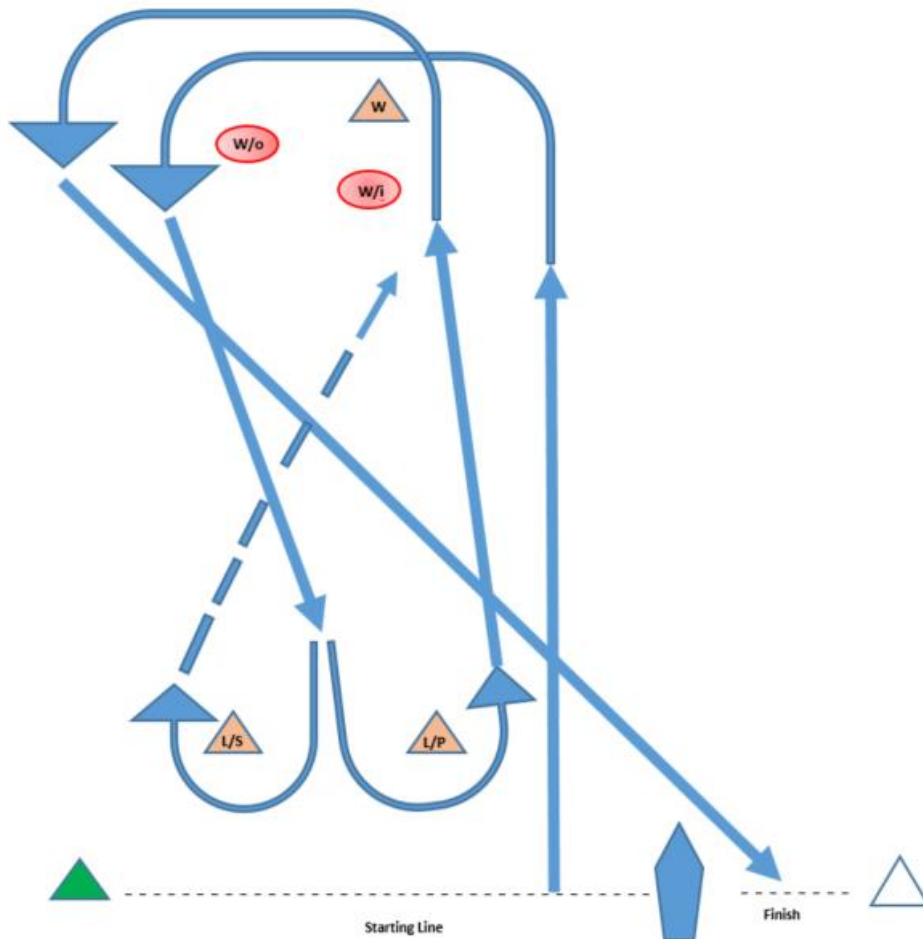
Legend:

Mark W - A windward mark

Mark W/o - An offset mark placed to port of the windward mark (approx .1 nm, 100°)

Mark W/i - An "interior" windward mark. The Race Committee will lay Mark W/i approximately 100 feet to leeward of Mark W. Boats shall pass in order of Mark W/i, W, W/o and then W/i to port before proceeding to the leeward marks.

Start – W/i – W – W/o – W/i – L/P or L/S – W/i – W – W/o – W/i – Finish (downwind)



Except at the leeward marks, all course marks should be left to port. When there is only one mark at the leeward marks location, this shall be left to port.

NOTES: In case of change of course involving mark W, mark W/i will be removed from the water.

At the leeward marks (looking from windward), L/P is to port and L/S is to starboard. L/P should be rounded to port and L/S should be rounded to starboard.

These leeward marks are not considered gates. Therefore any reference to gates in the RRS do not apply

ADDENDUM C

The Rabbit Start and using it in the GLIOR....

The “Rabbit Start” is a method for starting a race without an anchored signal boat. By using this method, all boats can participate in the start, and all boats, including the rabbit, have an opportunity to start within a few seconds of one another. The rabbit does not need to play “catch up” to the fleet. The fundamental concept is that all boats start on a starboard tack by ducking a designated “Rabbit” after the Rabbit passes just below the designated start mark on port tack.

Important Prescriptions:

- The starting line is a line between the starting mark and the Rabbit.
- All other boats must start some time during the 4 minutes after the Rabbit passes the start mark and sounds the horn, and they must remain on starboard tack until the Rabbit tacks to starboard or 4 minutes after the start.
- Until the Rabbit has completed his tack to starboard at the end of the starting period, none of the other boats may interfere with the Rabbit. If any boat comes within 20 feet or interferes with the Rabbit, she is disqualified and must retire. The Rabbit has all rights in this situation.
- It is important to note that all times are approximate except the 90 second starting period. The absence of a sound signal shall be disregarded.
- First boat to finish is asked to keep track of finishing order of the fleet and report it to the PRO.
- Rabbits will be in hull number order.

Position	Signal	Minutes b4 Start	Sound	Rabbit’s action	Other Starting Boats’ Actions
①	Warning	-5	1 long sound (preceded by several short)	Close to Starting Mark	Gather near right side of start mark (looking upwind)
②	Prep	-4	4 horn blasts	From start mark, beam reach on starboard for 2 minutes	Position themselves to right of Rabbit’s anticipated path
③	Final Turn	-2	2 horn blasts	Tack or gybe: beam reach on port back to start mark	Final positioning Begin Starboard tack
④	Start	Start	1 long horn blast	Pass close abeam leaving start mark to port. Sail close hauled	Duck Rabbit after she passes start mark
⑤	End of starting sequence	4 min after start		At end of the starting period, tack to starboard	If you haven’t started yet, steer to leeward of the rabbit until you pass the point where she made her starboard tack

