

# **SEDGEMOOR MODEL BOAT CLUB**

## **SMALL YACHT SECTION (SYS) - ENDURANCE RACE RULES**

(Reviewed November 2018)

### **1. Format**

1a. The object of the race is to complete as many laps as possible within the given time of **ONE HOUR**, the winner being the yacht(s) that has completed the most laps.

All yachts **must comply** with current class classifications for the Small Yacht Section (SYS) to take part in this event.

1b. The start time should this event be held in the morning will be as close to 11am as is possible, and for an evening event 7pm. But these times may be changed by the OOD if he/she feels it is required or for any safety reasons.

### **2. General Race Rules**

2a. Normal Small Yacht Section (SYS) sailing rules apply at all times.  
(See SYS Racing Rules).

2b. All participating and eligible SYS yachts will sail together as one fleet.

2c. No skipper is allowed to change his or her **yacht** once the race has started.

2d. Skippers may make repairs, adjust settings or change the battery in their yacht during the race.

2e. Classes of yacht (e.g. RTR, & MC) will be scored separately and awarded a prize as appropriate.

### **3. Course**

3a. The race takes place around a rectangular course that will include marker buoys and markers for the start/finish/lap gate position. The Officer of the Day (OOD) will decide upon by size and shape of the course on the day.

3b. Each yacht will sail around the course as set out and described by the OOD before the race starts. The OOD may, if required, change the course at any time during the race if he/she deems it necessary for any safety reasons. At the end of each lap the skipper **MUST sail** his/her yacht **through the start/lap gate** and shout their sail number for the Lap Counter to register a completed lap. The yacht then continues on the next lap.

### **4. The Start**

4a. The race start for all yachts will be as a normal SYS meet but the two classes may start at slightly different times (or places) to avoid collisions if the number of entries is high.

4b. Any Skipper **with a handicap** (can/may) be given their **own start, to a maximum of TWO minutes before** the rest of his or her class. OOD will decide upon the day if handicaps will be allowed and the amount of time for handicap.

## 5. During the Race

- 5a. At the end of a lap each yacht should register the completed lap (see rule 3b). It is the **skippers' responsibility** to ensure the lap has been recorded.
- 5b. If required, the rescue boat can be used to retrieve a yacht, (following the guidelines for safe use of rescue boat) but must not impede in any way others in the race. A skipper may relaunch his/her yacht but must re-join the race as close as is possible from where it was recovered.

## 6. The Finish

- 6a. The Lap Counter will blow a whistle to announce the end of the 60 minutes race.
- 6b. Skippers **must continue** to complete their lap wherever they may be on the course until they **pass through the start/lap gate**.  
The position of the yachts will be recorded but **NOT** the additional lap.
- 6c. A maximum of TEN additional minutes will be allowed for any yacht to complete their final lap after the full 60 minutes (whistle has blown).  
Any yachts still on the course after this time will have their position(s) noted (*On the water*) and used to separate their places if required.  
This will also apply to any yachts that retire or withdraw from the race.

## 7. Finishing Position

- 7a. The winner of the race is the skipper(s)/yacht(s) with the most completed laps within the allotted 60 minute time to include the finish position  
(See rule 6b and 6c).
- 7b. If more than one yacht has the same lap score then the finishing order through the lap gate at the end of the race will decide positions. Any yachts that did not finish the race (see rule 6c) will be separated by their position on the course.