

# **SEDGEMOOR MODEL BOAT CLUB**

## **SMALL YACHT SECTION (SYS) - RACING RULES**

(Reviewed November 2017)

### **Aim:**

**To offer a broader and more open class of yacht racing in a friendly and relaxed atmosphere with the minimum of rules.**

***This section is not intended to provide full competition racing as the IOM yacht section provides that.***

### **SMALL YACHT EVENTS**

**Both classes will normally sail and be scored as one fleet.** One-off events will have their own individual formats (see separate rules).

Due to safety or weather conditions class specific races may be held. The Section Secretary/OOD (or his delegate) will decide the format for class races on the day (dependent upon numbers in each class).

The Section Secretary/OOD (or his delegate) will brief all skippers before sailing commences indicating course design, structure of class races and any relevant handicaps.

### **RACING Rules**

The Small Yacht Section will race only to the minimum set of racing rules. The basic rules we use are easy to remember and must be applied at all times:

#### **1. STARTING A RACE (including Handicap starts)**

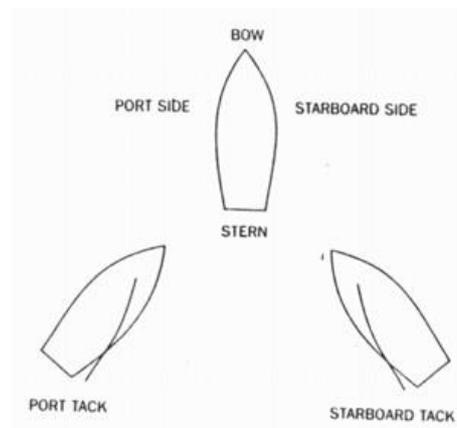
- a) All yachts start together at the start line/gate, a 60 second countdown will begin, the countdown ends with the claxon, and then competitive racing begins. If a yacht passes the start line/gate before the end of the claxon then this is a penalty and must therefore return to start line/gate and commence race without interfering with other yachts.
- b) ALL yachts are expected to keep clear of others and avoid collisions whenever possible.
- c) A handicap system will sometimes be applied to enable inexperienced skippers to have a fair chance of racing alongside/with other skippers. Handicaps will allow a skipper(s) to start sailing with their own countdown a minute before the main fleet (see 1a). Once the handicap start has finished the main fleet countdown will begin (see 1a).
- d) Skippers will forfeit their handicap if they finish a race in first place within the SYS Series competition. However, a skipper's handicap will be retained (regardless of when a race is won) until the end of that particular meet.

## 2. PORT TACK/STARBOARD TACK RULE

When looking forward to the bow of the boat, the starboard side is the right side of the boat and the port side is the left side of the boat. A boat in motion is either on a port or starboard tack. When the boom is left of the centre of the boat, the boat is sailing on a starboard tack. When the boom is right of centre of the boat, the boat is sailing on a port tack.

- a) When sailing on a collision course, boats sailing on starboard tack have the right of way over boats sailing on port tack. Boats on port tack **MUST** yield to boats on starboard tack.

If a yacht makes contact or forces another yacht(s) to change its direction, the offending yacht **MUST** complete a full 360-degree penalty turn once in clear water.



## 3. ROUNDING BUOYS

- a) During a race boats should always pass on the proper side of the buoy and in the correct direction for the course in use. If a boat passes on the wrong side of a buoy it must re-round on the correct side but must keep clear of any approaching boats at all times. (Rule 2a rule applies)  
There is no penalty should any part of a yacht make contact with any buoys, (including the start line markers) providing it has passed them on the correct side.

## 4. FINISHING A RACE

- a) The race ends back at the start line/gate. Each yacht must finish between the markers to end the race from the appropriate direction.

## 5. CHANGING YACHTS DURING A MEET

If a skipper(s) change their yacht due to mechanical failure (of any type) during a meet, the new yacht must be of the same classification to continue to score within the class classification.

If the yacht is of a different classification it will only score for the races it completes from that point onwards.

It is the skipper's responsibility to record their new sail number on the score sheet NOT the OOD, RO or Section Secretary.