



# CYCE SERIES GENERAL AND SPECIAL RACE INSTRUCTIONS

## 1. Effective Date

These rules are effective February 23, 2019 until superseded by a new issuance.

## 2. Rules

All races are governed by the current International Sailing Federation (ISAF) Racing Rules of Sailing (RRS), including US SAILING Prescriptions, except as amended by these General Sailing Instructions and Special Sailing Instruction.

## 3. Division Breaks

The series Division breaks with the flags are as follows.



Cruising Division

has any two of these while racing: fixed prop, roller furling, full keel with attached rudder, dodger. (square red flag)



Division I

rated PHRF 181 or slower. (square white flag)



Division II

rated PHRF 180 or faster. (square blue flag)

*New in 2019: the race committee shall not combine starts regardless of number of yachts participating.*

## 4. Starting Times and Sequence for Frostbite and Halloween Series

The starting times for the Frostbite and Halloween Series are as follows.

Division I: 12:00 pm

Division II: 12:05 pm

The following is an example of a starting sequence for the Frostbite and Halloween Series

Time	Signals	Horn	Purpose	Flags
11:54	None	4-6 short sounds	Sequence start warning	
11:55	Div 1 flag up	short sound	Div 1 warning	
11:56	P flag up	short sound	Div 1 prep signal	
11:59	P flag down	long sound	Div 1 one minute warning	
12:00	Div 1 flag down, Div 2 flag up	short sound	Div 1 start, Div 2 warning	
12:01	P flag up	short sound	Div 2 prep signal	
12:04	P flag down	long sound	Div 2 one minute warning	
12:05	Div 2 flag down	short sound	Div 2 start	

## 5. General Recall

In the event of a general recall, the Race Committee displays the First Substitute Code Flag (blue edges, yellow interior) and sounds the horn twice. The starting sequence for the division recalled and each division after it will begin with the warning signal five minutes after the general recall. The Race Committee may hail individual yachts that start early, but it is the responsibility of each yacht to make a proper start. A yacht that starts early must exonerate herself by re-crossing the line for a proper start.



## 6. Time Limits

Frostbite and Halloween Series races have a five hour time limit from each Division start. If any yacht finishes within the five hour time limit, its Division time limit will be extended by one-half hour. Yachts not finishing within the time limit will be scored DNF. Other time limits are noted in the Special Sailing Instructions for those races and series.

## 7. Courses

Boats should monitor radio channel 72 for announcement of whether the race will be held north or south of the marina.

The number of the course to be sailed is displayed on the Committee Boat prior to the preparatory signal for each Division. The Race Committee may amend any course instruction for a given race until the preparatory signal for that Division. Course numbers refer to the mark sequence listing in the CYCE General Race Instructions. All marks shall be left to starboard or port as indicated in the course mark-sequence listings.

## 8. Motoring Before the Start

All yachts must have their engines off at least 5 minutes before their division start. A yacht having used her engine may not cross the starting line for 5 minutes after the time she turned off her engine.

## 9. Cancellation of Races

Races will not be started in unsafe conditions or in sustained wind of 23 knots or more. The decision to cancel a race is made by the Race Committee. However, even if the Race Committee does start the race, it is the sole responsibility of each skipper to decide whether to start or continue the race at any time. If a race is cancelled, the Committee flies the cancellation flag (blue/ white checkers) and announces the cancellation on VHF Channel 72.

## 10. Postponement

If a race is postponed, the postponement flag (red and white stripes) is displayed on the committee boat and the horn is tooted twice. The postponement period ends by lowering the postponement flag. The starting sequence is then conducted as usual one minute after lowering the flag.



## 11. Abandonment

The Race Committee may abandon a race if it is felt that conditions are unsafe or conditions make the race unfair such as lack of wind. The horn will be sounded three short times.

## 12. Shortening the Course

The Race Committee may shorten the race at any mark on the course. The Race Committee, on station at the shortened course mark, shall fly Code Flag 'S' (white with blue square center) to indicate the finish mark of the race.



## 13. Protests

Protests will be processed in accordance with RRS Rules 60-66. During a race, a sailboat intending to protest another boat shall conspicuously display Code Flag "B" or a red rectangular flag at the first reasonable opportunity, normally immediately after the incident. The protesting boat must also hail its intention at the first reasonable opportunity and comply with the provisions of RRS Rule 61. The Race Committee Boat must be notified of the protest on completion of the race. Protest must be delivered in writing to CYCE within 2 hours after finishing. It is each skipper's responsibility to respond to a protest in person at the time and place specified.

## 14. Alternative Penalty (720) Rule

For convenience, when no serious damage is caused, the 720° Turns Penalty described in RRS Rule 44 may be used for purposes of exoneration. If a yacht has infringed rule 52.1 (touched the mark), she may exonerate herself with a single 360-degree turn, sailing well clear of all other yachts.

## 15. Eligibility

In order to participate in CYCE races a skipper must possess a valid and current PHRF handicap for the yacht being raced or make other arrangements with the CYCE PHRF Handicapper. A non-CYCE member wishing to participate in a maximum of one series of races per year may do so at no charge. Thereafter a non-CYCE member may participate at the rate of \$20.00 per series. All non-CYCE participants should contact the Fleet Captain prior to the beginning of a series or check in with the Committee Boat with name and rating.

## 16. Scoring

All scoring is done with the PHRF Time-on-Time system. A yacht must race all races in a series with either a No Flying Sails or Flying Sails PHRF rating.

### Series scoring

Results are scored on the basis of divisions and overall standings. Series scoring is calculated as follows:

1st Place: 1 Point      2nd Place: 2 Points      3rd Place: 3 Points      Etc.

### Penalty points

DNS Did Not Start: add 3 points to the number of starters of the race.

DSQ Disqualified: add 2 points to the number of starters of the race.

DNF Did Not Finish: add 1 point to the numbers of starters of the race.

Committee Boats will be scored for the race they volunteer for by their finish average for that series.

## *CYCE SERIES GENERAL AND SPECIAL RACE INSTRUCTIONS*

The series score for a yacht is the sum of all individual race scores in the series with one throw out. If three or fewer races are sailed in a series, all races will be counted. No ties will be given for the series. In the event of a tie on points, the following criteria shall be used to rank the tied boats.

- a. If tied on selective points, the winner is the boat with less cumulative points.
- b. If tied on cumulative points, the winner is the boat most often scoring less points per race than all other tied, until each is ranked.
- c. If still tied, the winner is the boat scoring the least points in any one race, or if still tied, in any two races, etc., until each is ranked.
- d. If still tied, the winner is the boat scoring the least points in the last race, or is still tied, the next previous race until each is ranked.

### **17. Withdrawal from a Race**

Yachts withdrawing from the race shall notify the Committee Boat of their withdrawal.

### **18. Safety**

Each skipper must be familiar with and obey the Navigation Rules and applicable VTS regulations. Race committee boats should monitor the Puget Sound VTS working frequency (Channel 14).

Race participants shall not impede the passage of commercial vessels. Race participants must maintain a recommended safe distance of at least  $\frac{1}{2}$  mile ahead and  $\frac{1}{4}$  mile abeam of these vessels. In addition, military vessels are to be kept clear by a minimum of 500 yards in all directions. There is an absolute minimum clearance requirement of 100 yards for all military, tank and ferry vessels. A yacht in position where it may impede commercial traffic must exit from that area immediately, under power if necessary. If power is used, it must be reported to the Race Committee at the finish line and submit a written report on a protest form showing the location, time, duration that power was used, speed and direction of exit and that the competitive position of the yacht was not improved. If the last item cannot be demonstrated adequately, a time penalty may be imposed. In order to meet this requirement, your engine must be able to start promptly. If an outboard, it must be mounted and ready to start.

Commercial vessels hold their course and sound a whistle signal the same as for restricted visibility (i.e., one prolonged blast or one prolonged and two short blasts when towing per 33 CFR 165.1301) at intervals of not more than one minute whenever they need more clearance for a safe passage. This requires that the sailboat skipper to change course as required.

### **19. Equipment**

Navigation lights are required between sunset and sunrise.

## SPECIAL RACE INSTRUCTIONS FOR SUMMER SERIES

### 1. Summer Series Sail Restrictions

It has been CYCE tradition to restrict use of flying sails (FS, i.e. spinnakers) in the cruising class, but currently spinnakers are allowed. If a yacht uses a spinnaker in the cruising class, she is rated FS for the entire Series. Any yacht in the cruising class can be assigned a temporary PHRF rating for the Summer Series only.

### 3. Sailing Times













Summer Series races have a two-hour time limit with a one-half hour extension when a yacht has finished within the two-hour limit for each Division.

### 2. Starting Times and Sequence for Summer Series

Summer Series Races start as follows, regardless of the number of boats starting in each division:

Cruising Division	18:30
Division I	18:35
Division II	18:40

An example of a starting sequence for the summer series is as follows.

Time	Signals	Horn	Purpose	Flags
18:24	None	4-6 air short sounds	Warning for sequence start	
18:25	Cruise 1 flag up	short sound	Cruising Div warning	
18:26	P flag up	short sound	Cruising Div prep signal	 
18:29	P flag down	long sound	Cruising Div one minute warning	
18:30	Cruise flag down, Div 1 flag up	short sound	Cruising Div start, Div 1 warning	
18:31	P flag up	short sound	Div 1 prep signal	 
18:34	P flag down	long sound	Div 1 one minute warning	
18:35	Div 1 flag down, Div 2 flag up	short sound	Div 1 start, Div 2 warning	
18:36	P flag up	short sound	Div 2 prep signal	 
18:39	P flag down	long sound	Div 2 one minute warning	
18:40	Div 2 flag down	short sound	Div 2 start	

## SPECIAL RACE INSTRUCTIONS FOR BUOY RACES

### 1. Race Format

Buoy Day Races will be up to three races per day.

### 2. Starting Area

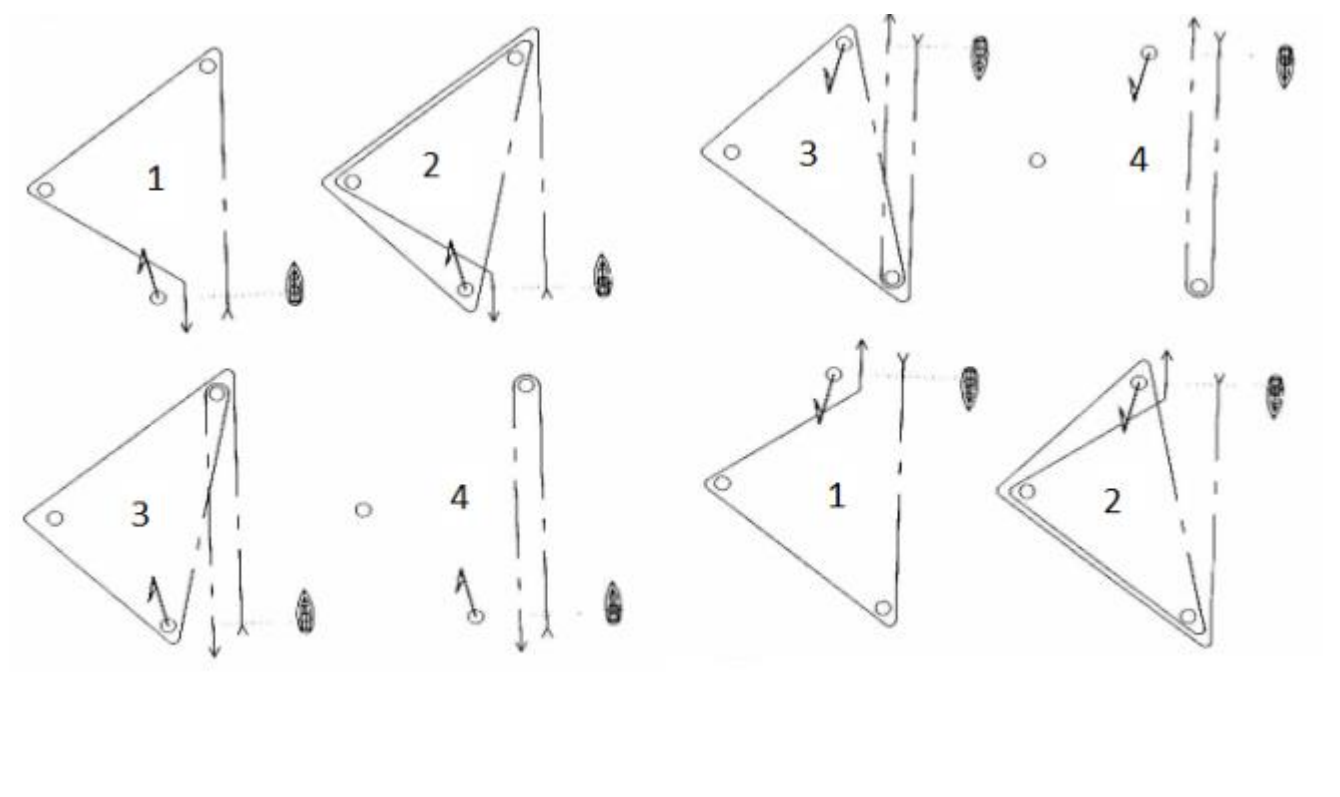
Races will be held north of the Edmonds Ferry Dock.

### 3. Sailing Times

Buoy Days have a two-hour time limit with a one-half hour extension when a yacht has finished within the two-hour limit for each division. The starting sequence for the second and successive races will be given approximately 15 minutes after the last boat finishes from the preceding race.

### 4. Courses

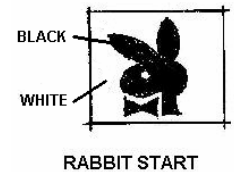
The buoy race courses for a northerly wind are shown below left, with marks left to port. For a southerly wind, courses are run in the opposite direction, and all marks are left to starboard, as shown below right. Southerly courses are mirror images of northerly courses.



## RABBIT START

Rabbit starts are permitted if there are 5 or fewer boats (including the rabbit) total, in the starting area at starting time. Rabbit Starts are simple.

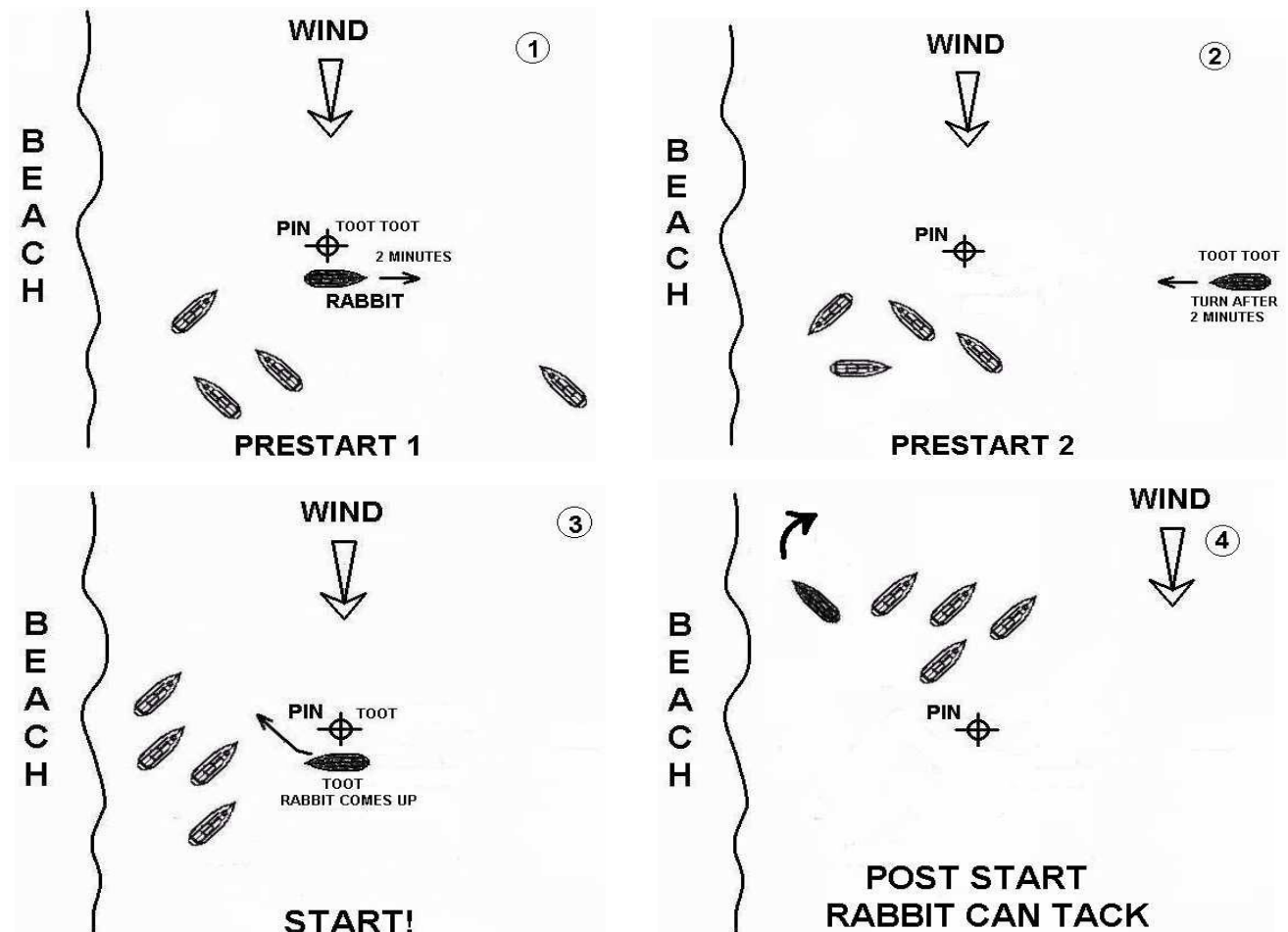
The Committee Boat is the "Rabbit" and flies the Rabbit Start flag (shown at right).



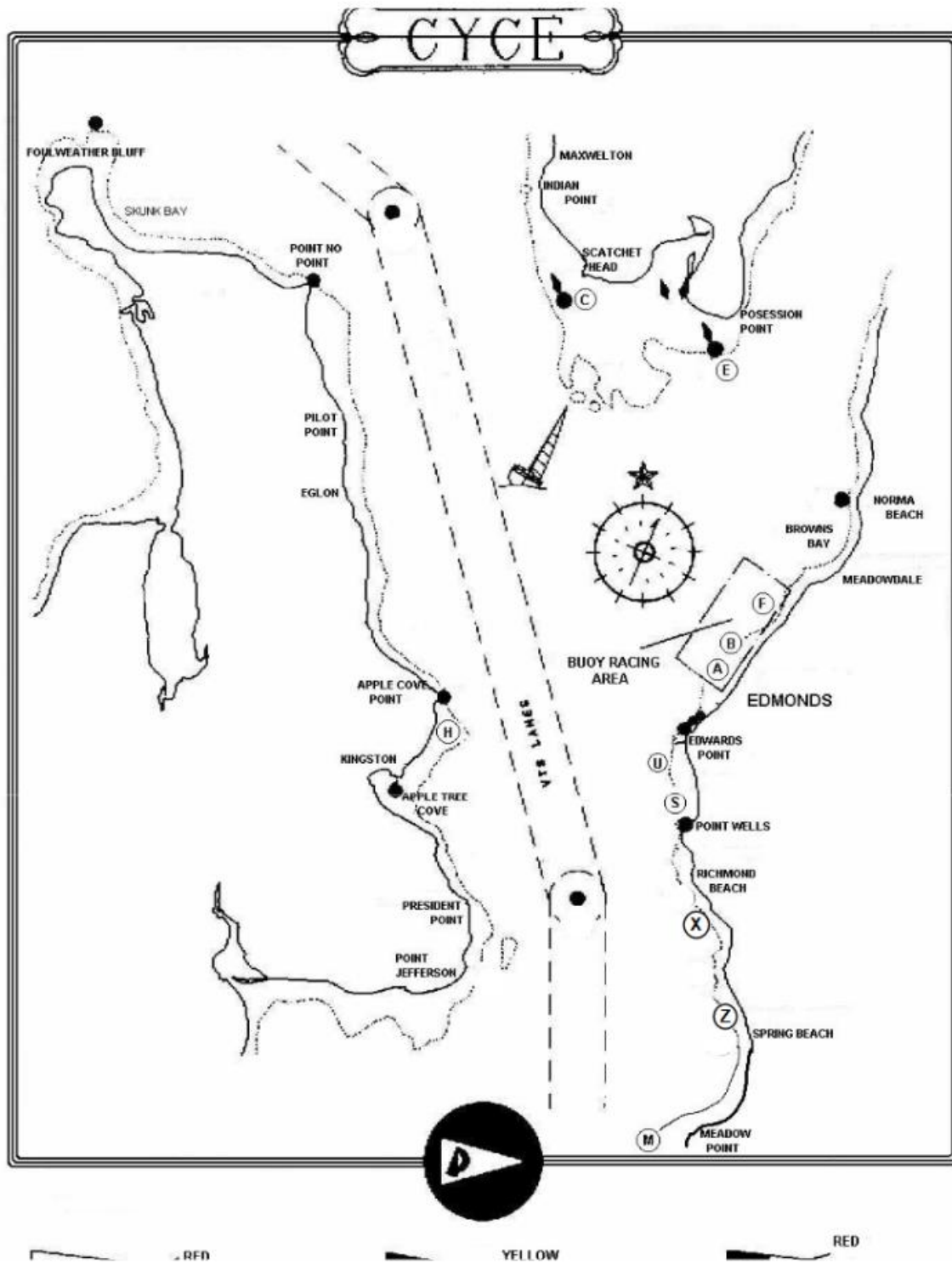
The Committee Boat sets one pin. The 4-minute pre-start begins when the Committee Boat sails abeam the pin and blows 2 blasts on an air horn and reaches away (Fig 1 below). She sails away for 2 minutes, then turns, blows 2 more blasts, and comes back toward the pin (Fig 2).

When the Committee Boat is abeam the pin, she blows one last blast signaling the start of the race (Fig 3). The Rabbit comes up close-hauled, now racing, and the starting line is between her stern and the starting pin. Sometimes the Rabbit's course is favored and boats will follow her in clear air to leeward. When the last boat crosses her stern, the Rabbit can tack (Fig 4). At some point the Rabbit must tack to avoid running aground or to sail a proper course to the mark. In these instances, the Rabbit need not wait for the following boats to cross her stern first.

Each skipper, including that of the Committee Boat, records the finish time when abeam the start/finish pin. Finish times must be turned in to the Committee Boat within 24 hours to be scored.



## MAP OF RACE MARKS FOR SERIES



## RACE MARK ID AND LOCATION/DESCRIPTION

ID	Location/description
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- |   |   |
|---|---|
| A | Temporary orange mark set about 0.5 miles north of the Edmonds Ferry Terminal in about 70 feet of water.  |
| B | Temporary orange mark set about 1.0 mile north of the Edmonds Ferry Terminal in about 60 feet of water.   |
| C | US Coast Guard buoy off Scatchet Head on the SW end of Whidbey Island.<br>(Green "1", FL G 6s, gong) approx. location 47° 54.4885, 122° 26.2933.                    |
| E | US Coast Guard buoy off Possession Point on the SE end of Whidbey Island.<br>(Green "1", FL G 4s, bell) approx. location 47° 53.8036, 122° 23.1258.                 |
| F | Temporary orange mark set about 1.5 – 2.0 miles north of the Edmonds Ferry Terminal.  |
| H | Temporary orange mark set about 0.25 miles southeast of Apple Cove Point north of Kingston) in about 60 feet of water.  |
| M | Meadow Point buoy off Golden Gardens north of Shilshole.<br>(G "1", FL G 4s) approx. location 47° 41.7761, 122° 24.5767.  |
| S | Temporary orange mark set about 0.5 miles north of Point Wells.   |
| U | Temporary orange mark south of Point Edwards (at the south end of the marina), located as established by Race Committee.  |
| X | University of Washington Research buoy south of Richmond Beach.<br>Yellow pillar approx. location 47° 45.6765 122° 23.8336.   |
| Z | SBYC/STYC Spring Beach white spar west of the railroad switch (approx. 0.75 miles south of Boeing Creek). Approx. location 47° 44.4, 122° 22.9 in 50 feet of water. |

## SERIES COURSES

#	Sequence	Approx. Distance (nm)
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**North of the Edmonds Ferry Terminal**

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1 - 4 **Buoy Races** (See Sailing Instructions for courses)

**Northerly Wind**

5	Ap Cp As	11
6	Ap Cs Es As	13
12	Ap Ep As	10
13	Ap Ep Cp As	13
14	Ap Fp As	

**Southerly Wind**

15	Bs As Cs Bs	11
16	Bs As Es Bs	10
21	Bs As Cs Es Bs	13
23	Bp Ep Cp Bs	13
24	Fs As Fp	

**South of the Edmonds Ferry Terminal**

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**Northerly Wind**

25*	Sp Up Ss	
26*	Sp Up Sp Up Ss	
31*	Sp Up Xp Sp	
32	Sp Up Zp Sp	8
35	Sp Up Mp Sp	13

**Southerly Wind**

36*	Us Sp Up	
41*	Us Sp Up Sp Up	
42*	Us Xs Up	
43	Us Zs Up	7
46	Us Ms Up	12

**Kingston buoy**

51	Us Hs Up	7	(southerly)
52	Sp Up Hp Ss	8	(northerly)
53	Us Ss Hs Us	8	(southerly)

s - leave mark to starboard

p - leave mark to port

\* - recommended for light wind and Summer Series