

2010 NSSC Summer FUN Sail Series General Sailing Rules

1. The objective of the NSSC Summer FUN Sail Series is **Fun and Participation** (with a little learning).
2. No limitation on sails. Anything that captures the wind is allowable.
3. One point will be awarded to each boat that participates in a sail. Position at the finish of a sail will not be recorded except as indicated in Rule 17. However, boats should complete the course and cross the finish line to receive points.*
4. The starting boat has no authority to call or cancel any sail in progress due to impending dangerous weather conditions. It is the obligation of each participating captain and crew to determine the advisability of starting, continuing, and finishing any sail. However, the starting boat may still award points for attendance to any retiring boat.
5. Rendezvous will be 1/4 mile southeast of CR.
6. There will be a starting boat (SB) for each sail. That starting boat shall be sailing or otherwise in the vicinity of the fleet, and shall fly a blue flag from its backstay. The SB shall determine the course direction, and show & announce the course direction to the fleet by flying the appropriate course flag, and broadcasting on channel 72. There will be 2 possible flags, **Red** and **Green**. The flag denoting the course to be sailed will be displayed on the committee boat & announced on or before 7:00pm on Wednesday night. Remember the starting boat can be identified by the **BLUE** flag flying from its backstay. The course flag will be displayed just below the blue flag.
7. The starting line shall have one end at CR and be an imaginary line 100 yards to the designated side of CR, perpendicular to the designated course. The finish line shall be on the opposite side from the starting line, being a shorter imaginary line of only 25 yards, and be perpendicular to the direct course from last rounding mark to CR.
8. There are two possible courses that can be sailed.
 - 1) **RED - This is Red as in Port or Left.** This course starts at CR and proceeds in a counter-clockwise direction around the ABYRA triangle from CR to ABYRA "B" mark to ABYRA "A" mark and returning to CR. ALL marks are left to Port, or Left. All marks include the starting mark, all marks on the course, and the ending mark, CR.
 - 2) **GREEN - This is Green as in Starboard or Right.** This course starts at CR and proceeds in a clockwise direction around the ABYRA triangle from CR to ABYRA "A" mark to ABYRA "B" mark and returning to CR. ALL marks are left to Starboard, or Right. All marks include the starting mark, all marks on the course, and the ending mark, CR.
9. The starting boat will sound only the Warning signal at 1900 hours (7:00 pm). Make sure you synchronize your ship's clock with the horn, or GPS prior to each sail. Each skipper will then be responsible for determining when to cross the starting line. Starting time adjustments will be made throughout the season to keep sails competitive and **fun**. You will be notified of your start time via telephone or email prior to your first sail. You will be notified via telephone or email of any changes to your start time. Start times will also be posted at NSSC.
10. Time limit for a sail is 2130 hours (9:30 pm). If no boat finishes prior to 2130 hours, the sail will be called and the boats still on the course will be credited for completing the sail.
11. The starting boat will do its best to monitor channel 72.
12. The post-sail gathering will be conducted at NSSC with food and beverage.
13. A boat must accumulate **9** points to receive a participation award.
14. Throughout the season, 1 or more sails will have an extra participation award for all boats that sail that evening, **AND** come to the post-sail gathering.
15. This **fun** sail series will be governed very loosely by the *Racing Rules of Sailing, Parts 1 & 2* only. What this means, is this. We are here to have **fun**! Don't hit anybody! If you don't know the rules when you are near other boats, try to learn them. If you do know the rules, obey them. If you know the rules, and it looks like the boat near you doesn't, give them a break!
16. The *Racing Rules of Sailing* provide legal ways to impede a boat that is about to pass you. This is **fun** sailing. You are not allowed to impede a boat that is about to pass you. i.e. Executing a maneuver in close proximity to another boat, for the purpose of hindering, or keeping them behind you, which will require them to alter course to avoid you is prohibited. In the end, we will all (including you) be happier. If everybody follows these written rules, there should be no need to file a protest.
17. Any boat that wins 2 sails in a row will be responsible for buying up to 2 pitchers of beer, to be placed at the corner of the bar. The beer is for the enjoyment by all the skippers participating that night.
18. Remember the purpose of this series is to have as much **fun** as possible, and learn more about sailing well. If you can't make all of the evenings, come when you can. **Let's have a safe and fun season!**

* Except as called for in Rules 4 & 10.