



**JUNIORSAIL 2025 SAILING INSTRUCTIONS – COURSE A Rev 1**  
**Optimist Green, White Fleet and Starling Development only**  
**Saturday 17<sup>th</sup> February to Sunday 18<sup>th</sup> February 2025 at Kohimarama Yacht Club**  
**The Organising Authority is Kohimarama Yacht Club**

The notation '[NP]' in a rule of the sailing instructions (SIs) means that a boat may not protest another boat for breaking that rule. This changes RRS 60.1(a).

## **1 RULES**

- 1.1 The Starling and Optimist White classes are governed by the rules as defined in The Racing Rules of Sailing.
- 1.2 For the Optimist Green fleet only, the regatta will be governed by the NZIODA Green Fleet Rules for Racing, version 2010-01 May 2010, included at the end of this document.
- 1.3 [DP] The Yachting New Zealand Safety Regulations Part 1 shall apply.
- 1.4 Appendix T, Arbitration, will apply.

## **2 CHANGES TO SAILING INSTRUCTIONS**

- 2.1 Any change to the sailing instructions will be posted before 0930 on the day it will take effect, except that any change to the schedule of races will be posted by 1800 on the day before it will take effect.

## **3 COMMUNICATIONS WITH COMPETITORS**

- 3.1 Notices to competitors will be posted on the official noticeboard located inside the Kohimarama Yacht Club and on the team app. Go to Team App and join **Junior Sail Auckland 2025** to access.

## **4 CODE OF CONDUCT**

- 4.1 [DP] Competitors and support persons shall comply with reasonable requests from race officials.

## **5 SIGNALS MADE ASHORE**

- 5.1 Signals made ashore will be displayed from the flagpole in front of the club house.
- 5.2 When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 30 minutes' in Race Signals AP.

**5.3** [DP] Flag D with one sound means ‘Boats shall not leave the beach until this signal is made. The warning signal will not be made before the scheduled time or less than 30 minutes after flag D is displayed.’

## 6 SCHEDULE OF RACES

**6.1** Registration will be from 0800 to 0930 on Saturday 11<sup>th</sup> February at Kohimarama Yacht Club.

**6.2** An all sailors briefing will be 0930 on 17<sup>th</sup> February at Kohimarama Yacht Club. There will be a Green and Starling development fleet briefing at 10.15 on Saturday and 9.15 on Sunday.

**6.3** A support vessel briefing will follow sailors briefing.

**6.4** Order of first starts as below – any classes not in this table will follow the last start listed. Subsequent start order may vary - check class flags displayed

Day/Date	Class	Number of races	Time of First Warning Signal
Saturday 15 February	Optimist white	up to 4	11.25
	Optimist green	up to 4	11.30
	Starling Development	up to 4	11.35
Sunday 16 February	Optimist Green	up to 4	10.55
	Optimist White	up to 4	11.00
	Starling Development	up to 4	11.05

**6.5** One extra race per day may be sailed, provided that no class becomes more than one race ahead of schedule and the change is made according to SI 2.1.

**6.6** To alert boats that a race or sequence of races will begin soon, the orange starting line flag will be displayed with one sound at least five minutes before a warning signal is made.

**6.7** On the last scheduled day of racing no warning signal will be made after 1500.

## 7 CLASS FLAGS

**7.1** Class flags are:

Class	Class flag
Optimist Green	Green flag with a white optimist insignia
Optimist White	White flag with a black optimist insignia
Starling Development	White flag with a red starling insignia

## 8 RACING AREA

**8.1** Addendum A shows the location of the racing area.

## 9 COURSES

**9.1** The diagrams in SI Addendum B show the courses, including the approximate angles between legs, the order in which marks are to be passed, and the side on which each mark is to be left.

**9.3** Legs of the course will not be changed after the preparatory signal. This changes RRS 33.

## **10 MARKS**

**10.1** Mark descriptions are shown in Addendum B - courses . Party island may be substituted for Mark 1 if weather is suitable.

## **11 THE START**

**11.1** Races will be started using RRS 26 with the warning signal made five (5) minutes before the starting signal.

**11.2** The starting line is between a staff displaying an orange flag on the signal vessel at the starboard end and the course side of the port-end starting mark

**11.3** [DP][NP] Boats whose warning signal has not been made shall avoid the starting area during the starting sequence for other races.

**11.4** A boat that does not start within four minutes after her starting signal will be scored Did Not Start without a hearing. This changes RRS A5.1 and A5.2.

## **12 THE FINISH**

**12.1** The finishing line is between a staff displaying a blue flag on the finishing boat at the starboard end and the course side of the port end finishing mark.

## **13 TIME LIMITS AND TARGET TIMES**

**13.1** The Race Time Limit is 45 minutes. Target time is 20 minutes.

**13.2** The race committee may award a finishing score to a boat that is still racing by hailing her from a committee vessel. A boat so notified is no longer required to sail the course (changing rule 28), shall stop racing and shall return to the starting area, or return ashore if there is no more racing. A finishing score under this Sailing Instruction will be the score she would have received had she sailed the course and finished within any time limit, without gaining or losing any place. However, when two or more boats that are overlapped are notified, they will be scored as if they were tied.

**13.3** Failure to meet the target time will not be grounds for redress. This changes RRS 62.1(a).

## **14 HEARING REQUESTS**

**14.1** The protest time limit is sixty (60) minutes after the last boat in that class finishes the last race of the day or the race committee signals no more racing today, whichever is later. The time will be posted on the official notice board.

**14.2** Hearing request forms are available from the race office at the clubhouse.

**14.3** Notices will be posted no later than 30 minutes after the protest time limit to inform competitors of hearings in which they are parties or named as witnesses. Hearings will be held in the clubhouse, beginning at the time posted.

**14.4** Immediately after finishing and before approaching coach or support boats a boat intending to protest shall, in addition to the requirements of RRS61.1(a), inform the race committee at the finishing line of her intention to protest and the identity of the boat(s) protested against. The protesting boat must receive an acknowledgement from the race committee. This changes RRS 61.

## **15 SCORING**

**15.1** One race is required to be completed to constitute a series.

**15.2** (a) When three or less races have been completed, a boat's series score is the total of her race scores.

(b) When four or more races have been completed, a boat's series score is the total of her race scores excluding her worst score.

## **16 [DP][NP] SAFETY REGULATIONS**

**16.1** All boats intending to race shall complete the sign-on process using the sheets provided on the deck at Kohi Yacht Club.

**16.2** Immediately on returning to shore, all boats shall complete the sign-off process using the sheets provided on the deck at Kohi Yacht Club.

**16.3** A boat that retires from a race or returns to the launching area before she has finished the last race of the day shall notify the Race Committee as soon as possible.

## **17 [DP][NP] SUPPORT TEAMS**

**17.1** Except when requested to participate in rescue operations, team leaders, coaches, and other support persons shall stay outside areas where boats are racing and are restricted to a 5 knot speed limit, from the time of the preparatory signal for the first start of a sequence of starts until all boats have finished or the race committee signals a postponement or abandonment of all races. The areas the boats are racing in is defined as the area inside the course and within 100 metres of any mark, lay line, starting line, finishing line or any area where any boat that is racing is sailing or may sail.

**17.2** All official and support vessels shall always have an engine safety cut out switch (kill cord) attached to the driver while the engine is running, unless prior written exemption has been provided by the Organising Authority.

## **21 RISK STATEMENT**

**21.1** RRS 3 states: 'The responsibility for a boat's decision to participate in a race or to continue to race is hers alone.' By participating in this event each competitor agrees and acknowledges that sailing is a potentially dangerous activity with inherent risks. These risks include strong winds and rough seas, sudden changes in weather, failure of equipment, boat handling errors, poor seamanship by other boats, loss of balance on an unstable platform and fatigue resulting in increased risk of injury. Inherent in the sport of sailing is the risk of permanent, catastrophic injury or death by drowning, trauma, hypothermia or other causes.

**New Zealand International Optimist Dinghy Association**  
**Green Fleet Rules for Racing**  
**For Sailors**

*Version 2010-01 – May 2010*  
*Based on and modified from the ISAF Introductory Rules for Sailing Version 1.01 - February 2008*

**These rules should be used for all Green Fleet races**

#### Some Explanations

*Windward and Leeward:* The leeward side of your boat is the side where your mainsail lies. The windward side is the other side.

*Port and Starboard tack:* You are on port or starboard tack according to your windward side.

*Advisor:* A person appointed by the race organizers to assist competitors in understanding the rules and, when appropriate, to penalize a boat.

#### Basic Rules

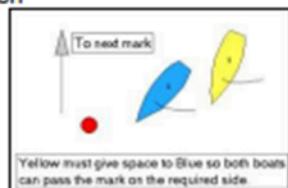
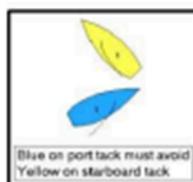
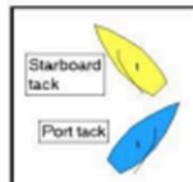
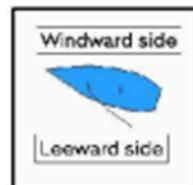
1. You must comply with the principles of good sportsmanship.
2. You must try not to collide with another boat.

#### Rules When Boats Meet

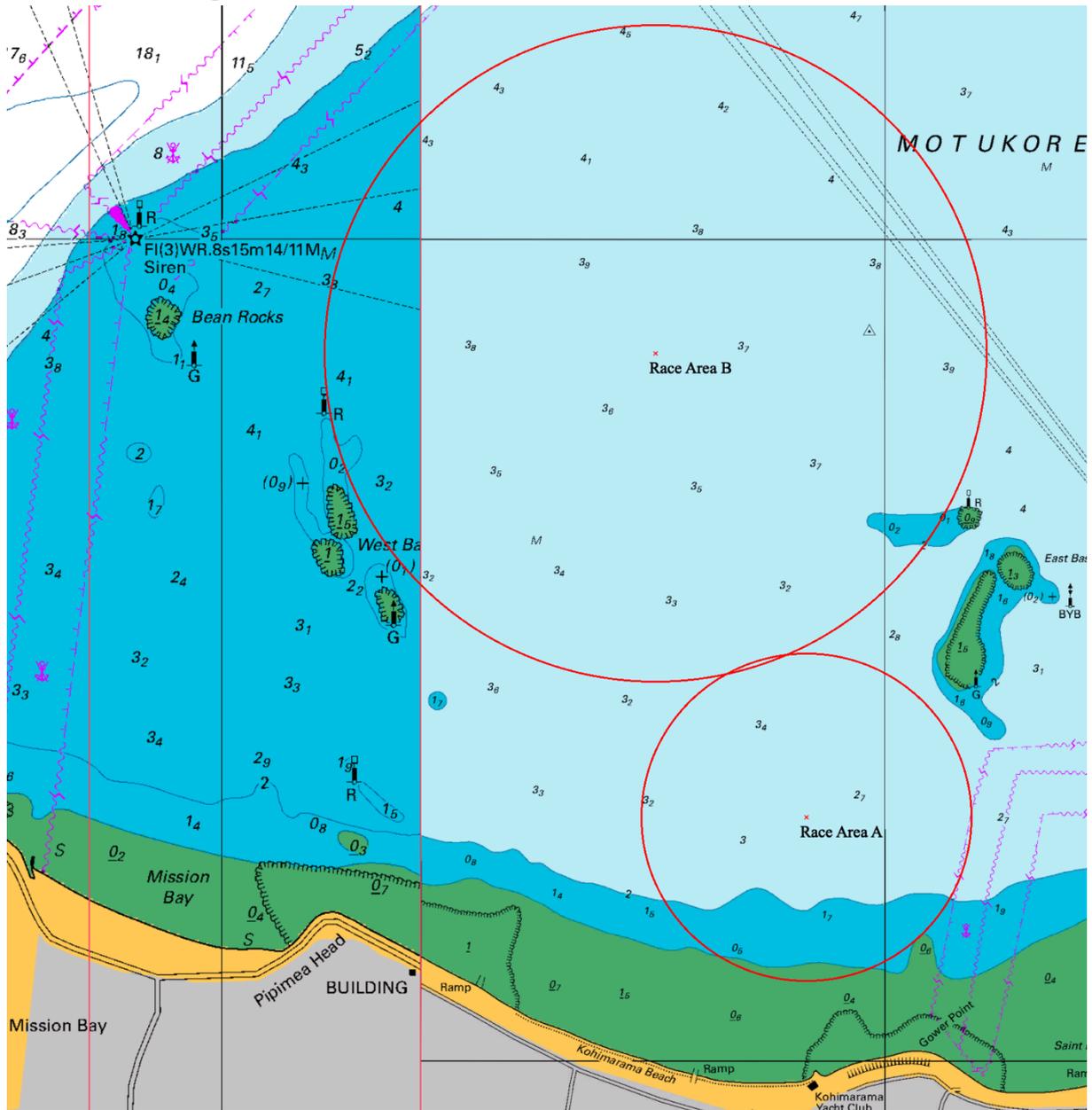
3. When you and the other boat are on opposite tacks, if you are on port tack you must avoid the boat on starboard tack.
4. When you and the other boat are on the same tack, you must avoid the other boat
  - (a) if she is in front of you, or
  - (b) if she is on your leeward side.
5. After starting, when you and the other boat approach a mark or an object that both boats need to avoid, and the other boat is between you and the mark or other object, you must give her sufficient space to pass it safely on the same side. However, when the boats are on opposite tacks at a windward mark, this rule does not apply.
6. When the other boat is required to avoid you, if you change course, you must give the other boat enough time to avoid you.

#### Other Rules

7. At the starting signal you must be behind the starting line.
8. After the starting signal, you must sail the course described by the race organizers.
9. You shall not propel your boat by paddling, sculling with your rudder, rocking your boat, pumping your sail or by being towed.
10. If you know you have broken a rule you may take a one-turn penalty by turning in a circle and doing one tack and one gybe. Avoid other boats when you do this.
11. If you think you or another boat has broken a rule or if you are unclear about the rules at any time during the race, you must describe the incident to the advisor after the race. The advisor may then add two points to the score of any boat that has broken a rule. If the offence is serious, the advisor may add extra points to the boat's score.

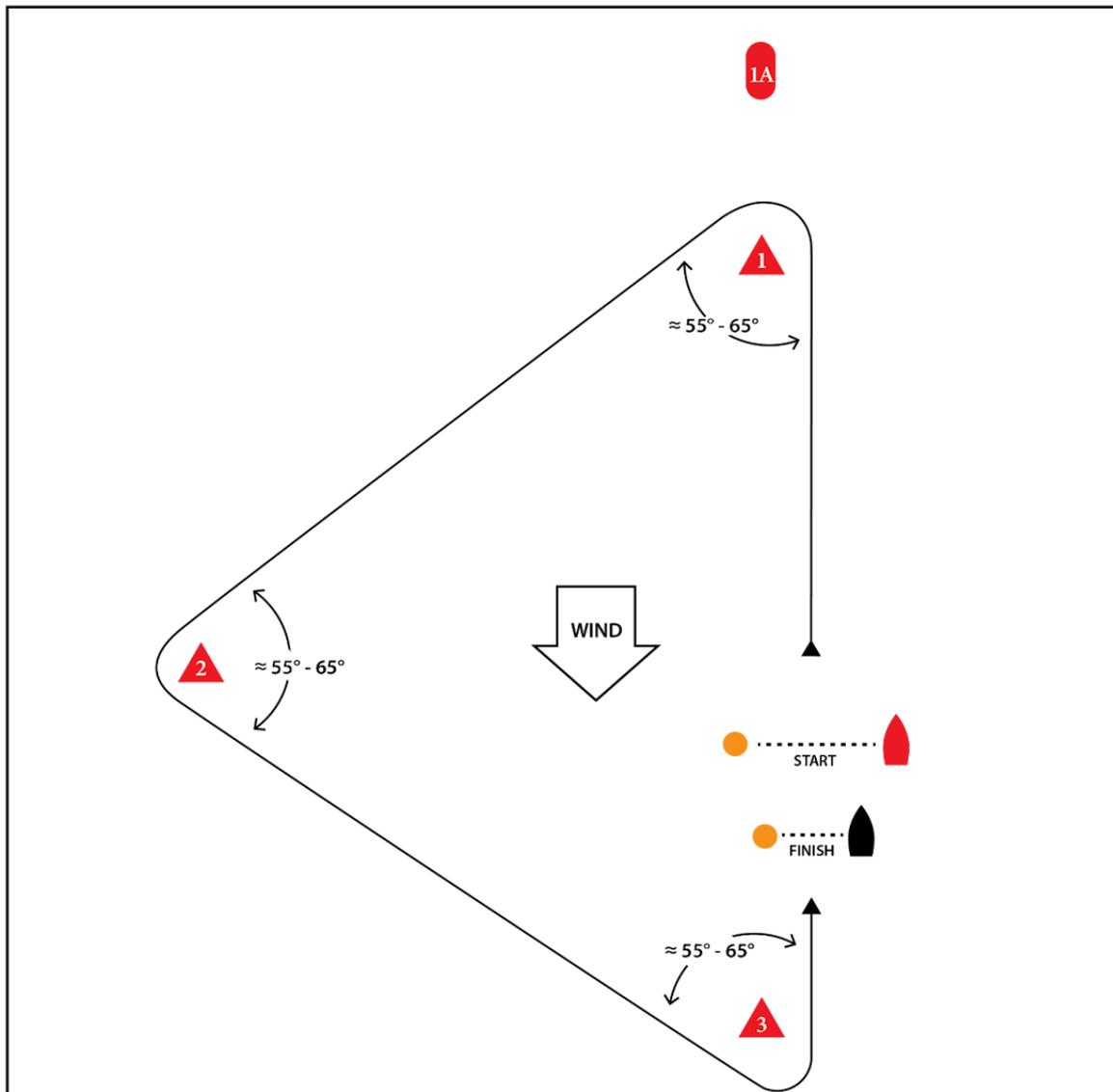


# Addendum A Racing Areas



**Addendum B Courses**

# Optimist Green Fleet

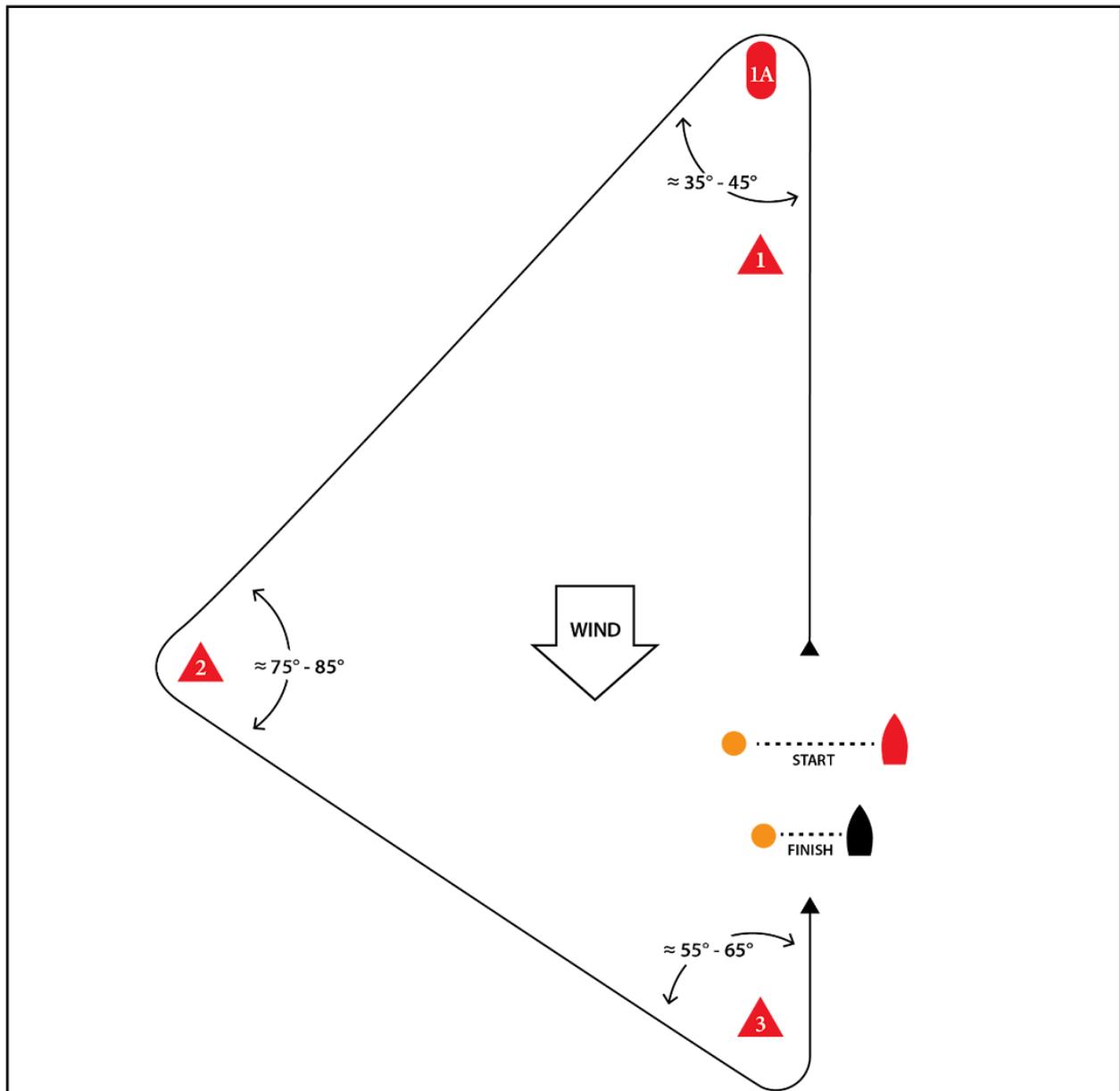


Course: Inner Trapezoid with beat to finish

Signal	Mark Rounding Order	MARK	DESCRIPTION
1	Start – 1(port) – 2(port) – 3(port) – Finish	  	Red Triangle
2	Start – 1(port) – 2(port) – 3(port) – 1(port) – 2(port) – 3(port) – Finish		
			Orange Round Start/Finish

Note Party island may be substituted for mark 1 if weather permits

# Starling Development and Optimist White



Course: Inner Trapezoid with beat to finish

Signal	Mark Rounding Order	MARK	DESCRIPTION
1	Start - 1A(port) - 2(port) - 3(port) - Finish	  	Red Triangle
2	Start - 1A(port) - 2(port) - 3(port) - 1A(port) - 2(port) - 3(port) - Finish		
			Orange Round Start/Finish