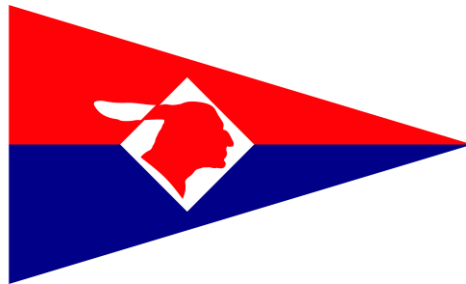




# 2022 Old Brown Dog Regatta

Sponsored by the Catawba Yacht Club



## SAILING INSTRUCTIONS

### 1 RULES

The regatta will be governed by the rules as defined in *The Racing Rules of Sailing* and the class rules of Wayfarer & MC Scow fleets and by commonly accepted poker rules.

### 2 ENTRIES

Entries will be accepted in accordance with the NOR. The online entry form can be found at <http://www.catawbayc.org/OBD-Registration.html>

### 3 NOTICES TO COMPETITORS

Notices to competitors will be posted on the official notice board located in the CYC clubhouse.

### 4 CHANGES TO SAILING INSTRUCTIONS

4.1 Any changes to the sailing instructions will be posted before 30 minutes prior to the competitors meeting on the day it will take effect, except that any change to the schedule of races will be posted by 20:00 on the day before it will take effect.

## **5 SCHEDULE and CLASS FLAG**

5.1 On Friday, October 14, 2022, there is planned a practice pursuit race that does not count as part of the regatta. Warning signal at 15:00. Please check-in with race committee before 14:30 to get your start time.

5.2 A competitors' meeting will be held at 10:00 on Saturday, October 15, 2022. The warning signal for the Wayfarer Poker Run will be sounded at 11:00. The warning signal for the MC Scow Poker Run is planned for 11:15. Goal is for the poker run to take 3 hours to complete

5.3 A competitors' meeting will be held at 8:30 on Sunday, October 16, 2022. The warning signal for the MC Scow Pursuit Race will be sounded at 09:30. The warning signal for the Wayfarer Pursuit Race is planned for 09:45. Goal is for the pursuit race to take 2 hours to complete

5.4 The class flags shall be a flag bearing the Wayfarer class emblem and a flag bearing the MC Scow class emblem.

## **6 RACING AREA**

The racing area will be on Lake Wylie.

## **7 COURSES and MARKS**

The mark locations for the day will be provided at the competitors' meeting. Rounding marks will be orange teardrops. The starting and finishing mark will be a yellow buoy.

## **8 STARTING AND FINISHING LINES**

8.1 The starting and finishing line will be located between an orange flag located aloft on the gazebo flagpole and a yellow start/finish buoy near the shore across the exit of the cove. Boats are to start inside the cove and cross the start line toward the main body of the lake after their start. Following the display of the individual recall signal, the RC will attempt to announce by VHF radio and hailer the racing number of all boats identified on the course side of the starting line at the starting signal. This adds to RRS 29.1. Such announcement is a courtesy and failure by the RC to make the announcement or of the boats to hear or understand it shall not constitute grounds for redress.

8.2 There shall be separate starts for the Wayfarer and MC Scow classes.

8.3 After a boat has started, if it crosses the finish line prior to rounding all marks of the course, it shall attempt to hail the race committee to explain their intentions.

## **9 POKER RUN RULES**

9.1 The Deal: Prior to the competitors meeting all the cards for each fleet will be shuffled together and dealt into 5 piles. The first pile will be used at the competitors' meeting. The next 3 piles will be used at each of 3 mark locations. The last pile will be used at the finish. If there are 10 or less competitors in a fleet, then 1 card deck will be used. If there are 11 to 20 competitors in a fleet, then 2 card decks will be used together.

9.2 The Game:

- A. Each competitor will be given 1 card from the first pile at the competitors' meeting. Competitors are permitted to view this card.
- B. Start the race. A 5-minute starting sequence will be used.
- C. After the start, competitors will sail to each of 3 marks in the order of their choosing and collect 1 card at each mark. Wayfarers will select purple envelopes. MC Scows will select teal envelopes. These cards will be in sealed envelopes and are not permitted to be viewed.
- D. Finish the race by crossing the finish line as described above.

- E. Once at the dock, proceed immediately to the CYC clubhouse. All the remaining cards of the last pile will be shown face up. In the order in which they finished; competitors will be given the opportunity to select any card available.
- F. At the dinner on Saturday night, one at a time competitors will open their envelopes and inform the race committee about the best poker hand they can make out of their 5 cards.

9.3 Mark Rounding: All marks shall be rounded to port. Normal mark rounding rules apply for determining which boat has right of way. It is permitted to touch the mark while retrieving a card and no penalty turns are required.

9.4 Scoring: Best poker hand wins.

<b>Poker Hand Rankings</b>	
<b>Royal Flush</b>	10♥ J♥ Q♥ K♥ A♥
<b>Straight Flush</b>	7♠ 8♠ 9♠ 10♠ J♠
<b>Four of a Kind</b>	9♥ 9♠ 9♦ 9♣ 3♦
<b>Full House</b>	Q♥ Q♠ Q♦ 3♣ 3♦
<b>Flush</b>	3♦ 7♦ 8♦ Q♦ K♦
<b>Straight</b>	5♥ 6♦ 7♠ 8♣ 9♦
<b>Three of a Kind</b>	K♠ K♣ K♦ 5♣ 7♦
<b>Two Pair</b>	A♥ A♠ J♦ J♣ 3♦
<b>One Pair</b>	K♦ K♠ J♣ 6♣ 4♦

(c) PokerHand.co.uk

## 10 PURSUIT RACE RULES

10.1 The pursuit race is an alternative race format intended to level the competition based on each boat's current seeds. The format is intended to give every boat a chance to win by sailing better than their seed. We understand no rating system is perfect and appreciate an easy-going attitude as we try this out.

10.2 The course will be determined based on weather conditions and provided at the competitors' meeting. For example, a typical course might be to sail up to the Buster Boyd bridge, down to the duck blind (near Catawba Nuclear Plant) and then back.

10.3 The start times for boats in the Wayfarer class will be staggered based on seeds provided on the Canadian Wayfarer Association website (<http://wayfarer-canada.org/seeds.html>). At the competitors' meeting each boat will be given a start time. The MC Scow class will all start together unless they mutually agree to a staggered start time for each boat at least 1 hour prior to the competitors' meeting.

10.4 A normal 5-minute starting sequence will be used. The class flag is lowered and final horn sounded to signify the start of the race. This is the point in time the start times are referenced to. The start time provided is the amount of time after the start of the race a boat must wait before crossing the starting line.

10.5 Boats will sail the designated course rounding all marks to port and return to the finish line.

10.6 The finish places will be the order in which boats cross the finish line.

## 11 PROTESTS

Protest forms are available at the clubhouse. Protests shall be delivered there within the protest time limit.

The protest time limit is 30 minutes after the last competitor finishes racing at the end of each day of racing and a minimum of 15 minutes after the scores are posted. The same protest time limit applies to requests for redress. This changes rule 62.2.

Notices will be posted within 30 minutes of the protest time limit to inform competitors of hearings in which they are parties or named as witnesses. Hearings will be held as soon as possible.

## 12 SAFETY REGULATIONS

12.1 All boats shall carry all the necessary safety equipment required by law, regulation, and class rules.

12.2 A boat that retires from a race shall notify the race committee as soon as possible.

12.3 It is recommended to carry a VHF radio for communication with the race committee. Use of the VHF radio is permitted during the races. This changes Wayfarer class rules.

## 13 EQUIPMENT AND MEASUREMENT CHECKS

13.1 A boat or equipment may be inspected at any time for compliance with the class rules and sailing instructions. On the water, a boat can be instructed by a race committee member to proceed immediately to the club docks for inspection.

13.2 VHF radio channel 69 will be used, as a supplement to flags and hails, to communicate activity on the race course; e.g., delays, over early calls, recalls, weather related issues. The use of a VHF radio is a **courtesy** and **is not required** for participation.

13.3 Use of devices and applications for tracking a boats speed, location, course, etc. is permitted. Information gathered is to be accessed only after racing is completed and shall not be used while a boat is participating in a race. This changes Wayfarer class rules.

## 14 NON-FAVORABLE SAILING CONDITIONS

In the event that the race committee decides the weather conditions are such that the racing will not be safe and/or fun, they reserve the right to make alternative plans which could include typical around-the-buoys racing or on-shore activities.

## 15 DISCLAIMER OF LIABILITY

Competitors participate in the regatta entirely at their own risk. See rule 4, Decision to Race. The organizing authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the regatta. A signed letter of waiver must be completed by each skipper prior to racing.

