STATE OF THE BEER CAN: SAILING INSTRUCTIONS FOR SLTWYC BEERCAN RACES

Weds Night Beer Cans are for fun. They are for getting out on the water to enjoy camaraderie, competition and a continuation of a tradition in sailboat racing. These casual races have been timed and not timed. Many times no score is kept, but you know how you did, no matter if times are corrected, or if you are just keeping tabs on a boat that seems to be near yours.

SLTWYC will be holding casual Wednesday Beer Can Racing.

Here's how we'll do it:

There's no skipper's meeting or registration.

Follow the Racing Rules of Sailing. Have insurance for your boat.

The Rear Commodore (RC) or designee shall set a start/ finish line with one end being Club Mark (O), the other end being a temporary mark set before the race. We try to make this line long enough to accommodate the number of boats racing and to a right angle to the first mark at Camp Richardson.

The RC will signal the start sequence with sound signals, horn, whistle, gun or whatever. Every effort will be made to synch these signals to universal time corrected to Pacific Daylight time. link: <u>www.tycho.usno.navy.mil/simpletime.html</u>

The signals will be: (modifies RRS 26)

17:59	several short sounds	get ready	
18:00	long sound	first warning	
18:05	long sound	first start	slow boats phrf>180
18:10	long sound	second start	fast boats phrf<180
18:15	long sound	third start	one design as needed

If there is a committee boat on station we will use a proper RRS 26 start.

The Beer Can Course: start O, C to port, R to port, finish O

Start between Club Mark (**O**) and the temporary mark. If you think you are over early, no big thing, go back and start again. If you think you had a fair start sail towards Camp Richardson. Find the **C** mark and round it to port. Then sail to the **R** mark, which is roughly just to the right of Round Mound at a distance of approximately 1.5 miles and round it to port. Now sail back to where we started, off Tahoe Keys. Finish by sailing thru the finish line, same as the start line, between **O** mark and the Temporary.

The course and starting times are the same thru the summer until we must modify for shorter days, usually in September. Check the website calendar for up-to-date information regarding timing: <u>sltwyc.com/events</u>. Early and late in the season, there may be only one start if only a few boats show up.

If some boats want to serve as committee boat, we shall welcome them. Please contact the Rear Commodore to make arrangements.

The temporary mark we use to define the start line needs to be set before the race. Setting the mark is one way to improve your skills at seamanship and reading the wind and water. Likewise, picking up the mark sharpens your skills. The RC will delegate YOU at some time to set the mark, retrieve the mark and sound the horns to start the race. Be ready to do so. It is an honor and a way to give back to our sport. If you are a late finisher and the temporary mark is still set you should pick it up and return it to our clubhouse.

Jerry Starkey's trophy will be awarded to the boats that best personify the spirit of casual Wednesday racing.

IT SHALL BE THE SOLE RESPONSIBILITY OF EACH YACHT TO DECIDE WHETHER OR NOT TO START OR TO CONTINUE TO RACE.

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Latitude 38's Basic Racing Guidelines

Since sailboat racing is a recreational sport, we think the number one rule should be to have fun. Beyond that, some basic guidelines help prevent collisions and ensure that racing is both fun and fair. Below is an outline of the 10 basic rules, which cover most racing situations. For completeness and total accuracy, refer to Racing Rules of Sailing 2017-2020, published by US Sailing. See www.ussailing.org/rules for details.

- 1. Port tack keeps clear of starboard tack.
- 2. If boats are on the same tack and overlapped, the windward boat must keep clear of the boat to leeward.
- 3. If boats are on the same tack, a boat clear astern must keep clear of a boat clear ahead.
- 4. When tacking or jibing, keep clear of boats on a tack.
- 5. Avoid collisions. If you have the right of way and hit the other boat, causing damage or injury, you will both be penalized.
- 6. Don't obstruct. Don't make it hard for the 'keep clear' boat to do so. (No hunting allowed.)
- 7. Sail the course prescribed. You have to round the marks in the directions specified in the Sailing Instructions and can't touch a mark.
- Proper Course (same tack, within two hull lengths). If the leeward boat came from astern, leeward boat shall not sail above its own proper course during the overlap. (Remember that the windward boat still has to keep clear, even if windward is forced above what it believes is windward's proper course. Leeward still has right of way.)
- 9. Give room at marks and obstructions to yachts over lapped on the inside, except:
 - a. When the overlap did not exist before the lead boat reaches the three-boatlength zone.
 - b. When approaching a windward mark on opposite tack.
 - c. At a starting mark surrounded by navigable water. That is, you don't have to let a barger in at the start except to avoid collision (then protest).
- 10. Acknowledge your fouls and protest those who don't.

A free rulebook comes with US Sailing membership. See <u>www.ussailing.org</u>.

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