



J-24 Series Race

This is a series race. Each team will sail a different boat for each race. If there's a tie for first Boat allocations for this race will be drawn from a hat. A coin will be flipped to decide who draws first.

Sailing Instructions

1. World Sailing Team Racing Rules apply.
2. However, remember.... this is a fun event and the J24's have been very kindly lent to us. Thus, in the event of contact resulting in visual damage, however slight, both boats will be disqualified from the race and the party at fault is responsible for restitution. If there is no visual damage, both boats may continue the race but the party at fault must make a 360-deg turn before continuing. This means that even if you are the right of way boat, you must be thinking ahead to be able to take avoiding action if the other boat appears not to be taking avoiding action.
3. Low Point Scoring System applies
1pt. For a win, 3pt. for a second, 5 pt. for a third and 7 pt. for a fourth.
A retirement will receive 8 pts. And a disqualification will receive 9 pts.
A tie for first place will be broken by a deciding race.
4. Starting: the 3,2,1 Start procedure will be used with-
3 flags at the 3 min warning signal and 1 hoot
2 flags at the 2 min mark and (silence)
1 flag at the 1 min signal and 1 hoot
Last flag away and 1 hoot for the start.
5. There is no umpire and no protest committee. Any controversy will be decided on the spot by the arbitrator immediately after the race in question. Decisions are final and there is no appeal. In the unlikely event that there is a protest, it will be heard by the arbitrator, but.... the loser of the protest will be required to buy the skipper of the exonerated boat, the race officer and himself a drink.
6. Markers: Markers for rounding are yellow triangles, start pin will be a burgundy Triangle, safe water markers will be white and cylindrical.