

Marconi Cup

Sailing instructions specific to Relay Racing

1 Format

- 1.1 The Relay will comprise of a team of three crews comprising helm and crew. The first crew will be identified as flight one, the second as flight two and the third as flight three.
- 1.2 Each team will be allocated a flag or streamer which must be attached to the boat in a clearly visible position before leaving the pontoon
- 1.3 The start will be from a teams designated point on the pontoon. The location of the pontoon will be identified at the briefing
- 1.4 The finishing line will be at each teams designated point on the pontoon.
- 1.5 There will be a draw for positions on the pontoon and boats at the briefing.
- 1.6 The normal rules of sailing apply while racing around the course.

2 Courses

The course and marks will be posted and advised at the briefing.

3 Starting, changeover and finishing

- 3.1 Flight one of each team will stand by there boats at there allocated position on the pontoor
- 3.2 The starting sequence will be a count down from 10 to 0 with a whistle on 0 to designate the starting signal.
- 3.3 At the starting signal the crews may board their boats and commence racing
- 3.4 No boat is allowed to tack within 10 boat lengths of the pontoor
- 3.5 After completion of the course flight one will return to their allocated location on the pontoon and exchange with flight two. Flight two will exchange with flight three in the same manner.
- 3.6 A team will be deemed to have finished when flight three have arrived at their allocated position on the pontoon and both crew and helm have got out of the boat and are on the pontoon. One crew member is holding the boat and the other is holding their flag aloft.
- 3.7 If an umpire deems a crew has failed to arrive at the allocated position on the pontoon in a seaman like manner the next crew must completer a 360 before the next mark.
- 3.8 At the start only the first flight are allowed on the pontoon. At changeover only the next flight are allowed on the pontoon and the flight who have just completed the course must leave the pontoon as soon as possible.

4 Breakdowns

- 4.1 If at any time during the racing a breakdown occurs the crew must inform the race officer or umpires immediately by hailing and raising their flag
- 4.2 The race officer on the pontoon will then start the next flight from that team in a spare boat from the pontoon in the position the boat was in at the mark immediately prior to the breakdown. The race officer will also start the boat at the approximate timing the boat was behind the boat immediately ahead of them but not if that changes their position in the race.
- 4.3 If the breakdown occurs in flight three then the team will be allocated the finishing position equal to their position at the last mark before the breakdown
- 4.4 If for any reason the race officer cannot provide a team with a replacement boat at the pontoon the team will be allocated the finishing position equal to their position at the last

5 Umpires

- 5.1 There will be umpire(s) afloat and on shore.
- 5.2 The onshore umpire will police seamanship and conduct coming ashore and leaving the pontoon and can impose a 360 penalty
- 5.3 The umpire(s) afloat will police the rules of sailing and can impose a 360 penalty.
- 5.4 The umpires decision is final and not subject to appeal.

6 Abandoning the race

- 6.1 The race committee may abandon the race for any reason.
- 6.2 The race may be rerun if time, weather and equipment allow.
- 6.3 The result may be counted if at least one team has completed two full circuits. Each team shall be scored as finishing in the position they were at at the last mark before the abandonment.