



## SAISA North Points #4

Hosted by  
**Charleston Community Sailing**  
&  
**Carolina Yacht Club**  
50 East Bay Street, Charleston, SC 29401

December 6, 2025

### **SAILING INSTRUCTIONS**

#### **1. RULES:**

- 1.1. The regatta will be governed by the rules as defined in *The Racing Rules of Sailing*, the [ISSA Procedural Rules](#), the [Scholastic Dinghy Class Rules](#), the [SAISA District Supplemental Rules](#) and Code of Conduct, this Notice of Race, and the Sailing Instructions. In the event of a conflict between the governing documents and the Sailing Instructions, the latter shall take precedence.

#### **2. NOTICES TO COMPETITORS:**

- 2.1. Any changes to the Sailing Instructions will be announced orally and posted on the official notice board on TechScore as soon as practicable.
- 2.2. Oral changes to the Sailing Instructions may be given on the water, in accordance with RRS 90.2(c), by the race committee making multiple sounds from the signal boat and hailing the competitors. Changes must be made before the warning signal.

#### **3. CODE OF CONDUCT:**

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

#### **4. SCHEDULE:**

- 4.1. Saturday, December 6, 2025  
9:00AM Report time & check in at [Carolina Yacht Club](#)  
9:30AM Competitors' meeting at Carolina Yacht Club flagpole  
Racing immediately after
- 4.2. The number of races each day will be at the discretion of the regatta chair.
- 4.3. Rotation schedules and boat assignments will be posted on [TechScore](#) after the competitors' meeting.
- 4.4. Three completed races per division will constitute a regatta.

#### **5. SIGNALS MADE ASHORE:**

- 5.1. Signals made ashore will be displayed from the main dock in the sailing area.
- 5.2. When code flag "AP" is displayed ashore, "1 minute" is replaced with "not less than 15 minutes" in the RRS Race Signal "AP".

## **6. COURSES:**

- 6.1. The courses are described in Addendum A.
- 6.2. The race committee may designate course selection orally or by posting on the signal boat.

## **7. MARKS:**

- 7.1. Marks 1, 2S, and 2P will be yellow cylinders.
- 7.2. Mark 1A will be a white ball.
- 7.3. The starting mark will be an orange ball.
- 7.4. The finish mark for downwind finishes will be an orange ball.
- 7.5. The finish mark for upwind finishes will be a yellow cylinder (Mark 1).
- 7.6. In the absence of an offset or gate mark, boats will round the remaining mark to port.

## **8. THE START:**

- 8.1. A green flag will designate the Varsity fleet.
- 8.2. A yellow flag will designate the JV fleet.
- 8.3. All races will start in accordance with ISSA PR 7.9.
- 8.4. The starting line will be between a staff displaying an orange flag on the race committee vessel at the starboard end and the course side of a starting mark at the port end.
- 8.5. A boat that does not start within 3 minutes after its starting signal will be scored Did Not Start (DNS) without a hearing. This changes RRS A5.1 and A5.2.
- 8.6. Individual recalls will be signaled by a display of code flag X with an accompanying sound signal. Individual boats will be hailed by sail number, if possible. Code flag X will remain hoisted until all boats have started properly, or for a period of no less than 2 minutes. This changes RRS 29.1. Failure of a boat to hear the hail or sound signal shall not be grounds for redress.
- 8.7. The race committee may signal a general recall with two sounds and the hail of "general recall" and need not display the First Substitute. Following a general recall, the warning for any subsequent start may be initiated at any time. This changes RRS 29.2. After a general recall, RRS 30.1 shall apply. Signal flag I need not be displayed. This changes RRS 30.1.

## **9. THE FINISH:**

- 9.1. The finish line will be between a staff displaying a blue flag on a race committee vessel at the starboard end and the course side of a finish mark at the port end.
- 9.2. If one or more boats are unreasonably delaying the completion of a race, the race committee may score the boat(s) in place and terminate the race. This changes rules 35 and A4.

## **10. BREAKDOWNS:**

- 10.1. Breakdown requests shall be filed in the same manner as protests.
- 10.2. Breakdowns shall be scored in accordance with ISSA PR 9(e). Compensation shall be consistent with ISSA PR Appendix 3.
- 10.3. Competitors shall report any damage, contact between boats, or loss of equipment, however slight, to the OA immediately after returning to shore.

## **11. PENALTY SYSTEM:**

- 11.1. RRS 44.1 and 44.2 are changed so that the penalty is one full turn instead of two.
- 11.2. The penalty for breaking SI 10.3 (failure to report damage), unless the protest committee is satisfied that the competitor made a determined effort to comply, will be disqualification from the race most recently sailed.

## **12. TIME LIMIT:**

- 12.1. The time limit for the first boat to finish will be 30 minutes.
- 12.2. Boats failing to finish within 10 minutes after the first boat will be scored DNF.

**13. PROTESTS AND REQUESTS FOR REDRESS:**

- 13.1. Protests procedure will be in accordance with ISSA PR Part VI. Protests should be filed as soon as sailors return to the dock. Hearings will take place between races.
- 13.2. The time limit for filing protests and requests for redress shall be 20 minutes after the race committee boat has docked following the last race of the day.
- 13.3. Appendix T4.2 is in effect for redress.

**14. SCORING:**

- 14.1. Scoring will be in accordance with ISSA PR 9.

**15. SAFETY:**

- 15.1. A boat that retires from a race shall notify the race committee either before leaving the course or, if that is impossible, immediately after arriving ashore.
- 15.2. All competitors must wear approved PFDs in accordance with ISSA PR 2.2.

## ADDENDUM A

### **COURSE 2:**

START - 1 - 1A - FINISH

### **COURSE 3:**

START - 1 - 1A - 2S/2P - FINISH

### **COURSE 4:**

START - 1 - 1A - 2S/2P - 1 - 1A - FINISH

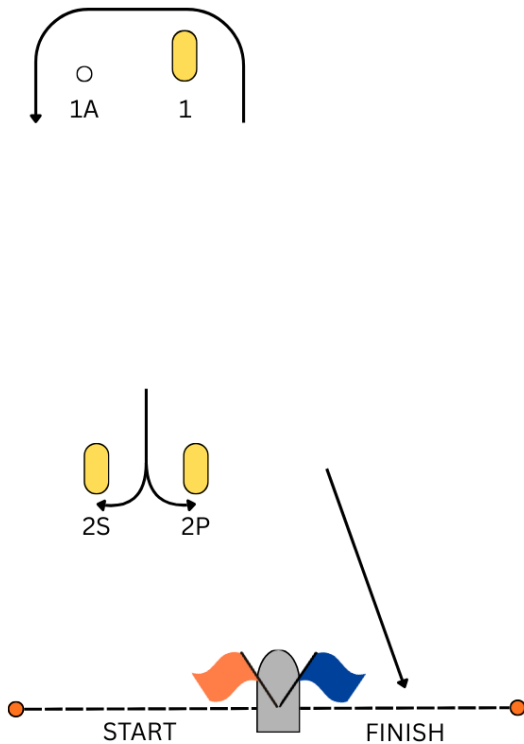
### **COURSE 5:**

START - 1 - 1A - 2S/2P - 1 - 1A - 2S/2P - FINISH

### **COURSE 6:**

START - 1 - 1A - 2S/2P - 1 - 1A - 2S/2P - 1 - 1A - FINISH

#### **EVEN NUMBER OF LEGS**



#### **ODD NUMBER OF LEGS**

