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13th July 2022

Solent Scout Sailing Regatta 2022

25th September

Dear Scouter,

Herewith initial entry forms, rules and information concerning the sailing regatta which will be held at 4th Hythe Scout Headquarters SO45 6DF.

The regatta is open to entries from Groups of Scouts who include sailing in their programme.

Please note:

- Throughout this document Scout is taken to mean a member of the Scout Association.
- All events will take place on Sunday.
- A Scout may only enter one class.
- The maximum ages of Scouts are taken on the 1st September in the year of the regatta.
- Before filling in the entry forms, read and understand rules 10 to 14 (inclusive).
- The regatta committee reserve the right to change these rules at short notice, Scouters will be notified of any rule changes at the start of the day and crews will be informed by the Crew Marshal when they are mustered.
- The single handed fleet will be stern sheeted toppers.
- The scout double handed fleet will be picos
- The explorer double handed fleet will be topper vibes.
- The regatta may be cancelled or the classes changed at short notice to comply with the Scout or Government covid restrictions. Anyone who feels ill or has a positive covid test shortly before the regatta should not attend.

The programme and boat schedule will be done on the Sunday 11th September. Any entries made after the 10th September may not be accepted. Entries will be acknowledged by email as they are received.

You will be sent an invoice according to the number of places allocated this must be paid on the day of the regatta even if you no longer require the places allocated.

Your Programme Organiser

David Chadwick

Solent Scout Sailing Regatta 2022

Rules and Information

1. The first race will start at 10:00 hours, the last race will start about 14:00, after which there will be a presentation.
2. The programme will not allow for a fixed lunch break. Lunch should be taken when the opportunity allows.
3. Every group must have an adult in charge at all times.
4. Swimming is not permitted, anyone caught doing so will be disqualified. Anyone caught repeatedly misbehaving will get their group disqualified.
5. Boats are only to be used for races, anyone using boats for other purposes will be disqualified from all their races. Adults using boats will risk getting their whole group disqualified.
6. All groups should have a party available "on call" to get boats in and out of the water as necessary. Boats are expensive: please take as much care with someone else's boat as you would with your own.
7. Each group is responsible for it's own first aid during the event. Major injuries must be reported to the Scouter-In-Charge as soon as possible.
8. Insurance can be arranged for boats lent to the Regatta Committee if such use is not covered by the group's own insurance. The Regatta Committee will pay for the transporting of boats.
9. Each class will have two rounds and, if required, a final. Only the rounds will count towards the overall trophies
10. Each Scout may only enter class

Class	Description	Participants per Crew
W	Double Handed Sailing Under 14½	2
X	Single Handed Sailing Under 14½	1
Y	Double Handed Sailing Under 18	2
Z	Single Handed Sailing Under 18	1

11. Under 14½ means their 14th birthday on or after 1st March in the year of the regatta, Under 18 means their 18th birthday on or after the 1st September in the year of the regatta.
12. Once a crew has raced it may NOT be changed.
13. Participants must be members of the Scout Association.
14. Each Scout may only be part of one crew.
15. Buoyancy Aids of approved design must be worn by all people on the water or on pontoons.
16. Crews are to be dressed in sensible manner.
17. Sailing races will be called at the Crew Marshal's tent. If a crew fails to muster within 5 minutes of their race being "called" the race will go without them.
18. Sailing races will be raced according to the attached sailing instructions.
19. All competitors should race to win or risk disqualification.
20. All competitors must be able to swim to the ability proscribed in POR rule 9.42(a). That is to be able to swim for 50m in light clothes and stay afloat for 5 minutes.
21. Point scores.
 - First place in each class will score 20 points.
 - Lower places will score progressively fewer points.
 - Retirements will score one point.
 - Disqualified competitors will not score.

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Rules and Information

22. After the last race all participants will remove the boats from the water, tidy the site, get into uniform and pack away the regatta tents. Presentations will occur only after this has been done.

23. Trophies: The crew with the highest points in each class are class champions. If there is a tie for first place, and time allows, a deciding race will be run. There are also the following multi-class trophies. In each of these only the group's highest scoring crew in the contributing classes are considered.

Trophy	Contributing Classes	Notes
Scout Overall	W & X	
Explorer Overall	Y & Z	

24. There are a number of posts which need to be filled in order for the regatta to function. The Regatta Committee decided that groups entering the regatta should fill these posts. The posts are for the whole day and groups will have to organise their own relief for comfort breaks etc. People doing the jobs should be adults.

Post	Description	Requirements
Safety Boat Driver & Crew (2 required)	Monitor crews on a course and rescue them and their boats as required.	RYA Safety Boat Scout powerboat permit.
Sailing Judge	Follow the leaders of the race, inform them when they have infringed a rule and apply appropriate penalties. Explain the rules and reasons for penalties.	Scout powerboat permit Knowledge of basic racing rules
Sailing Starter (2 required)	Start each race, monitor the crews, counting their completed laps and finish them when appropriate	Knowledge of basic racing rules
Sailing Marshal (2 required)	Ensure the crews understand the course and start sequence. Ensure the crews get in the correct boat and cast them off. Collect the boats at the end of the race.	Knowledge of basic racing rules

Solent Scout Regatta 2022

Sailing Instructions

1. Rules – The regatta will be governed by the 'rules' as defined in the ISAF "Introductory Rules for Racing" version 1.01. These are available from:
http://www.sailing.org/tools/documents/IntroductoryRacingRules_V1.1-%5B5178%5D.pdf
2. Schedule of races – All classes will have 3 rounds. A detailed schedule of races will be available from the recorders office from 10:00 on the day of the regatta, times on the schedule should be viewed as flexible.
3. Boats – Boats will be provided for all competitors, who shall not modify them or cause them to be modified in any way except that all fittings or equipment designed to be adjusted may be adjusted.
4. The Course – The racing course will be displayed in the recorder's office at the start of the day. Any modifications to the course will be explained to the competitors by the sailing marshal or the starter before the crew enter their boat.
5. The Start Sequence – The start sequence will be: 3 minutes to start (Class flag up), 2 minutes to start (Preparatory flag up), 1 minute to start (Preparatory flag down), Start (Class flag down). All flag changes will be accompanied by a single sound signal.
6. External Assistance – Teams must not receive any external assistance not available to all crews. This includes shouted instructions from team members and communication via radio or mobile phone.

Protests and Penalties

Sailboat Racing is a 'self-policing sport'. A fundamental principle of sportsmanship is that when competitors break a *rule* they will promptly take a penalty, which may be to retire.

Umpires will be afloat and watching the racing. They **will not initiate protests** against a boat.

1. In the event that a boat feels that another boat has broken a rule, that boat shall immediately display a red flag and shout "Protest" and ensure the other boat both sees the flag and hears the shout of "Protest".
2. The boat being protested shall immediately make a One-Turn Penalty by making one tack and one gybe in the same direction and shout "Spinning".
3. If within a reasonable time, at the discretion of the umpire, the offending boat has not taken a One-Turn Penalty, the umpire will display a **red flag** and hail the offending boat (which may be the boat that protested) and that boat shall then immediately take a Two-Turn Penalty which is two tacks and two gybes in the same direction.

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Introductory Rules for Racing

Version 1.01 - February 2008

Some Explanations

Windward and Leeward: The *leeward* side of your boat is the side where your mainsail lies. The *windward* side is the other side.

Port and Starboard tack: You are on *port* or *starboard tack* according to your *windward* side.

Advisor: A person appointed by the race organizers to assist competitors in understanding the rules and, when appropriate, to penalise a boat.

Basic Rules

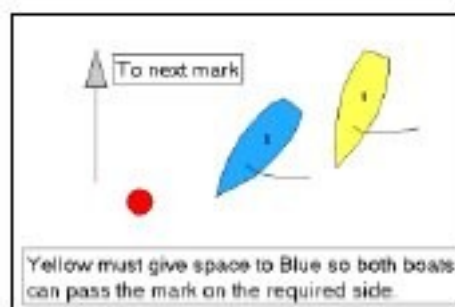
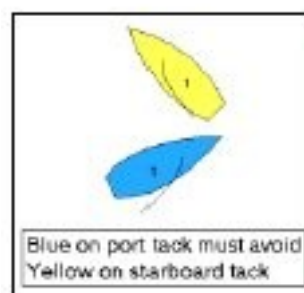
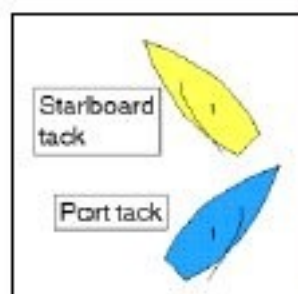
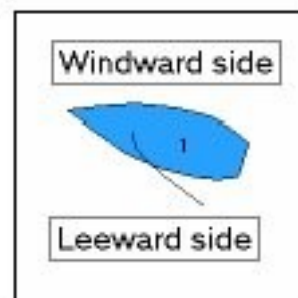
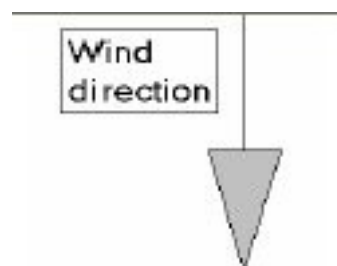
1. You must comply with the principles of good sportsmanship.
2. You must try not to collide with another boat.

Rules When Boats Meet

3. When you and the other boat are on opposite *tacks*, if you are on *port tack* you must avoid the boat on *starboard tack*.
4. When you and the other boat are on the same *tack*, you must avoid the other boat
 - (a) if she is in front of you, or
 - (b) if she is on your *leeward* side.
5. After starting, when you and the other boat approach a mark or an object that both boats need to avoid, and the other boat is between you and the mark or other object, you must give her sufficient space to pass it safely on the same side. However, when the boats are on opposite tacks at a windward mark, this rule does not apply.
6. When the other boat is required to avoid you, if you change course, you must give the other boat an adequate opportunity to avoid you.

Other Rules

7. At the starting signal you must be behind the starting line.
8. After the starting signal, you must sail the course described by the race organizers.
9. You must not touch a mark of the course.
10. If you think you or another boat has broken a rule or if you are unclear about the rules at any time during the race, you must describe the incident to the *advisor* after the race. The *advisor* may then adjust the score of any boat that has broken a rule.



Solent Scout Regatta - Entry Form

Group Name _____ Address _____

Contact _____

Telephone _____

email Address _____

Indicate below your requirement in each class.

A crew is the people required to crew the boat.

An invoice will be sent based on the places allocated which must be paid on the day of the regatta.

Places allocated but unused must still be paid for.

An allocation sheet will be sent to all entering groups which should be completed and handed in before the first race on the day of the regatta.

Class	Crew Size	Crews Required	Cost per Crew	Total Cost
W (Double Handed Sailing U14½)	2		£8.00	
X (Single Handed Sailing U14½)	1		£4.00	
Y (Double Handed Sailing U18)	2		£8.00	
Z (Single Handed Sailing U18)	1		£4.00	
			Total	

Preferred Post (see rule 24)

First Choice

Second Choice

Return the form to: **David@drumochter.org.uk**
 or **David Chadwick,**
Drumochter, Stackhouse Lane,
Giggleswick,
Settle.
BD24 0DL

