



Wednesday Night Racing

Standing Sailing Instructions

1. Rules

- 1.1 Wednesday Night Racing will be governed by the rules as defined in the current *The Racing Rules of Sailing* (RRS).

2. Eligibility and Entry

- 2.1 This event is open to SCOW members. All persons aboard SCOW club owned boats must be SCOW members and all membership fees and dues must be current. The skipper of a privately owned boat must be a paid-up member to race.
- 2.2 This event is mainly organized for Flying Scots, however other small boats such as Buccaneers, Albacores, and Lasers may also participate.
- 2.3 There is no need to register ahead of time. All potential skippers and crew should check in with the Assistant Racing Director (Dick Kerr) upon arrival.
- 2.4 SCOW club owned boats are available to SCOW skippers starting at 4:00pm on Wednesday afternoons. They are available on a first come first serve basis.
- 2.5 Potential crew are assigned to boats on a first come first serve basis. While every effort is made to get people on boats, and usually we are able to accommodate everyone, we cannot guarantee it.
- 2.6 PRSA members with their own boats may be permitted to participate as a courtesy.

3. Fees

- 3.1 There is no fee for this event.

4. Schedule of Races

- 4.1 Wednesday Night Racing takes place every Wednesday from the beginning of April to the end of September, weather permitting.

5. Schedule

- 1600 - SCOW Club Boats become available to skippers.
- 1630 - Skippers and crew start to gather and rig the boats.
- 1700 - Boats start to leave the docks.
- 1730 - Racing starts (or whenever there are enough boats ready to start).

Dusk - Racing may continue until dusk, allowing enough time for boats to get in before dark.

6. Venue and Sailing Area

- 6.1 SCOW is based at the Washington Sailing Marina, located at 1 Marina Drive, Alexandria, Virginia 22314.
- 6.2 The primary location for the races is on the Potomac River in the area of the new #5 buoy (old G7 buoy) and the old Powerplant.
- 6.3 As a secondary location, races may be held in the WSM lagoon.

7. Courses

- 7.1 Courses to be sailed will be windward-leeward and will be one, two, or three laps, (W1, W2, or W3) depending on conditions. The course will be designated by the race committee over the VHF radio on channel 68. See the diagram at the bottom of this document.

8. Marks

- 8.1 The windward mark will be a small yellow drop mark or an existing buoy such as a green navigational buoy or a 'No wake' buoy. Unless otherwise indicated, the windward mark will be rounded to port.
- 8.2 The leeward gate and start-finish line are indicated by two yellow drop marks. To round the leeward gate, boats must first pass between the two yellow drop marks and then may round either mark.
- 8.3 The start-finish line is the same as the leeward gate. It is indicated by two yellow drop marks. Boats must pass between the two marks.

9. The Start

- 9.1 The start will be a three-minute sequence using a whistle that is blown from the race committee boat and over the radio.
 - A series of short blasts will be made prior to the warning. (Approx. 10 seconds prior)
 - 3 blasts – Three minutes to start (Warning)
 - 2 blasts – Two minutes to start (Prep)
 - 1 blast – One minute to start
 - 1 long blast – Start.
 - A series of short blasts during or after the start sequence indicates the race is being postponed or abandoned. Await further instructions over the radio. No flags will be used.
- 9.2 Boats arriving more than 5 minutes late to the start of a race may join in the back of the fleet and sail the course, but they will not be considered racing. They should not interfere with boats that are racing.

10. Scoring

- 10.1 Races are not officially scored. While it is fun to keep track of who wins and talk about it afterward around the picnic table, no official record is maintained.

11. Penalty System

- 11.1 Rule 44.1 is changed so that the two-turns penalty is replaced by the one-turn penalty (one tack and one jibe) for violation of any Part 2 foul (fouling another boat); However, a two-turn penalty applies for a Part 2 foul inside the three boat length zone of any mark other than a starting mark.

12. Notices To Competitors

- 12.1 WNR Notices will be emailed to SCOW members.
- 12.2 The Racing Director may send out an email announcement cancelling racing in the event of poor weather or for any other reasons. If no announcement is sent out, assume that racing is expected to take place.
- 12.3 Last minute announcements may be made orally at the docks just before racing. In the case of uncertain weather, we often call it at the docks.

13. Radio Communication

- 13.1 On the water, the race committee will announce the start sequence, the course, and make courtesy broadcasts to competitors on VHF radio, channel 68.

14. Awards

- 14.1 The fun of racing and good company are their own rewards.

15. PROTESTS AND REQUESTS FOR REDRESS

- 15.1 The goal is to conduct spirited competitive races in which all competitors demonstrate high levels of good sportsmanship at all times. All competitors are expected to comply with and enforce the rules and it should be a rare exception that a foul/penalty is not settled on the water. A boat that is fouled should hail the fouling boat with "PROTEST" immediately. 5-10 seconds will serve as a reasonable amount of time for this hail. In order for a protest to be valid, this hail must occur within that timeframe. A boat that fouls another boat should, as soon as safely possible, take a one or two-turns penalty as appropriate.
- 15.2 There is no protest committee for Wednesday Night Racing. Rule questions are usually addressed through a friendly discussion between parties or as a group around the picnic table after racing. If a competitor repeatedly shows disregard for the racing rules, competitors may inform the Racing Director. In sum, the steps for resolving a rules violation or safety concern are:
 - 1. Protest the fouling boat immediately.
 - 2. On shore after the race, speak directly with the skipper of the fouling boat. (Ensure no hard feelings, clarify misunderstandings, help others learn about rules and safety.)
 - 3. If you feel the issue is still not resolved, speak with the Racing Director or their proxy before you leave that evening.

16. SAFETY

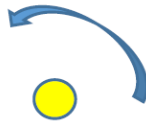
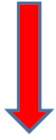
- 16.1 A boat that retires from the racing area shall notify the race committee as soon as possible via VHF radio.
- 16.2 The Inland Navigation Rules always apply between boats racing and vessels not participating in the racing event. A racing boat shall not obstruct a commercial vessel.

17. DISCLAIMER OF LIABILITY

- 17.1 Competitors participate in Wednesday Night Racing entirely at their own risk. See RRS 3, Decision to Race.
- 17.2 The organizing authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after racing.

Wednesday Night Racing Course

Wind Direction



Windward Mark

Round to port

Start/Finish Line



Leeward Gate Mark

Round either buoy but must pass
between the two marks.