



Sailing Instructions Stockholm Archipelago Raid

1. RULES

- The event will be governed by the rules as defined in the Racing Rules of Sailing (RRS) 2013 2016, and with appendix S and the International F18 Class rules.
- Specific rules apply for this event for example:
 - Mobile phone and VHF (channel 72 will be used) is allowed and mandatory
 - GPS with plotter is allowed and recommended
 - Camel backs up to 3.0 L are not considered water ballast systems
- All boats shall in accordance with ISAF Regulation 20 display advertising if provided by the event organiser.

2. NOTICES TO COMPETITORS

- Notices to competitors will be announced at morning meetings.

3. SIGNALS MADE ASHORE

- When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 40 minutes' in the race signal AP.

4. RACE PROGRAM

- See Notice of Raid

5. CLASS FLAGS

- F18 flag: white flag with figure F18 in pink will be displayed on RC official boats

6. RACING AREAS / COURSES

- Will be presented at skippers meetings.

7. CHECK POINTS

- All Check Points (CP) will be described in Check Point list. They can be an island, a rock, a mark, a bouy, a light house, a beach or a boat for example.
- Normally, if not otherwise stated explicitly, a Check Point must be passed as close as if it was a gate 100 meters wide. In most but not all cases this will also be the shortest way to sail. The reason for this is that we want boats to avoid dangerous areas and/or that we need boats to pass a check point in order to keep track of all boats.
- Between the check points the teams are allowed to choose their way themselves and there will be endless possibilities to go on different sides of islands rocks and skerries to get to the next CP.
- Race committee can decide to stop or shorten the race at any CP for safety and/or time reasons. The leg will then be finished at the CP where the boats are stopped.



8. CHECK OUT AND CHECK IN

- Check-out will be done each morning on shore at the skippers meeting in order to know the number of boats who will start each day.
- Check-in will be done by keeping track of the boats at the start and finish line.
- It is of great importance that a boat that abandons race informs the Race Committee by calling in on the dedicated phone number or by VHF should the phone not work.

9. THE START AND FINISH

- The starting line will be between a checkered start flag on the starting/finishing boat and a yellow buoy.
- Starting procedures with flag signals and horn.
5 min: green flag with figure 5 (an I flag may be displayed if necessary)
4 min: blue flag with figure 4
1 min: red flag with figure 1
- VHF may be used to call back boats that OCS when possible. Early starters who fail to return to starting line will get an OCS.
- The finishing line will be between a checkered flag on the finishing/starting boat and a yellow buoy.

10. TIME LIMITS

- There are not time limits. However the Race Committee can decide to shorten the race for one or several teams, see scoring.

11. SCORING

- A high point scoring system will apply. The team which has accumulated the most points at the end of the raid wins.
- The first team of a leg/race will get points equal to the number of teams starting the leg/race +5.
For example 30 points if 25 teams starts the leg/race. The second team gets 29 points, the third team 28 points, etc and the last boat 6 points.
- The Race Committee can decide to shorten a leg/race for the last boats arriving to a CP in order to shorten the time between the first and last boat or for security reasons. The boats will then get a sign/message to go directly to the finish line without passing the last CP/CPs. Boats sailing the shortened course will get a 2 points penalty for not having to sail the whole course. For example, the first team that has to take a short cut will get the points of the last boat that completed the whole course minus 3. The boat thereafter minus 4, etc. This means that if the last boat in the leg/race sailed the shortened course it will get 4 points.
- A team that does not finish a leg/race gets 2 points.
- A team that does not start a leg/race gets 0 points.



- One leg will be discarded during the raid if the total number of legs/races equals 6 or more. If only 5 legs/races or fewer will be sailed the points from all legs/races will count.

12. PROTESTS AND REQUESTS FOR REDRESS

- Protest forms are available at the race officer. Protests shall be delivered in writing there within the appropriate time limit.
- The protest time limit is 30 minutes after the last boat has finished the last leg of the day.
- Notices will be posted no later than 20 minutes after the protest time limit to inform competitors of hearings in which they are parties or named as witnesses.
- Notices of protests by the race committee will be posted to inform boats under rule 61.1(b).
- Taking a penalty: A boat may/should take a One-Turn Penalty when she has broken a rule of Part 2 of the (RRS rule 44.2).

13. REPLACEMENT OF CREW OR EQUIPMENT

- Substitution of competitors will not be allowed without prior written approval of the Race Officer.
- Substitution of damaged or lost equipment is allowed.

14. EQUIPMENT AND MEASUREMENT CHECKS

- A boat or equipment may be inspected at any time for compliance with the class rules and sailing instructions. On the water, a boat can be instructed by a race committee, equipment inspector or measurer to proceed immediately to a designated area for inspection.

15. DISCLAIMER OF LIABILITY

- Competitors participate in the regatta entirely at their own risk. See rule 4, Decision to Race. 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 the regatta.

16. INSURANCE

- Each participating boat shall be insured with valid third-party liability insurance.

17. FOR MORE INFORMATION

Contact Jocke Ameln, Race Officer, phone: +46 78 166233 and/or VHF channel 72 during races.