

Sailing Instructions

BSDRA Hoad Shield 2026

Saturday 13th June 2026



Addendum A: Event Specific Rules

A1:

Additional Rules

A1.1	RRS D2 applies. Races will be umpired.	Yes
A1.2	RRS 20 is changed. The Arm Signals in RRS D1.1(d) are required.	No
A1.3	A boat capsized after her starting signal, with her masthead in the water, shall retire promptly.	Yes
A1.4	Providing the flag remains on the mark, a boat may touch any part of the flag of a mark that does not surround the staff of the mark. This changes RRS 31.	Yes
A1.5	RRS 40 (Personal Flotation Device) applies at all times whilst afloat, on the pontoons or slipway.	Yes
A1.6	Competitors shall wear a wet or dry suit at all times while afloat, on the pontoons or on the sloping banks of the reservoir.	No
A1.7	Spinnakers, trapezes and the gear specifically provided for the utilisation of these shall not be used.	n/a

A2: Course and Marks, Starting Signals, Prohibited Areas, Other Local Rules

A2.1 The course will be "S Course" as defined in Addendum C1.

A2.2 The visual starting signals will be batters or shapes (orange cylinders or batters). The times of starting signals will be: 3,2,1

A2.3 The course marks will be

Firefly Division: White cylindrical buoys with Yellow coloured flags

RS Feva Division: White cylindrical buoys with Pink coloured flags

A2.4 The following are prohibited areas that a boat shall not enter or cross. They rank as obstructions:

A2.4.1 Any person fishing from the bank or a boat and an area extending 50m around them;

A2.4.2 An area within 50m of the dam wall and water tower.;

A2.4.3 The area at the far North of the reservoir marked bounded by coloured buoys;

A2.5 The following local rules apply:

A2.5.2 Competitors shall wear appropriate sailing footwear at all times whilst afloat, on the pontoons or on the sloping banks of the reservoir.

A3: Communication with Competitors

A3.1 The location of the Official Noticeboard is <https://events.ksail.co.uk/BSDBRA/2026/BSDBRAHoad/>

A3.2 Signals ashore will be flown from the Clubhouse Flagpole.

A4: Intended Format

Format codes, and the format and scoring rules that apply for each, are stated in Addendum B.

Stage	Format Code	Additional Information
1	RC	Feva - Addendum J - kSail Single Change Swiss League. No team shall be matched against another team more than once in five consecutive matches. Firefly – Addendum WP for Win-Points scoring
2a	KO	Semi Finals – The winner of each semi final will be the first team to score two race wins. SF1 – Will be between the Winner of Stage 1 and the team ranked 4th from Stage 1 SF2 – Will be between the two teams ranked 2nd, 3rd from Stage 1
2b	KO	Petit Final – The winner of the petit final will be the first team to score two race wins. The petit final will be between the two losing semi-finalists.
2c	KO	Final – The winner of the final will be the first team to score two race wins. The final will be between the two winning semi-finalists.

A5: Other Addenda that Apply

K: Supplied Boats		L: Keelboat Rules		M: Breakdown Delays		N: Other Rules	
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Sailing Instructions

1 Rules

- 1.1 Racing will be governed by the rules as defined in the Racing Rules of Sailing (RRS) including Appendix D, Team Racing Rules. Competitors should note that the current version of rule D1.2(a)(1) concludes: '... contact between boats on the other team'.
- 1.2 Add to RRS D2.3 "(g) breaks SI 6.1, A2.4 or a rule in SI Addendum L (if applicable)". Breaches of these rules may therefore be penalised by the umpires without a protest.
- 1.3 Addenda A, B and C to these Sailing Instructions (SIs) always apply. Other addenda apply only when stated in SI A4 (Format Code) or A5. Green text is for guidance only.
- 1.4 The right of appeal is denied in accordance with RRS 70.3(b).

2 Eligibility and Registration

- 2.1 To become eligible a team shall register as required by the Notice of Race or, if not specified, on arrival at the event.
- 2.2 After registration, a team member may only be changed with the prior consent of the race committee, which will only be given when the team member is unexpectedly unable to sail.

3 Communication with Competitors

- 3.1 Notices to competitors will be posted on the Official Noticeboard (ONB). SI A3.2 states where signals made ashore will be displayed or communicated.
- 3.2 Changes to these SIs will be posted on the ONB not less than 10 minutes before the warning signal of the first race affected.

4 Event Format and Schedule of Races

- 4.1 The intended format of the event is described in SI A4.
- 4.2 The schedule of races will be displayed on the ONB. Any changes, and schedules for subsequent races, will be displayed not less than 10 minutes before the start of those races.
- 4.3 Every race will be assigned a race number in the race schedule.
- 4.4 The number of the next race to start will be displayed on the starting vessel from before, or promptly after, the warning signal until the starting signal. The race committee may at any time postpone a race and reschedule it at a later time.
- 4.5 When a race has been abandoned and the result would not affect which teams qualify for a further stage, the race committee may choose not to re-sail the race.

5 Starting Signals, Starting Marks and Finishing Marks, Starting Procedure

- 5.1 The visual starting signals and times are specified in SI A2.2. The sequence will be:

Signal meaning	Minutes before starting signal	Sound Signal	Visual signal	
			Flags	Battens or Shapes
Warning	3 or 5	One	Class flag up	3 displayed
Preparatory	2 or 4	One	Flag P up	2 displayed
One-minute	1	One	Flag P down	1 displayed
Starting	0	One	Class flag down	None

- 5.2 Attention may be drawn to an imminent warning signal by a series of short sound signals.
- 5.3 Starting signal times shall be taken from the start of each sound signal. The failure of a visual signal shall be disregarded. This changes RRS 26.
- 5.4 When the starting signal is also the warning signal for the next race, the class flag will remain displayed, or 3 battens or shapes will be displayed.
- 5.5 The starting line will be from the mast of a committee vessel and the nearby starting mark. The finishing line will be from the mast of a committee vessel and the nearby finishing mark.
- 5.6 When a boat is subject to RRS 29.1, flag X need not be displayed for longer than 1 minute after the starting signal; this changes RRS 29.1. The race committee may hail the sail numbers or the total number of premature starters.
- 5.7 A boat shall not start more than 2 minutes after her starting signal.
- 5.8 After a general recall, succeeding races may be delayed for the recalled race. Attention is drawn to SI 4.4.

6 Event Continuity

- 6.1 A boat shall not be sailed in a manner that is likely to cause damage.
- 6.2 Before starting and after finishing or retiring, boats shall sail to minimise any delay to the race schedule and without interfering with any race in progress.
- 6.3 The race committee may move a mark at any time. RRS 27.2 and RRS 33 are deleted.
- 6.4 The time limit for a race will be 30 minutes.

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7 *Protests, Requests for Redress, Scoring and Penalties*

- 7.1 Protests and requests for redress that have not been decided afloat shall be notified to the race office within 10 minutes after the relevant incident or, if the incident is afloat, within 10 minutes after coming ashore.
- 7.2 When the outcome of a protest or request for redress would not affect which teams qualify to a later stage, the protest committee may refuse to hear it. This changes RRS 63.2(a).
- 7.3 When the race umpires decide that a boat has broken RRS 14 and there is damage or injury, they may penalise her team by half a race win without a hearing. The boat will be informed as soon as practical and may request a hearing. Any penalty after a hearing will be in accordance with RRS D3.3(a).
- 7.4 When a boat breaks SI A1.3 or 5.7, 6 points shall be added to her score without a hearing.
- 7.5 When a competitor breaks RRS 40 or SI A1.6 (wet or dry suits), the race committee may penalise the competitor's team half a race win without a hearing.
- 7.6 After a hearing, the penalty for a breach of a rule, other than a rule of RRS Part 2, RRS 31 or RRS 42, that has had no effect on the outcome of a race, shall be at the discretion of the protest committee, and may be no penalty. This changes RRS D3.3.

8 *Risk Statement*

- 8.1 Rule 3 of the Racing Rules of Sailing states: "The responsibility for a boat's decision to participate in a race or to continue racing is hers alone."
Sailing is by its nature an unpredictable sport and therefore inherently involves an element of risk. By taking part in the event, each competitor agrees and acknowledges the risk statement included in the Notice of Race. If the Notice of Race does not include a risk statement, the RYA Risk Statement in Addendum A to Appendix J of the RYA publication of the RRS shall apply.

Sailing Instructions

Index to SI Addenda

Addenda That Always Apply

- A Event Specific Rules
- B Event Format
- C Courses

Other Addenda

- K When Boats are Supplied by the OA
- ~~L Keelboat Rules~~
- ~~M Change of Format due to Breakdown~~
- ~~N Additional Rules, including local rules~~

Race Formats, Schedules & Tie-breaks

- ~~E Round-Robins in Groups~~
- ~~F Random Pairs~~
- H HLS League
- ~~G Swiss League~~
- J Special Event Format (provided by RC)

Addendum B: Event Format

The intended format for each stage of the event shall be stated in SI A4, selected from the following standard formats, or from an Addendum J provided by the race committee and included with these Sailing Instructions. The race committee may change the format as provided in RRS D4.2(b).

Code	Description	Format & Scoring Rules
Groups	Round-robin(s) in group(s)	RRS D4.3, D4.4, and Addendum E
Random	Random pairs (2-boat teams only)	Addendum F
HLS	HLS league	Addendum H
Swiss	Swiss league	Addendum G
RC	Other format provided by race committee	Addendum J
KO	Knock-out	RRS D4.5

The specified addendum for each format contains the necessary race schedules, or procedures to create the schedules, together with rules which shall apply for scoring and breaking ties.

For each stage, any assignment of teams to groups or matches, and the method of qualification for the next stage, shall be stated as 'Additional Information' in SI A4.

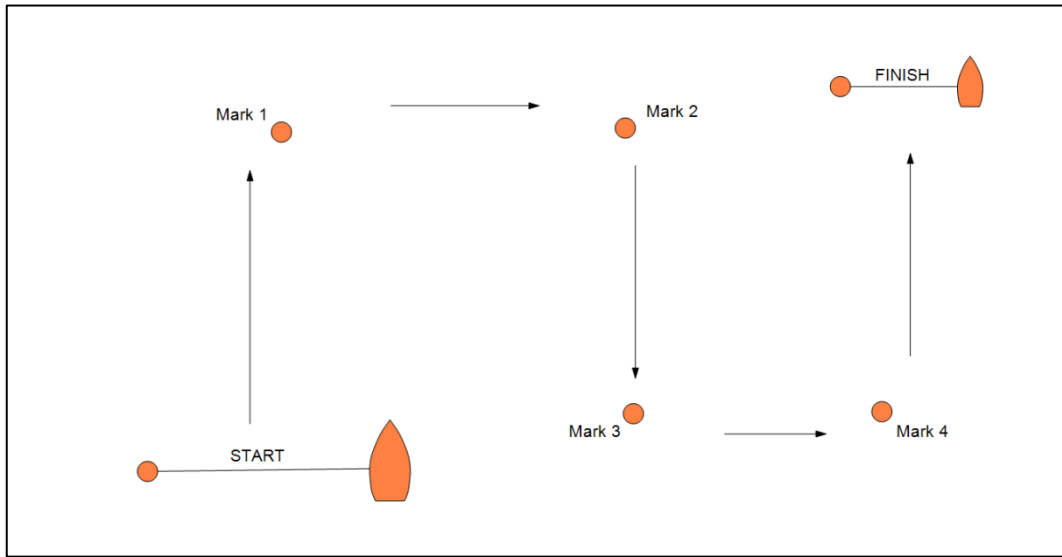
For a Round-Robin stage, the intended number of round-robins in the stage shall be stated. Any carry-forward of wins from a previous stage, weighting applied to scores from an earlier stage, or change to the percentage in RRS D4.3(b) shall also be specified.

For a Knock-Out stage, RRS D4.5 requires the number of race wins required to win a match to be stated. If not stated the winner shall be the first team to score two race wins. A knock-out stage may be preceded by a one-race repechage between two teams to decide the last qualifier.

Sailing Instructions

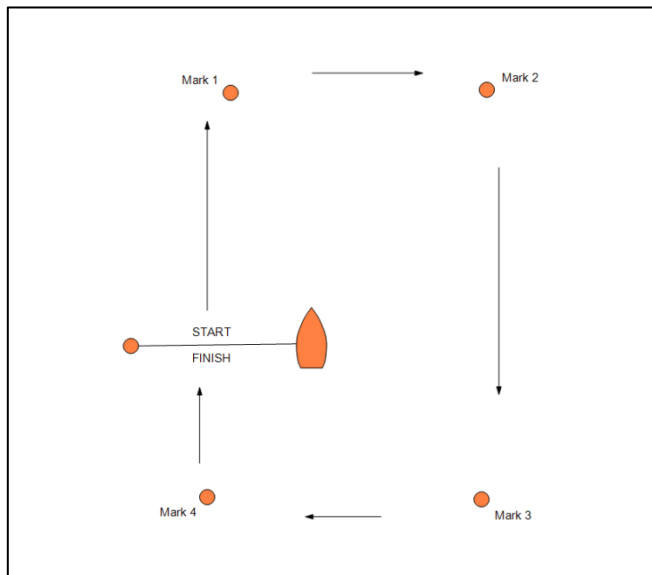
Addendum C: Courses

C1 'S' Course



Course: Start, round marks 1 then 2 to starboard, round marks 3 then 4 to port, finish.

C2 Box Course



Course: Start, round marks 1, 2, 3 and 4 in that order, finish.

Unless stated otherwise in SI A2.1, marks are rounded to starboard.

On Leg 3, all start and finish marks shall be passed on the same side as the marks, and boats shall not cross the start or finish line, which rank as obstructions.

C3 Other Course

As displayed on the official notice board.

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Addendum E: Round-Robins in Groups

=== Not in Use ===

Addendum F: Random Pairs

=== Not in Use ===

Addendum H: HLS League

- H1 Teams for each race will be selected randomly. A team will not sail any other team more than once in a stage.
- H2 If the full round robin has been completed, teams shall be ranked on the basis of RRS D4.3(a) and ties broken using RRS D4.4.
- H3 If the full round robin has not been completed, teams shall be ranked in order of their percentages of races won. RRS D4.3(b) is deleted, and RRS D4.4 is changed to:
- Ties in a round-robin stage shall be broken using results from that stage only.
- (a) Ties shall be broken in the following order in favour of:
- (1) if all tied teams have met, the number of races won when they met, highest first;
 - (2) if all tied teams have met, the total points scored when they met, lowest first;
 - (3) the average points per race scored by each tied team in all its races, lowest first;
 - (4) the average of the percentage wins of teams that each tied team beat, highest first;
 - (5) the average of the average points scored in all races by teams that each tied team beat, lowest first;
 - (6) a sail-off if possible, otherwise a game of chance.
- (b) If a tie is partially resolved by one of the above, then the remaining ties shall be broken by starting again at D4.4(a)(1).
- H4 If a team is penalised under D3.3(a), the penalty is changed to include 6 points per full win penalty, added to the team's overall score. This changes RRS 63.1.

Addendum G: Swiss League

=== Not in Use ===

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Addendum J: Special Event Format – Single Change Swiss League

Add new RRS D4.1 (e)

D4.1(e) *A Single Change Swiss League stage consists of multiple rounds in which each team sails two races. The first round in the stage is determined by a random draw with races in the second round being scheduled during the first round. From the end of the first round, the next round but one is then scheduled at the end of each round.*

- (1) No team shall be matched against another team more than once in eight consecutive matches; unless otherwise stated in the notice of race or sailing instructions.
- (2) Races in a round that have not been *started*, not been *finished*, have been *abandoned* or for which results are not entered, shall be ignored for scheduling purposes. Subsequently corrected or altered results shall not affect a published schedule.
- (3) Resails will be scheduled at the end of the next round using the original race number. They will not necessarily be in the same boats as the original race.

Add new RRS D4.6:

D4.6 Scoring a Single Change Swiss League Stage

- (a) Teams shall be ranked in order of percentage of races won, highest first.
- (b) If the stage is terminated with an incomplete final round, the results from the final round shall be ignored.

Add new RRS D4.7:

D4.7 Single Change Swiss League Tie Breaks

Ties in a Single Change Swiss League stage shall be broken using results from that stage only.

- (a) When two or more teams are tied, ties shall be broken in the order below, until no more ties can be broken.
 - (1) sailed more races against teams with a higher place;
 - (2) sailed fewer races against teams with a lower place;
 - (3) the lowest sum of the places of the teams the tied teams have beaten;
 - (4) the lowest sum of the places of the teams to which the tied teams have lost;
 - (5) beaten the highest-placed team the tied teams have individually beaten;
 - (6) not been beaten by the lowest-placed team to which the tied teams have individually lost.
- (b) When any step above leaves two teams tied, the tie shall be broken in favour of the winner of the last race between them.
- (c) Any remaining ties shall be broken using the draw from D4.1(e)(1). Ties in odd-numbered rounds shall use the draw, ties in even-numbered rounds shall use the draw inverted.

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Addendum K: When Boats are Supplied by the Organising Authority

K1 EQUALISATION AND ALLOCATION

- (a) The organising authority and race committee will take reasonable steps to equalise the boats.
- (b) The race committee will allocate the boats to be used in each race.
- (c) Neither the allocation of boats, nor any variation between the boats and their equipment, shall be grounds for redress. This changes RRS 61.4(b).

- ### K2
- (a) Supplied boats shall be deemed to conform to their class rules.
 - (b) When class rules change RRS 42, such changes shall not apply.

K3 RESPONSIBILITY FOR A BOAT

- (a) A boat shall remain the responsibility of the team until handed over to the race committee or the next team to use that boat. Boats shall be handed over as empty of water as practical and in racing trim.
- (b) Competitors are responsible for inspecting their boats before racing.
- (c) Competitors shall report any defects, damage or breakdown to the race committee at the first reasonable opportunity.
- (d) When to continue racing after damage or a breakdown risks further damage to the boat, she shall retire immediately.

K4 PROHIBITED ACTIONS

- (a) Adjusting or altering the tension of standing rigging, excluding the backstay when fitted, except with the authorisation of the race committee;
- (b) Adding to, omitting or altering the equipment supplied, including cutting or shortening any sheets, control lines or other running rigging;
- (c) Removing or replacing any equipment without the consent of the race committee;
- (d) Marking directly on the hull or deck with permanent ink;
- (e) Perforating sails, even to attach tell tales;
- (f) Boarding or using a boat without the consent of the race committee.

K5 REQUIRED ACTIONS AT END OF EACH DAY

At the end of each sailing day, the crew shall complete the following tasks:

- (a) Sails shall be rolled, bagged and placed as directed.
- (b) The boat shall be left in the same state of cleanliness as when first boarded that day.
- (c) The crew shall comply with any directions posted on the boats or otherwise given to the crew by the race committee.
- (d) The boat shall be returned to the dock or other notified location and secure it safely in accordance with any local instructions.

At the end of the final day for a particular boat, the boat shall be cleaned, and all rubbish, tape and marks removed.

Addendum L: Keelboat Rules

=== Not in Use ===

Addendum M: Change of Format due to Breakdown

=== Not in Use ===

Addendum N: Special Venue and Other Rules

=== Not in Use ===

Addendum WP for Win-Points Scoring System

The following Win-Points scoring is based on the concepts used in the standard Match Racing scoring rules.

Required Rules

The following rules are required as part of the event Sailing Instruction to ensure scoring and tie breaks are properly included. They should be used as written and with the numbering as detailed to ensure the Sailing Instructions remain consistent with the scoring and tie breaking which is used by the kSail System.

WP1 RRS D4.3(b) is deleted.

WP2 If, when the stage is terminated, not all teams have sailed all other teams at least once, teams shall be ranked on the basis of the Addendum for HLS.

WP3 If, when the stage is terminated, all teams have raced all other teams the same number of times, teams shall be ranked on the basis of the first sentence of RRS D4.3(a) and ties will be broken using D4.4(a).

WP4 If, when the stage is terminated, all teams have raced all other teams at least once, but not all teams have raced all other teams the same number of times, the following rules shall apply:

(a) One win-point shall be available for all the races sailed between any two teams, as follows:

<i>Number of races completed between any two teams</i>	<i>Points for each win</i>
1	One win-point
2	Half win-point
3	A third of a win-point (etc.)

(b) Teams shall be ranked on the basis of the first sentence of RRS D4.3(a) with 'race wins' replaced by 'win-points'

(c) Ties shall be broken using RRS D4.4(a)

(d) Race Win Penalties issued in accordance with RRS D3.3(a) are converted to win-points as follows:

Minimum number of races completed between any two teams	Points for each win
1	One win-point
2	Half win-point
3	A third of a win-point (etc.)

for other penalties this is apportioned pro-rata e.g. half a race win is half that given above

(e) When a race is abandoned and not resailed; win-points will be apportioned pro-rata according to the table in SI WP4(a)