

SAILING INSTRUCTIONS - BEST OF 21

BONBONBONS -vs- CUMBERLAND SAUSAGES

1. Rules & Format

- a. Races will be governed by the Rules.
- b. The event will be sailed in 3 boat teams.
- c. Racing shall be in centre-sheeted fireflies, complete with tiller extensions, except as prescribed in SI4.
- d. Boats shall have bow-fenders fitted, but these are not to be used, as boats are not to be crashed.
- e. Where the wind strength is considered too low, rule 42 may be turned off.
- f. Where the wind strength is considered too high, we will go to the clubhouse (pub).

2. Eligibility & Entry

- a. Teams named after a foodstuff (satirical, or pork-based) are eligible.
- b. Entries shall be by invitation only.

3. Communication, Food & Drink

- a. Communication with competitors shall be via WhatsApp.
- b. We shall go ashore for a coronation chicken baguette at lunch time.
 - i. Please pre-order.
- c. Don't drink the lake water.
 - i. See Hugh, 2018.

4. Event Format, Schedule & Inventory Items

- a. The event format shall be a series of team races, until one team has won 11 races, or it is time to go home (as determined by the competitors, or the klaxon), whichever is sooner.
- b. The schedule of races shall be Race 1, followed by Race 2, and so on.
- c. Races will be self-umpired.
- d. If, when home time arrives, the event is tied, the winner will be determined by a coin toss. Coins will not be supplied by the OA.
- e. Handicaps and making a day of it:
 - i. Where one team takes a 5 win lead, one of their boats shall remove their tiller extension and steer directly with the tiller, until the lead is reduced to 2 wins.
 - ii. Where one team takes a 7 win lead, 4.e.i shall cease to apply; instead each boat on that team shall complete a 360 on the downwind. For the purposes of this 360, when the boat passes through head to wind, the head of the main sail shall be below the gooseneck

- iii. 4.e.ii shall continue to apply until the lead is reduced to 5 wins, from which point 4.e.i will apply again.
- f. Inventory items & skills:
 - i. The doubling cube shall not be used.
 - ii. En Passant is forced.
 - iii. Players shall not advance to the Imperial Age, until they have constructed 2 x Castle Age Buildings, or a Castle or Krepost.

5. Starting Signals, Starting Procedures, Finishing procedures

- a. Starts will be quite bodged, and shall be signalled from a firefly.
- b. There shall be no committee boat.
- c. Boats that are OCS will be determined by common consensus, publicly shamed, and then shall return to start the race in the usual way.
- d. Finishes will be called by the competitors. In cases where the winner of a race cannot be determined beyond reasonable doubt, we will “play a let” (See SI9).

6. Event Continuity

- a. The time limit for a race will be 69 minutes.
- b. In the interests of time, races may be resigned from mark 3 onwards. This is strongly encouraged.
- c. Damage penalties
 - i. In the event where points would normally be deducted from the “naughty” team, these points will rather be added to the “innocent” team .
 - ii. I think this changes the Rules (but I don’t know which one).
 - iii. The intention of this is that we are more likely to reach 11 points.
 - iv. (Do not damage any RIBs either).

7. Requests for redress

- a. In the case of a toe-strap failure, redress will only be provided if a sailor falls from their boat into the water and their head is submerged. This doesn’t have to be instantaneous with the failure - but must be during the same race - nor does it have to be the sailor whose toe-strap failed, but may be another sailor from the same team.
- b. Other than as stated above, requests for redress will only be accepted when a competitor brings their own replacement clothes.

8. Enforcement of Rules

- a. The rules will be enforced through peer pressure.
- b. In case of a contentious moment that is determined to be race-deciding, we will play a let (see SI9).

- c. In case of a sufficiently contentious moment, we may complete a ring-round for an umpire decision (this will be conducted after the event, and may delay the declaration of a victor indefinitely).

9. Playing a Let

- a. A let shall be played in 2 scenarios
- b. Scenario 1, Contentious Result:
 - i. Where the winner of a race cannot be confidently determined, the race will be restarted with a feed-in at mark 3, in as accurate an approximation of the race state as possible.
- c. Scenario 2, Contentious Umpire (Non-)Decision:
 - i. Where an incident materially affects the outcome of a race, and there is no consensus on the umpire (non-)decision, the race will be restarted with a feed-in from the previous mark, in as accurate an approximation of the race state as possible.

Addendum A: Courses

- 1. The race will be sailed around a course.
- 2. Hopefully there will be enough marks.
- 3. Sailors are encouraged to move the marks between races (but not during) to make the course better.
 - a. Better is subjective.