

# Walloon Yacht Club Racing Rules

## Starting Sequence

The WYC will be using the same “signals” and “sounds” found in the US Sailing “Racing Rules” for 2021-2024. There will be a five minute starting sequence which will be repeated for multiple starts (Seventeens & Open Class, etc.).

There will be several short blasts 30 seconds before the sequence starts to get everyone’s attention before the first race/start. The signals, flags and sounds and timing are as follows:

- Signal Flag and sound Minutes before starting signal
- Warning Class Flag (white); 1 sound 5
- Preparatory P Flag (blue); 1 sound 4
- One-minute Preparatory flag removed; 1 long sound 1
- Starting Class flag removed; 1 sound 0 (Red flag up)

The starting signal shall be the warning signal (5 minute) for the next start.

If a race is scheduled for 2 pm the “warning signal” will be at 2 pm. If a race is scheduled for 11 am the “warning signal” will be at 11 am. Etc...

## Racing Directions

- For current information check out our website: [www.walloonyachtclub.org](http://www.walloonyachtclub.org).
- The racing schedule and results are posted outside the marina at Walloon Village.
- For races in the Main Body, we usually start between the Foot and Indian Gar-den Point near the downwind shore. Look for the float boat with the Orange mast flying the Blue RC flag. We also have several races in the other areas of the lake. The start is between the boat and the orange buoy.
- The first mark (large orange buoy) will be directly upwind (or pretty close to it).
- The course will be posted on the side of the Committee boat and the Race Man-agers will be happy to point out the marks and the course. Please sail by the committee boat, check in with them, and ask about the course and the next party.
- Most races will be windward/leeward or Olympic triangles with windward finishes w/ 5 or 6 legs. Some windward/leeward races may finish downwind (4 legs).
- Most marks will be rounded to port (red lettering on course board)
- Our marks are numbered 1-9 as shown on the lake map

A basic knowledge of the “rules of the road” is all you need to get started:

1. Port tack boat keeps clear of starboard tack boats (starboard tack has the wind coming over the starboard side of the boat and the boom to port).
2. Windward boat keeps clear of leeward boats.
3. Always avoid collisions

## WALLOON YACHT CLUB

Marker numbers and their relative location on the lake.



## Walloon Yacht Club Racing Rules and Information 2023

1. Purpose:
  - a. To promote and encourage sailing and racing on Walloon Lake, MI. and to establish just and equitable conduct of such races.
2. Fleets:
  - a. Seventeen Square Meter Class
  - b. Open Class – All other sailboats (scored with Portsmouth handicap rule).
  - c. Any class of boats with 5 or more may request fleet status.
3. General Information: To be eligible to race:
  - a. All sailboats shall have sail numbers (hull #) and be registered with WYC and the WYC Race Committee.
  - b. All sailboats, owners, and helmsman should be registered WYC members and have paid appropriate fees. Regular crew are encouraged to join the WYC.i. Exceptions for guests, interested newcomers and special events (West Arm Regatta, etc.) as designated by the Race Committee.
  - c. Dues:
    - i. Family \$125
    - ii. Contributing \$250
    - iii. Crew/Single \$50
  - d. Boat Fees:

- i. 17 Square Meter \$250
- ii. Open Class \$100
- iii. Single Sail \$25

4. Events:

Official Racing events are listed on the annual WYC calendar, on the WYC website (WalloonYachtClub.org) and on the bulletin board at the Barrel Back in Walloon Village. There are 2 season series for all fleets (Saturday and Sunday). All of the following special races/regattas except the Commodores Cup and the Single Handed 17 race are included in the scoring of the Saturday and Sunday season series.

- a. 4th of July Regatta
- b. North Arm Race – Single race from the foot to end of North Arm and back.
- c. End of the Lake Race – Single Race from the foot to end of the West Arm and back.
- d. West Arm Regatta
- e. Single Handed 17 race
- f. Commodore Cup Race
- g. Eagle Island Race – Single Race from the foot to Eagle Island and back.

5. Trophies

- a. Season races: Number of trophies based on number of qualifying boats in each fleet:
  - i. 1, 2, or 3 boats – 1st place only
  - ii. 4 boats – 1st and 2nd place trophies
  - iii. 5 boats or more: 1st, 2nd, & 3rd place trophies
  - iv. 10 boats or more: 4 trophies
- b. Special Races / Regattas:
  - i. North Arm Race
  - ii. Fourth of July Regatta
  - iii. End of the Lake Race
  - iv. West Arm Regatta
  - v. Single Handed 17 race
  - vi. Commodore Cup
  - vii. Eagle Island Race
- c. “Crew Trophies” for season champions (Saturday series) in each class.
- d. “Welcome to the Fleet” Trophies for new members/sailors
- e. “Most Improved Sailor” Trophy

6. Race Committee:

- a. Rear Commodore, Commodore, Race Manager(s), Fleet Captains
- b. Protest Committee –Appointed as needed by the Commodore. Hearings will be held ASAP. Two members of the Committee shall constitute a quorum.

7. Rules: the current Racing Rules of Sailing shall be the official rules of the WYC.

8. Protests: Shall be in conformity with the Racing Rules of Sailing.

9. Scoring:

- a. Low-point system; 1st place .75 points, 2nd place 2 points, 3rd place 3 points, etc. Must be a member to be scored.

- b. To qualify for season series trophies, you must compete in 50% of the races. Each boat may “throw out” 25% of scored races. All races are scored that are not cancelled/abandoned. Races you miss are scored
  - i. DNS.DNS (Did Not Start) = # of starters plus 1
  - ii. DNF (Did Not Finish) = # of finishers plus 1
  - iii. DSQ (disqualified) = # of starters plus 1
- c. To qualify for a trophy in special races (4th of July Regatta, West Arm Regatta, etc.) you must complete all races.

10. Starting Sequence (see preceding page of directory – Starting Sequence).

11. Racing Directions (see preceding page of directory – Racing Directions).

12. Recalls, Postponements, Cancelling or Abandoning:

- a. Recalls
  - i. Individual Recall - 1 horn blasts (code flag “x”) and hail.
  - ii. General Recall - 2 horn blasts (firs substitute flag) and hail. New start sequence begins 2 minutes after recall.
- b. Postponement – 2 horn blasts (code flag “AP”) and hail
  - i. Wind shifts, no wind, etc. are cause for postponements
- c. Cancellation – 3 horn blasts (code flag “N”)
  - i. No wind, too much wind (plus 17 knots of steady breeze or gusts over 25), storms (lightning)
  - ii. Races can be cancelled 1 hour before start and communicated by email, phone, RC boat by WYC officers and fleet captains.
- d. Abandonment – 3 horn blasts (code flag “N”) and hail
  - i. After start for same reasons as “cancellation” and time limits.
- e. Time Limits and Shortened Courses for Regular Races:
  - i. A race with no finishers after 2.5 hours shall be declared “no race”.
  - ii. A race in which no boat has reached the first mark in 1 hour shall be declared “no race”.
  - iii. A race may be shortened if a boat reaches the first mark in less than an hour and the RC can notify all boats with 2 horn blasts, hailing, and code flag “S” of shortened course and setting finish line past the next mark on the course.
- f. Time Limits and Shortened Courses for Distance Races:
  - i. End of the Lake Race time limits
    - 1. 2.5 hours to Eagle Island channel marker (West Arm narrows mark).
    - 2. 3.5 hours to turning mark (end of West Arm)
    - 3. 4.5 hours to finish line
    - 4. If it is apparent no one will finish in the 5.5 time limit, the RC may shorten the course at 5 hours 15 minutes and set a new finish line. The places will be determined by positions of the boats who have not finished at the end of the time limit.
  - ii. North Arm Race and Eagle Island Race time limits
    - 1. 2 hours to turning mark
    - 2. 3.5 hours to finish line

3. If it is apparent no one will finish in the 3.5 time limit, the RC may shorten the course at 3 hours 15 minutes and set a new finish line. The places will be determined by positions of the boats who have not finished at the end of the time limit.

g. Life Jackets:

- i. Must have 1 life preserver onboard for each sailor
- ii. In breezy/stormy conditions RC may require wearing them (code flag "Y") and hail. If required, boats failing to wear them would be scored DSQ

h. Notices:

- i. Schedule changes for racing and/or social events will be communicated on the web and email.
- ii. Last minute racing changes will be communicated by phone (generally Fleet Captains) and website Race Alerts.