



## Royal Victoria Yacht Club

# Mini 12 General Sailing Instructions

### 1 Authority and Application

- 1.1 The Royal Victoria Yacht Club (RVYC) Mini 12 General Sailing Instructions (M12GSI) are the responsibility of the RVYC Mini 12 Fleet Deception and Illusion classes.
- 1.2 The Mini 12 Fleet reviews and updates the M12GSI a minimum of once a year with the new M12GSI normally published before the beginning of each Racing Year (1 September). Additional updates to the M12GSI can occur as required.
- 1.3 The M12GSI are applicable to the Mini 12 Fleet Deception and Illusion classes.
- 1.4 Questions, or suggestions, concerning the M12GSI should be referred to the Mini 12 Fleet Captain or another member of the Mini 12 Executive Committee.

### 2 Rules

- 2.1 Racing will be governed by the rules as defined in the current Racing Rules of Sailing (RRS 2025-2028), the prescriptions of Sail Canada and these sailing instructions.
- 2.2 The One Design Class rules will apply when boats are racing as a One Design Class.
- 2.3 RRS Appendix T – Arbitration shall apply.

### 3 Amendments to Sailing Instructions

- 3.1 Any amendment to these Sailing Instructions will be posted on the club website and be distributed by email to all registered participants before 0900 on the day it will take effect.

### 4 Race Committee

- 4.1 The Race Committee shall consist of the designated Race Officer (RO), the Assistant Race Officer (ARO) plus any other person delegated by the RO for duties connected with a race.
- 4.2 Any person assisting by coaching will be a part of the Race Committee.

## 5 Registration

- 5.1 All skippers must register yachts for the Racing Program.
  - 5.1.1 The annual registration covers the period of 1 September to 31 August.
  - 5.1.2 Each vessel must pass a floatation test at least every two years. See [23 Safety](#).
- 5.2 Race Officer Duties:
  - 5.2.1 All registered skippers must accept a minimum of two (2) race committee dates. These dates will be assigned by the Fleet Captain (FC) and posted on the club website.
  - 5.2.2 If a skipper is unable to accept an assigned date, it is up to that skipper to arrange for a replacement and inform the Fleet Captain of the changes.
  - 5.2.3 Documentation to guide the race committee is posted on the club website on the Racing / Racing Fleets / Mini 12 Fleet page, including *Race Officer Duties*, *Racing QuickStart Guide*, *Safety Policy*, and *Schedule of Duties*.
  - 5.2.4 A skipper who misses a race or races because of race officer duties will be awarded a score of *average for that series* for up to six (6) races in any series.

## 6 Schedule of Races

- 6.1 The Racing Year for 2026-27 runs from September 1 to August 31.
- 6.2 The Fleet Captain will prepare the racing schedule and ensure it is posted on the club website and distributed to members of the Mini 12 Fleet.
- 6.3 Fall and Winter Series will run from October to April. The Fall Series (A + B) will consist of five (5) racing days each, scheduled on Saturdays for each series. The Winter Series (C +D) will consist of six (6) racing days each, scheduled on Saturdays for each series.
  - 6.3.1 The scheduled time of the warning signal for the first race each day is 1100 hours.
  - 6.3.2 Up to six (6) races will be run on each racing day.
  - 6.3.3 For Series A and B, a minimum of fifteen (15) races will constitute a series. The maximum number of races per series is thirty (30). For Series C and D, a minimum of eighteen (18) races will constitute a series. The maximum number of races per series is thirty six (36).
- 6.4 If there is sufficient interest, the Summer Series will commence in mid May.
  - 6.4.1 Race days will be on a weekday.
  - 6.4.2 Time of the first warning signal may be in the afternoon or evening.
  - 6.4.3 The Fleet Captain may delegate responsibility for organization, race management and results recording to an interested person.
  - 6.4.4 The Summer Series may be designated as a casual (not counted in the annual score) series with a variety of race events possible.

## 7 Class Flags

7.1 The class flags are:

| Division   | Class Pennant | Pennant Shape                                                                       |
|------------|---------------|-------------------------------------------------------------------------------------|
| Deceptions | Numeral 1     |  |
| Illusions  | Numeral 2     |  |

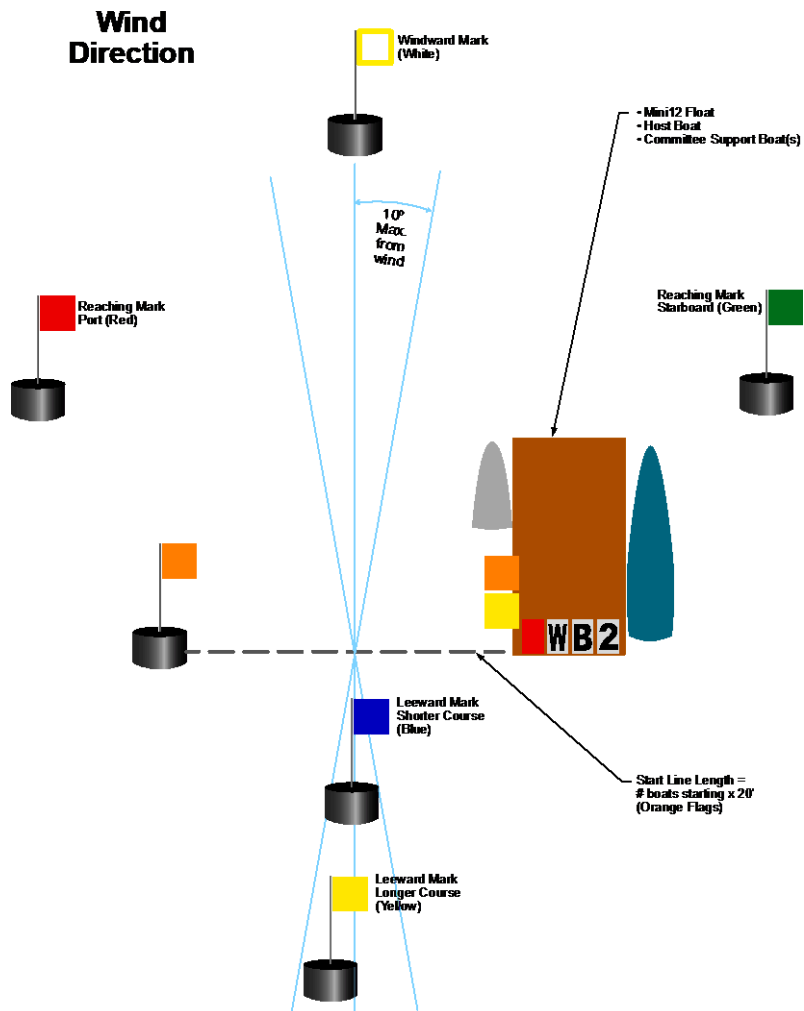
## 8 Racing Area

8.1 The racing area is Cadboro Bay.

## 9 Courses

9.1 The diagram below shows the courses including the approximate angles between legs. The course indicated is White, Blue twice around with marks to Port.

### Course Layout Diagram



9.2 **The marks of the course** will be coloured flags as shown on the Course Layout Diagram.

- Windward Mark                                      White flag with yellow edge
- Starboard Reaching Mark                      Green flag
- Port Reaching Mark                              Red flag
- Leeward Mark Shorter Course                Blue flag
- Leeward Mark Longer Course                Yellow flag

9.3 **Course Signals:** The marks of the course (W, R, G, B), the order in which marks are to be passed, and the side on which each mark is to be left (Red, Green) will be displayed on course boards on the Race Committee float. If a board with the numeral **2** is displayed, the course is to be sailed **Twice Around**. This board may be at the beginning or at the end of the sequence.

- W        White flag with yellow edge        Windward mark
- R        Red flag                                    Reaching mark to port of start line
- G        Green flag                                Reaching mark to starboard of start line
- B        Blue flag                                    Leeward mark for shorter course
- Red     Marks to Port
- Green   Marks to Starboard
- 2        Twice around

9.4 If a Yellow flag is displayed on the start line staff below the orange flag Deceptions use the Yellow Leeward mark for the longer course.

9.5 Illusions always use the Blue Leeward mark. Deceptions use the Blue Leeward Mark if the Yellow flag is not displayed on the start line staff.

9.6 **The Start/Finishing Line** is between the Orange flag on the Race Committee float and the Orange flag on an adjacent floating mark. See [Course Layout Diagram](#).

9.6.1 Yachts that have finished must sail away from the Start/Finishing line immediately to allow yachts not yet finished clear access to the Finishing line and the Race Committee a clear sight line. Infringing yachts may be protested.

9.7 **Start/Finishing Line Restriction**

9.7.1 The Start/Finishing line MUST NOT BE CROSSED except when Starting or Finishing

9.7.2 A Two-Turns penalty is required if a boat crosses the Start/Finishing line while racing. DO NOT "unwind" your course. This penalty must be taken as soon as possible on that leg of the race.

9.7.3 This penalty does not apply when a boat attempts to FINISH from the wrong direction. In that case, **RRS 28.2** shall apply.

## 10 The Start

- 10.1 Races will be started using RRS 26 with the warning signal made 3 minutes before the starting signal. The figure below illustrates the usual start sequence.

| Time<br><small>(Warning)</small> | Fleet      | Horn          | Race Committee Flags                                                              |                                                                                   |                                                                                   |                                                                                    |                                                                                     | Notes                                                                                |
|----------------------------------|------------|---------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|                                  |            |               | Orange                                                                            | Yellow<br>(Quebec)                                                                | Papa<br>(Preparatory)                                                             | Deception<br>(Numeral 1)                                                           | Illusion<br>(Numeral 2)                                                             |                                                                                      |
|                                  |            |               |  |  |  |  |  |                                                                                      |
| 3m 15s                           | All        | Warning beeps | Raised                                                                            | Raised for longer Deception courses                                               |                                                                                   |                                                                                    |                                                                                     | Quebec flag is below orange start line flag 3 min for Deceptions 6 min for Illusions |
| 3m                               | Deceptions | Beep          | Up                                                                                | Up                                                                                |                                                                                   | Deception pennant raised                                                           |                                                                                     |                                                                                      |
| 2m                               | Deceptions | Beep          | Up                                                                                | Up                                                                                | Raised                                                                            | Up                                                                                 |                                                                                     |                                                                                      |
| 1m                               | Deceptions | Beep          | Up                                                                                | Up                                                                                | Lowered                                                                           | Up                                                                                 |                                                                                     |                                                                                      |
| 0                                | Deceptions | Beep          | Up                                                                                | Up                                                                                |                                                                                   | Lowered                                                                            | Illusion pennant raised                                                             | Deception Start 3 min for Illusions                                                  |
| 2m                               | Illusions  | Beep          | Up                                                                                | Up                                                                                | Raised                                                                            |                                                                                    | Up                                                                                  |                                                                                      |
| 1m                               | Illusions  | Beep          | Up                                                                                | Up                                                                                | Lowered                                                                           |                                                                                    | Up                                                                                  |                                                                                      |
| 0                                | Illusions  | Beep          | Up                                                                                | Up                                                                                |                                                                                   |                                                                                    | Lowered                                                                             | Illusion Start                                                                       |
|                                  |            |               | Down                                                                              | Down                                                                              |                                                                                   |                                                                                    |                                                                                     | Racing over                                                                          |

- 10.2 A race will be abandoned if fewer than three boats start.
- 10.3 The starting line is between a staff displaying an orange flag on the Race Committee float at the starboard end and the course side of a mark displaying an orange flag at the port end.
- 10.4 Boats whose warning signal has not been made shall avoid the starting area during the starting sequence for other races.

## 11 Recalls

- 11.1 **Individual Recall** will be made by hailing the boat(s) sail number from the Race Committee. No flags will be displayed, nor will any other sound signals be made. This changes **RRS 29.1**. Failure to hear such a hail will not be grounds for a request for redress. This changes **RRS 62.1(a)**.
- 11.2 **General Recall**- There will be NO General Recalls in Mini 12 Racing for OCS (over early) boats. All boats OCS before the starting signal will be recorded and will not be given a finish. This changes **RRS 29.2**.

## 12 Postponement

- 12.1 In the event of obviously untenable race conditions, the Answering Pennant (AP - Red/White striped) MAY be displayed on the Committee Boat at it's slip. Removal of the pennant signifies approximately 30 minutes to the first Start Signal.
- 12.2 Any circumstance that delays the Start Sequence on the water, lack of wind, etc., will be signalled by hoisting the Answering Pennant (AP) accompanied by a sound, on the Race Committee Float. Removal of the pennant, accompanied by one sound signal signifies one minute before the Warning for the new Start Sequence.

- 12.3 The AP may be displayed at other times on the RC Float and will signify a delay in the racing. Removal of the pennant, accompanied by one sound signal signifies one minute before the Warning for the new Start Sequence.

### 13 Shortening Course

- 13.1 **The Course may be shortened** at the discretion of the RO by sending a Committee Boat to a mark before the first boat in the affected fleet(s) reaches the mark. Code Flag "P" (Blue Peter - same as Preparatory) will be displayed and sound signals will be made to draw the fleet's attention. The finish line will be between the Committee Boat and the nearest mark of the course. Note that the Committee Boat MAY NOT be anchored. This changes **RRS 32.2**.

### 14 Retiring from Races

- 14.1 Both in the interests of safety, and as a matter of courtesy, all yachts retiring from racing shall inform the Race Committee as soon as possible or by marking the participation sheet "DNF" or "RET" for that race.

### 15 Time Limits

- 15.1 The time limit for the first boat to start, sail the course and finish is 45 minutes.  
15.2 The time limit for all other boats in the same class to start, sail the course and finish is 60 minutes.

### 16 Penalties and Protests

- 16.1 Penalties: **RRS 44.1** is changed so that the Two-Turns Penalty is replaced by the One-Turn Penalty.  
16.2 Protests: The protest procedure for all Mini 12 events will follow the procedure detailed in the Mini 12 [Protest Procedures](#).

### 17 Scoring

- 17.1 Low point scoring system as per RRS A4 and A9 will be used.  
17.2 Points Schedule

DNC Did Not Come - Score Number of Boats Registered +1

DNF Did not Finish - Score Number of Starters +1

DNS Did Not Start (came to starting area but did not Start) - Score like DNF

RET Retired - Score like DNF

DSQ Disqualified - Score Number of Starters +2

RC Race Committee – Average of all races in the series after

throwouts\* OOD - Officer of the Day - Average of all races in the series after throwouts\*

\* This is a moving average that is resolved after the last race of the series.

\*\* Not Shown but may be applied, DGM, DNE, DPI1, RDG, RDGa, RDGb A DGM or a DNE may not be discarded within the allowable number of discards.

- 17.3 **Terminology:** The following terms apply:

17.3.1 **Place:** Order of finish in a race. 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> etc.

17.3.2 **Series Score:** Sum of net points in a series. See [Schedule of Races](#).

17.3.3 **Annual Score:** Sum of net points in all races.

17.3.4 **Discards:** The following schedule of discards will be applied to each series:

| # of Races | # of Throw-outs |
|------------|-----------------|
| 1-4        | 0               |
| 5          | 1               |
| 6-8        | 2               |
| 9-11       | 3               |
| 12-15      | 4               |
| 16 -19     | 5               |
| 20-24      | 6               |

## 18 Credit for Race Committee, Host Boat, and Mentor

18.1 The Race Officer and Assistant Race Officer will be scored OOD or RC for all races in which they would normally compete.

18.1.1 Competitors who share a boat will be scored OOD or RC for a maximum of half of the races started on that day if the other partner races the boat.

18.1.2 A maximum of six races may be scored OOD or RC in a series.

18.2 A competitor who provides the host boat may be scored OOD or RC for up to 2 races on the race day for which they provide the host boat provided they do not sail those races. If they sail in all but one race, they will be scored OOD or RC for that race.

18.3 A competitor who acts as a mentor at the request of the Mini 12 Fleet Executive will be recorded as OOD or RC for that day's races. A maximum of six races may be scored OOD or RC in a series.

## 19 Prizes

19.1 Prizes will be awarded to the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> skippers in both the Fall and Winter series depending on numbers of boats participating in that series.

## 20 Safety

20.1 Safety of the boat and crew is the sole responsibility of the owner/skipper.

20.2 Mini 12 Safety Policy applies to Mini 12 Skippers and Race Officers.

20.3 Each vessel must have passed a floatation test, confirmed by the Fleet Captain, not more than two years prior to the start of the Racing Year. This is a requirement for [Registration](#).