



2026 Davis Island Green Fleet Scrimmage

Davis Island Youth Sailing Foundation

Saturday, October 17th, 2026



SAILING INSTRUCTIONS

1. RULES

- 1.1. This event will be governed by the rules as defined in The Racing Rules of Sailing.
- 1.2. If there is any conflict between the Sailing Instructions and the Notice of Race, the Sailing Instructions shall take precedence.
- 1.3. Competitors and support persons shall comply with any reasonable request from an event official.

2. CHANGES TO THE SAILING INSTRUCTIONS

- 2.1. Any changes to the sailing instructions will be posted no fewer than 30 minutes before the harbor start with these exceptions:
- 2.2. Any change in the harbor start or first warning signal will be posted by 1800 on the day before the changes take effect.
- 2.3. If last-minute changes are required to the Mark Descriptions, they will be announced at the skippers' meeting.

3. COMMUNICATION WITH COMPETITORS

- 3.1. Notices to competitors will be posted on the official notice board located within the DIYC Sailing Pavilion.
- 3.2. On the water, the race committee intends to communicate with coaches and spectators via VHF radio on channel 72.

4. SIGNALS MADE ASHORE

- 4.1. Signals made ashore will be displayed by flag staffs adjacent to the Sailing Pavilion.
- 4.2. If a postponement is signaled ashore, the warning signal will be made not less than 30 minutes after the AP flag is lowered.
- 4.3. Sailors may not launch their boats before the time of Harbor Start or the lowering of AP when postponed ashore.

5. SCHEDULE OF RACES

5.1. SATURDAY, OCT 17th

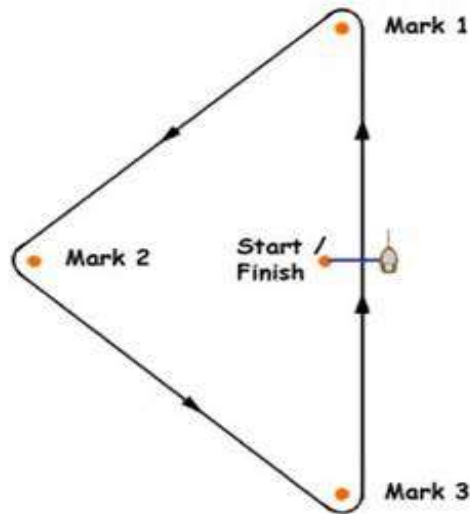
9:00 AM	Check-In Opens
9:00 AM to 10:00 AM	Rigging Time
10:15 AM	Competitors Meeting at the Sailing Pavilion
10:30 AM	Harbor Start from Launch Beach
11:00 AM	First Possible Warning Signal
3:00 PM	Last Possible Warning Signal
After Racing	Awards & Cookout under the Clubhouse

6. RACE AREA

- 6.1. The race area will be on Hillsborough Bay adjacent to the DIYC clubhouse. The location of the race course will be described in the competitors' meeting.

7. THE COURSE

- 7.1. The following diagram shows the course, including the approximate angle between legs, the order in which marks are to be passed, and the side on which each mark is to be left.



8. MARKS

- 8.1. Rounding marks 1, 2 and 3 will be orange buoys.
8.2. The start/finish mark will be a pink buoy.
8.3. The Signal Boat will be a white Island Hopper 30 named Guardian.

9. THE START

- 9.1. The starting line will be between the staff displaying an orange flag on the Signal Boat and the nearby pink starting buoy.
9.2. Races will be started using RRS Appendix U, three-minute Audible Signal Racing System as follows: 3 minutes – 3 long blasts 2 minutes – 2 long blasts 1 minute – 1 long blast 30 seconds – 3 short blasts 20 seconds – 2 short blasts 10 seconds – 1 short blast Start – 1 long blast.
9.3. The RC intends to hail OCS competitors. Failure of the RC to hail an OCS competitor or a competitor's failure to hear such a hail shall not be grounds for redress.

10. THE FINISH

- 10.1. The finishing line will be between a staff displaying an orange flag on the race committee vessel and the course side of the finishing mark.

11. TIME LIMITS

- 11.1. There will be a 40-minute time limit per race. Boats that have not finished within 15 minutes of the first-place boat may be scored DNF. The committee may opt to finish boats in place on the last leg to expedite the start of the next race.

12. PROTESTS & CONDUCT

- 12.1. The general principle of sportsmanship in sailing states that competitors are governed by a body of rules they are expected to follow and enforce. When a sailor breaks a rule and is not exonerated, they must promptly take an appropriate penalty or action, which may be to retire.
- 12.2. A boat may take a One-Turn Penalty if she has broken one or more rules during an incident while racing. This modifies RRS 44.1.
- 12.3. Competitor protests may be held for learning purposes only. If a protest hearing is held, it will follow a 3-minute justice format between races and be officiated by two coaches.
- 12.4. No sailors will be disqualified as a result of a protest hearing.

13. SCORING & AWARDS

- 13.1. The Low Point scoring system of Appendix A will apply.
- 13.2. One race shall be completed to constitute a series.
- 13.3. When five or more races have been completed, a boat's series score will be the total of her race scores excluding her worst score.
- 13.4. Prizes will be awarded to the top three finishers and to the most sportsmanlike sailor.
- 13.5. Participation awards will be distributed to all competitors.

14. SAFETY REGULATIONS

- 14.1. All class-required safety equipment is mandatory.
- 14.2. Competitors and coaches are required to wear a properly fastened PFD with whistle attached at all times when on the water.
- 14.3. Before the first race, competitors shall check in by sailing on starboard tack past the stern of the Signal Boat and hailing their sail number until acknowledged by the scorer.
- 14.4. A boat that retires from a race shall notify the RC as soon as possible.
- 14.5. Competitors requiring assistance should signal safety boats by blowing a whistle or waving arms over their head. Coaches and Support Boats may assist competitors in danger at any time.

15. COACHING & SUPPORT BOATS

- 15.1. Coaching of green fleet skippers while racing is permitted; however, coaching shall be limited to skippers in the bottom half of the fleet in any given race. Only coaches who have checked in with the RC at the competitors' meeting will be allowed in the race area.
- 15.2. Coach boats shall neither create wakes nor otherwise interfere with competitors. Coaches shall provide fair and consistent support to all competitors, not just their sailors.
- 15.3. All coach boats shall be equipped with a working VHF Radio, an anchor, a first-aid kit, and a functioning engine safety cut-out switch (kill switch), which shall remain attached to the operator at all times while the engine is running.
- 15.4. All visiting support boats shall use the Davis Island Boat Ramp for launching and hauling. Trailers must be parked on the grass east of the speed bump on Severn Ave.

16. FURTHER INFORMATION

- 16.1. For further information, please contact DIYSF Green Fleet Pathfinder Coach Jackson Moore at jackson.moore@diysf.org.