

2026 CJ Buckley Team Race
for the Club 420 Junior Team Racing National Championship
August 3 - 4, 2026
Greenwich Bay Sailing Association



Sailing Instructions

1. Rules

The regatta will be governed by the Racing Rules of Sailing 2025-2028, Club 420 Class Rules, and these Sailing Instructions. RRS Appendix D shall be used.

1.1 A team shall consist of no more than 8 teammates, and no more than 2 teammates in any boat at one time. These teammates may sail in any of the three boats on each team, in any combination. This modifies the Club 420 class rules.

1.2. RRS D1.1(d) applies. Arm signals are required.

2. Notice to Competitors:

Official Notices will be posted on the [Official Notice Board](https://theclubspot.com/regatta/5pmUMTON2L/#notice-board) on the ClubSpot website:

<https://theclubspot.com/regatta/5pmUMTON2L/#notice-board>

3. Changes to the Sailing Instructions:

Any change to the sailing instructions will be announced orally and posted before the first race in which they are to take effect.

4. Schedule:

Sunday August 2

1730-2000 Early Check In on the deck of East Greenwich Yacht Club

1800-2000 Welcome Party at East Greenwich Yacht Club.

Monday August 3

0800 – 0900 Late Check in at the Carousel at Goddard Park

0900 Competitors' meeting

10:30 First Warning Signal

Racing to follow

After racing Italian Dinner for competitors and College Night Meet and Greet

Tuesday August 4

0900 Competitors' Meeting

1000 First Warning Signal

Racing to Follow

1700 No series of races shall be started after this time

After racing Awards Ceremony

5. Format:

5.1 **Stage 1: Swiss League:** The top 20 teams have been seeded and split between Yellow and Blue circles. The remaining teams were randomly drawn and entered into a Swiss League Type Format in the Yellow and Blue circles, details of which are in Appendix 1, for the Swiss League.

5.1.1 On Tuesday, a new flight in the round robin shall not be started after 1400, and a new round robin race shall not be started after 1415.

5.2 **Stage 2 Knockouts - Gold and Silver: Finishing** Positions 1-16 of the event will be decided by a knockout round of the following format:

5.2.1 **Gold Fleet Final Eight Knockout Round:** After finishing the Round Robin, the Top 4 teams from Yellow circle and Blue circle, based on their ranking within their circle, will compete in a 8 team knock-out round.

5.2.2 **Gold Quarter Finals:** The Gold Quarter-Finals will have Yellow Team 1 race Blue Team 4 in a first to 2 win series, and Yellow Team 2 will race Blue Team 3 in a first to 2 win series. Blue Team 1 will race Yellow Team 4 in a first to 2 win series. Blue 2 will race Yellow 3 in a first to 2 win series.

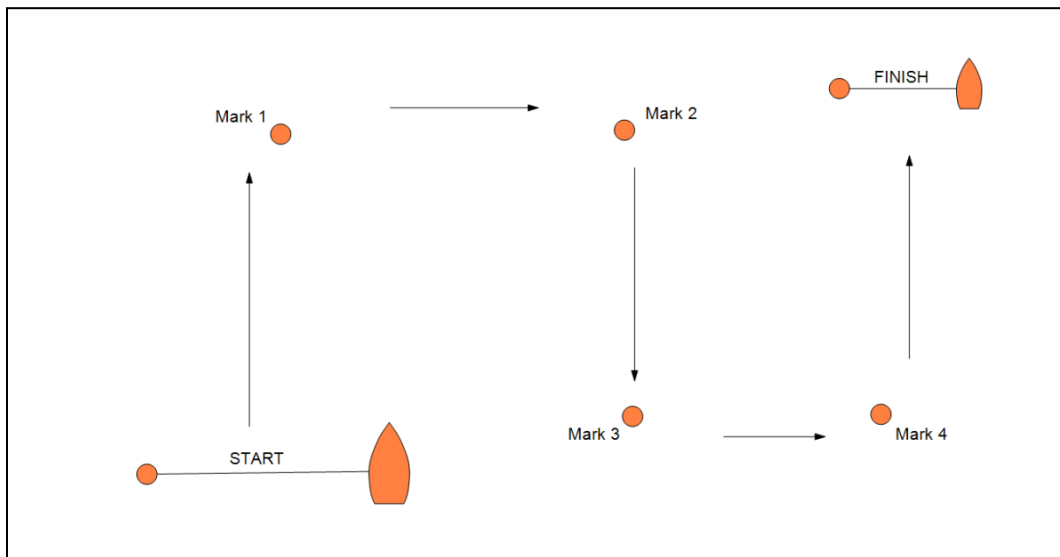
5.2.3 **Gold Semi Finals:** The winners of the Y1 v B4 will race the winner of the B2 v Y3 series in a first to 2 win series. The winner of the B1 v Y4 series will sail the winner of the Y2 vs B3 series first to 2 win series.

5.2.4 **Gold Petite Semi Finals:** Losers of Y1 v B4 series will race the losers of the B1 v Y4 in a sail off. Losers of the Y2 v B3 will sail the losers of the B2 v Y3 in a sail off. Winners from those sail offs will sail a sail off for 5th and 6th place. Losers from those sail offs will sail a sail off for 7th and 8th place.

5.2.5 **Gold Championship Round:** The winners from the semi-finals series will compete in a best-of-five series (or a best of three series, if time will not permit a best of five series).

5.2.6 **Gold Petite Finals:** Losers of the Semi-Final races will compete in a first to 2 win series or sail off depending on available time. Winner of the series finished in 3rd place, loser finishes in 4th.

- 5.2.7 **Silver Fleet Final Eight Knockout Round:** After finishing the Round Robin, the next 4 teams (positions 5-8) from Yellow Circle and Blue Circle, based on their ranking within their circle, will compete in a 8 team knock-out round.
- 5.2.8 **Silver Quarter Finals:** The Silver Semi-Finals will have Yellow Team 5 will race Blue Team 8 in a first to 2 win series, and Yellow Team 6 will race Blue Team 7 in a first to 2 win series. Blue Team 5 will race Yellow Team 8 in a first to 2 win series. Blue 6 will race Yellow 7 in a first to 2 win series.
- 5.2.9 **Silver Semi Finals:** The winners of the Y5 v B8 will race the winner of the B6 v Y7 series in a first to 2 win series. The winner of the B5 v Y8 series will sail the winner of the Y6 vs B7 series first to 2 win series. These may be reduced to sail offs due to time constraints.
- 5.2.10 **Silver Petite Semi Finals:** Losers of Y5 v B8 series will race the losers of the B5 v Y8 in a sail off. Losers of the Y6 v B7 will sail the losers of the B6 v Y7 in a sail off. Winners from those sail offs will sail a sail off for 13 and 14th place. Losers from those sail offs will sail a sail off for 15th and 16th place.
- 5.2.11 **Silver Championship Round:** The winners from the semi-finals series will compete in a first to 2 win series or sail off if time does not allow for 9th and 10th place.
- 5.2.12 **Silver Petite Finals:** Losers of the Semi-Final races will compete in a sail off for 11th and 12th place.
- 5.3 **Stage 2 Sail Offs/Knockouts for remaining positions:** Positions 17-48 for the event will be decided by sailoffs/knockouts time permitting.
- 5.4 **Changing the Format:** When conditions make the announced format unmanageable, the Regatta Chairman and Chief Umpire may alter the format to ensure an equitable determination of the winner.
6. **Boats:**
- 6.1 Club 420s will be supplied by competitors. Trapezes and spinnakers shall not be used. The manufacturer supplied gear must remain attached to the boat. All other equipment must be class legal.
- 6.2 Jib Numbers shall be displayed on the starboard side of each boat's jib, approximately halfway up the luff, 2" in from the luff.
7. **Changes of the next leg of the course:** The race committee may move any mark of the course, provided no boat is on the second half of the leg the mark terminates. RRS 33 will not apply. Umpires following races will have the sole authority to call off a race if they believe one of these course changes unfairly advantages one team.
8. **Marks:** The marks will be small orange/red balls. The starting line will be between a staff displaying a flag on the committee boat at the starboard end of the line and a mark at the port end of the line. The finish line will be between a staff displaying a flag on the committee boat at the starboard end of the line and a mark at the port end of the line.
9. **Starting Signals and Starting Procedures:**
- 9.1 **Starting Signals:** Starts may be rolling 3 or 2 minute dinghy starts. Any change to the starting sequence will be announced orally from the signal boat. This modifies RRS 26.
- | <i>Signal meaning</i> | <i>Minutes before starting signal</i> | <i>Sound Signal</i> |
|-----------------------|---------------------------------------|-------------------------|
| Warning | 3 or 2 | 3 Long / 2 Long |
| Preparatory | 2 minutes or 1 Minute 30 Seconds | 2 Long / 1 long 3 short |
| One-minute | 1 | One Long |
| 30 Seconds | .5 | 3 short |
| 20 Seconds | .33 | 2 Short |
| 10 Seconds | .167 | 1 short |
| 5,4,3,2,1 seconds | | 5 short 1 second apart |
| Starting | 0 | One Long |
- 9.2 **Individual Recalls:** 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, jib numbers, the total number of premature starters, and/or any other identifying information. Failure to hail boats subject to RRS29.1 is not grounds for redress.
10. **Course:** The course will be a Digital "N" course. Marks 1 and 2 are rounded to starboard. Marks 3 and 4 are rounded to port.



11. **Scoring:**

11.1 RRS D3 will be used.

11.2 Stage 1: RRS D4 is modified by SI 5.1 above and Appendix 1, to conform to a swiss-league format.

11.3 Stage 2: RRS D4 is modified by SI 5.2-6.

13. **Abandonment:** After the Starting Signal, the race committee and umpires may abandon the race as appropriate for any reason directly affecting the safety or fairness of the competition. The competitors will be notified verbally from the race committee and umpires. (This changes RRS 32).

14. **Coach / Support Boats**

14.1 All support vessels shall remain at least 50 yards outside the perimeter of the Digital N Course.

14.2 All spectator boats shall stay 100 yards outside the perimeter of the racing area except those who have received explicit permission from the PRO.

Appendix 1

The Swiss League is a computer-generated league designed to qualify teams for the knock-out stages from a large group of teams of diverse ability. It provides good racing by matching up teams of similar capability, and can be terminated at any time to start the knock-out stages.

- 1 A panel of coaches will seed the top 20 teams of the event. Those teams will be split between the two circles, and then the remaining teams will be assigned to either the Yellow or Blue Circle. Teams will be randomly assigned within their circle for the first round.
- 2 For both circles, the second round will be using the order of the original draw, the first winner against the second winner and so on, except the first loser will sail the last loser or the last winner.
- 3 Rounds will then be scheduled at the conclusion of a round for the next round plus one by ordering the teams, using the tie-breaks below, and then matching them as far as possible in order of their places (the first team will sail the second team and so on), except that teams shall not be matched if they have met within 6 rounds.
- 4 If the final round is not completed, its results will be ignored.
- 5 Races that cannot be sailed in order, or for which results are not entered or complete, will be ignored for scheduling purposes. Subsequently corrected or altered results shall not affect a published schedule.
- 6 A 'drop-out' is a team unlikely, in the opinion of the race committee, to take any further part in the event. The decision to designate a team as a drop-out will be posted, after which its races will continue to be scheduled but will not be sailed and opponents shall score a win. Drop-outs will be scheduled from the first unscheduled round after dropping out, first against each other and then, where possible, against the lowest-placed team the drop-out has not met. Drop-outs may re-join the event at the discretion of the race committee whose decision will be final.
- 7 Any other missing team is a no-show and the opposing team shall be given a walk-over after at least one of its boats has started and sailed for two minutes.
- 8 Resails will be scheduled at the end of the next available round using the original race number.
- 9 Half-win penalties shall be applied after the end of the round and before tie-breaks are applied.
- 10 Ties shall be broken, in order of precedence, in favour of the team(s) that has:
 1. if the tie is between two teams only, won the last race between them;
 2. sailed more races against teams that have a higher place;
 3. sailed fewer races against teams that have a lower place;
 4. the lowest sum of the places of the teams the tied teams have beaten;
 5. the lowest sum of the places of the teams to which the tied teams have lost;
 6. beaten the highest-placed team the tied teams have individually beaten;
 7. not been beaten by the lowest-placed team to which the tied teams have individually lost.

Step (a) shall be applied whenever a step leaves a tie between two teams.

Steps (b) to (g) shall be repeated until no more ties can be broken. Any remaining ties shall then be broken by the draw for the first round; ties in odd-numbered rounds shall use the draw, ties in even-numbered rounds shall use the draw inverted.