



Thistle Oyster Roast Regatta Snipe Frigid Digit Regatta October 10 – 11, 2026



Sailing Instructions

The notation '[NP]' in a rule means that a boat may not protest another boat for breaking that rule. This changes RRS 60.1(a). The notation "[DP]" in a rule means that the penalty for a breach of that rule may, at the discretion of the Protest Committee, be less than disqualification.

1. RULES

- 1.1. This regatta will be governed by the rules as listed in the Thistle Oyster Roast Regatta Notice of Race (Thistle only: <https://club.severnsailing.org/event/4088>) and Snipe Frigid Digit Notice of Race (Snipe only: <https://theclubspot.com/regatta/oAA3acDEQG>).

2. COMMUNICATION

- 2.1 Notices will be posted on the Official Notice Board located under the SSA deck in the Snack Bar area.
- 2.2 The RC may transmit via VHF radio (channel 65A) information concerning safety, OCS boats, and general information to assist in the management of the event (Thistles only).

3. SIGNALS MADE ASHORE

- 3.1 When "AP" is displayed ashore, '1 minute' is replaced with 'not less than 60 minutes' in the race signal "AP". This changes RRS Race Signals.

4. SCHEDULE OF RACES

- 4.1 Saturday 1100 Warning signal for Race 1, additional races to follow as conditions permit
- 4.2 Sunday 1000 Warning signal, additional races to follow as conditions permit.
- 4.3 Sunday No start after 1400

5. CLASS FLAGS

- 5.1 The Class Flag will be a Thistle insignia on a white background for the Thistles, and a Snipe insignia on a white background for the Snipes.

6. RACING AREAS AND COURSES

- 6.1 A chart of the racing areas is shown in Addendum A. Area A will be used unless another area is posted on the Official Notice Board.
- 6.2 No later than the warning signal, the race committee will display the course and the approximate compass bearing to the first mark of the course.
- 6.3 Course Diagrams. See Addendum B.

7. MARKS

- 7.1 The starting mark will be a staff displaying an orange flag on an anchored race committee vessel, or a yellow cylinder.
- 7.2 Marks 1, 2, and 3 will be orange cylinders.
- 7.3 The offset mark (1a) will be an orange sphere.
- 7.4 The finishing mark will be an orange sphere.
- 7.5 New marks used in accordance with RRS 33, changing the next leg of the course, will be orange tetrahedrons.

8. SAFETY REGULATIONS [NP][DP]

- 8.1 Upon arriving in the starting area, boats shall check in by sailing past the stern of the race committee Signal Boat on starboard tack and hailing their sail number. The race committee will acknowledge a boat's successful check in by repeating the sail number.
- 8.2 A boat failing to comply with the check-in procedure may receive, without a hearing, a 20% scoring penalty in the first race in which the boat competes, calculated in accordance with RRS 44.3(c). This changes RRS 63.1 and A4.
- 8.3 A boat that retires from a race shall notify the race committee at the first reasonable opportunity.

9. THE START

- 9.1 The starting line will be between a staff displaying an orange flag on the race committee signal vessel and a staff displaying an orange flag on a race committee vessel or the course side of the starting mark.
- 9.2 A boat starting later than 5 minutes after her starting signal will be scored Did Not Start (DNS) without a hearing. This changes RRS 63.1, A4 and A5.
- 9.3 The race committee intends to hail boats on the course side (OCS). Hails may be made with a loud hailer, or on VHF 65A (Thistles only), or both. A boat may not base a request for redress on failure of the race committee to hail any sail or hull numbers; failure of a boat to hear a hail; a boat's position in the sequence of hails; promptness of the hail. This changes RRS 62.1.

10. CHANGE OF THE NEXT LEG OF THE COURSE

- 10.1 To change the next leg of the course, the race committee will lay a new mark (or move the finish line), in accordance with RRS 33, and remove the original mark as soon as practicable. When in a subsequent change a new mark is replaced, it will be replaced by an original mark.

11. THE FINISH

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

12. TIME LIMITS

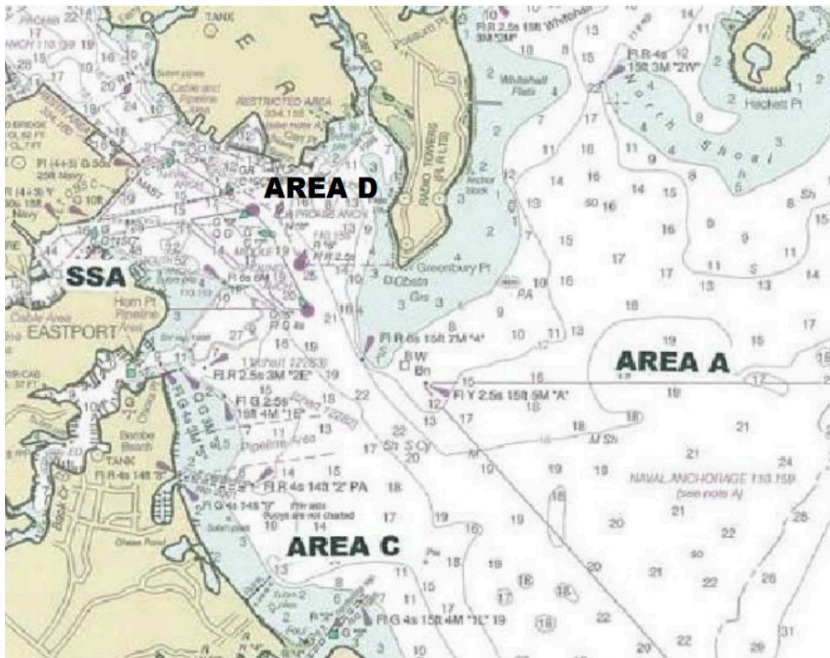
- 12.1 Race Time Limit. The time limit for the first boat to finish a race shall be 90 minutes.

- 12.2 Finishing Window. Boats which have not finished and are still racing 30 minutes after the first boat finishes will be recorded as “Time Limit Expired” (TLE) and will receive a score 2 points more than the number of finishers. This changes RRS 35, A5.1, A5.2 and A10.

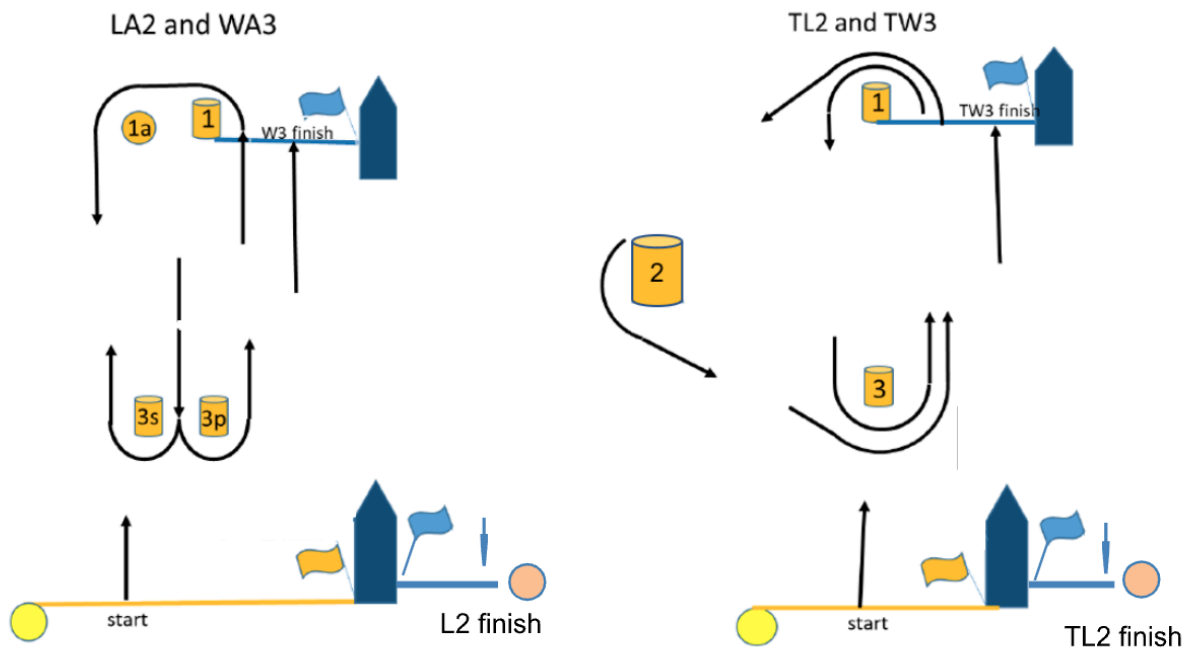
13. HEARING AND REVIEW REQUESTS

- 13.1 Digital Request Forms are available at <https://club.severnsailing.org/event/3362>. Paper copies of these forms are available in the Club Room on the second floor of the clubhouse.
- 13.2 If a competitor believes there is a scoring discrepancy, the competitor may complete the Scoring Inquiry Form (see 13.1).
- 13.3 The protest time limit is 90 minutes after the race committee Dock time posted on the Official Notice Board. This changes RRS 60.3b. The scoring inquiry time limit is 30 minutes from the posting of scores.
- 13.4 Within the appropriate time limit: 1) Digital forms shall be submitted to the protest committee by pressing the Submit button at the bottom of the form; or 2) Completed paper forms shall be delivered to the protest committee in the race office or other designated location or by emailing to ssa.race.office@gmail.com.
- 13.5 Notice of hearings will be posted no later than 30 minutes after the protest time limit.
- 13.6 Scoring reviews will be completed as soon as practicable after filing.
- 13.7 If the competitor is unsatisfied with the outcome of the scoring inquiry process, the competitor may file a request for redress, which must be submitted as soon as possible after the posting of any revised scores.

Addendum A



Addendum B



Signal	Description	Mark rounding order
LA2	Leeward finish, 2 windward legs	start, 1, 1a, 3s/3p, 1, 1a, finish
WA3	Windward finish, 3 windward legs	start, 1, 1a, 3s/3p, 1, 1a, 3s/3p, finish
TL2 (Thistle)	Triangle, leeward finish, 2 windward legs	start, 1, 2, 3, 1, finish
TL2 (Snipe)	Double triangle, leeward finish, 2 windward legs	start, 1, 2, 3, 1, 2, finish
TW3 (Thistle)	Triangle, windward finish, 3 windward legs	start, 1, 2, 3, 1, 3, finish
TW3 (Snipe)	Double triangle, windward finish, 3 windward legs	start, 1, 2, 3, 1, 2, 3, finish