

SAILING INSTRUCTIONS**Addendum A: Event Specific Rules****A1: Additional Rules**

A1.1	RRS D2 applies. Races will be umpired.	Yes
A1.2	RRS 20 is changed. The Arm Signals in RRS D1.1(d) are required.	No
A1.3	(1) A boat capsized after her starting signal, with her masthead in the water, shall retire promptly. (2) A boat capsized after her starting signal, with both gunwales touching the water or her mast stuck in the bottom, shall retire promptly.	(1)
A1.4	Providing the flag remains on the mark, a boat may touch any part of the flag of a mark that does not surround the staff of the mark. This changes RRS 31.	Yes
A1.5	RRS 40 (Personal Flotation Device) applies at all times while afloat.	Yes
A1.6	Competitors shall wear a wet or dry suit at all times while afloat.	Yes

A2: Course and Marks, Starting Signals, Prohibited Areas, Other Local Rules

- A2.1 The course will be **S course** each as defined in Addendum C.
- A2.2 The visual starting signals will be **battens**.
The times of starting signals will be: **3,2,1**.
- A2.3 The course marks will be: solid, round marks from CCC Bardowie.

A3: Communication with Competitors

- A3.1 The location of the Official Noticeboard is online on Ksail event page.
<https://events.ksail.co.uk/2025/GlasgowGrouse/>
- A3.2 Signals ashore will flown from the Club Race Office.

A4: Intended Format:

Format codes, and the format and scoring rules that apply for each, are stated in Addendum B.

Stage	Format Code	Additional Information
1	RC	Addendum J – Ksail single change Swiss League No team shall be matched against another team more than once in seven consecutive rounds.
2a	KO Semi Final	SF 1 will be the winner of Stage 1 and their choice of teams ranked 2 nd , 3 rd or 4 th from Stage 1. SF 2: Will be between the two teams ranked 2 nd , 3 rd or 4 th from Stage 1 which are not sailing in SF1 The Winner will be the first to score 2 race wins
2b	KO Petit Final	The Petit Final will be between the losers of each semi final. The winner will be the first to score 2 race wins.
2c	KO Final	The Final will be between the winners of each semi final. The winner will be the first to score 2 race wins.

5: Other Addenda that Apply:

K: Supplied Boats	X	L: Keelboat Rules		M: Breakdown Delays	X	N: Other Rules	
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EVENT SAILING INSTRUCTIONS

1 Rules

- 1.1 Racing will be governed by the *rules* as defined in the Racing Rules of Sailing (RRS) including Appendix D, Team Racing Rules. Competitors should note that the current version of rule D1.2(a)(1) concludes: ‘... contact between boats on the other team’.
- 1.2 Add to RRS D2.3 “(g) breaks SI 6.1, A2.4 or a rule in SI Addendum L (if applicable)”. Breaches of these rules may therefore be penalised by the umpires without a protest.
- 1.3 Addenda A, B and C to these Sailing Instructions (SIs) always apply. Other addenda apply only when stated in SI A4 (Format Code) or A5.
- 1.4 The right of appeal is denied in accordance with RRS 70.3(b).

2 Eligibility and Registration

- 2.1 To become eligible a team shall register as required by the Notice of Race or, if not specified, on arrival at the event.
- 2.2 After registration, a team member may only be changed with the prior consent of the race committee, which will only be given when the team member is unexpectedly unable to sail.

3 Communication with Competitors

- 3.1 Notices to competitors will be posted on the Official Noticeboard (ONB). SI A3.2 states where signals made ashore will be displayed or communicated.
- 3.2 Changes to these SIs will be posted on the ONB not less than 10 minutes before the warning signal of the first race affected.

4 Event Format and Schedule of Races

- 4.1 The intended format of the event is described in SI A4.
- 4.2 The schedule of races will be displayed on the ONB. Any changes, and schedules for subsequent races, will be displayed not less than 10 minutes before the start of those races.
- 4.3 Every race will be assigned a race number in the race schedule.
- 4.4 The number of the next race to start will be displayed on the starting vessel from before, or promptly after, the warning signal until the starting signal. The race committee may at any time postpone a race and reschedule it at a later time.
- 4.5 When a race has been abandoned and the result would not affect which teams qualify for a further stage, the race committee may choose not to re-sail the race.

5 Starting Signals, Starting Marks and Finishing Marks, Starting Procedure

- 5.1 The visual starting signals and times are specified in SI A2.2. The sequence will be:

Signal meaning	Minutes before starting signal	Sound Signal	Visual signal
			Battens
Warning	3	One	3 displayed
Preparatory	2	One	2 displayed
One-minute	1	One	1 displayed
Starting	0	One	None

- 5.2 Attention may be drawn to an imminent warning signal by a series of short sound signals.
- 5.3 Starting signal times shall be taken from the start of each sound signal. The failure of a visual signal shall be disregarded. This changes RRS 26.
- 5.4 When the starting signal is also the warning signal for the next race 3 battens will be displayed.
- 5.5 The starting line will be from the mast of a committee vessel displaying an orange flag and the nearby starting mark. The finishing line will be from the mast of a committee vessel displaying a blue flag and the nearby finishing mark.
- 5.6 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 or the total number of premature starters.

- 5.7 A boat shall not start more than 2 minutes after her starting signal.
- 5.8 After a general recall, succeeding races may be delayed for the recalled race. Attention is drawn to SI 4.4.

6 Event Continuity

- 6.1 A boat shall not be sailed in a manner that is likely to cause damage.
- 6.2 Before starting and after finishing or retiring, boats shall sail to minimise any delay to the race schedule and without interfering with any race in progress.
- 6.3 The race committee may move a mark at any time. RRS 27.2 and RRS 33 are deleted.
- 6.4 The time limit for a race will be 30 minutes.

7 Protests, Requests for Redress, Scoring and Penalties

- 7.1 Protests and requests for redress that have not been decided afloat shall be notified to the race office within 10 minutes after the relevant incident or, if the incident is afloat, within 10 minutes after coming ashore.
- 7.2 When the outcome of a protest or request for redress would not affect which teams qualify to a later stage, the protest committee may refuse to hear it. This changes RRS 63.2(a).
- 7.3 When the race umpires decide that a boat has broken RRS 14 and there is damage or injury, they may penalise her team by half a race win without a hearing. The boat will be informed as soon as practical and may request a hearing. Any penalty after a hearing will be in accordance with RRS D3.3(a).
- 7.4 When a boat breaks SI A1.3 or 5.7, 6 points shall be added to her score without a hearing.
- 7.5 When a competitor breaks RRS 40 or SI A1.6 (wet or dry suits), the race committee may penalise the competitor's team half a race win without a hearing.
- 7.6 After a hearing, the penalty for a breach of a rule, other than a rule of RRS Part 2, RRS 31 or RRS 42, that has had no effect on the outcome of a race, shall be at the discretion of the protest committee, and may be no penalty. This changes RRS D3.3.

8 Risk Statement

- 8.1 Rule 3 of the Racing Rules of Sailing states: "The responsibility for a boat's decision to participate in a race or to continue racing is hers alone."

Sailing is by its nature an unpredictable sport and therefore inherently involves an element of risk. By taking part in the event, each competitor agrees and acknowledges the risk statement included in the Notice of Race. If the Notice of Race does not include a risk statement, the RYA Risk Statement in Addendum A to Appendix J of the RYA publication of the RRS shall apply.

Index to SI Addenda

Addenda That Always Apply

- A Event Specific Rules
- B Event Format
- C Courses

Other Addenda

- K When Boats are Supplied by the OA
- M Change of Format due to Breakdown

Race Formats, Schedules & Tie-breaks

- J Special Event Format (provided by RC)
- KO Knockout

Addendum B: Event Format

The intended format for each stage of the event shall be stated in SI A4, selected from the following standard formats, or from an Addendum J provided by the race committee and included with these Sailing Instructions. The race committee may change the format as provided in RRS D4.2(b).

Code	Description	Format & Scoring Rules
RC	Other format provided by race committee	Addendum J
KO	Knock-out	RRS D4.5

The specified addendum for each format contains the necessary race schedules, or procedures to create the schedules, together with rules which shall apply for scoring and breaking ties.

For each stage, any assignment of teams to groups or matches, and the method of qualification for the next stage, shall be stated as 'Additional Information' in SI A4.

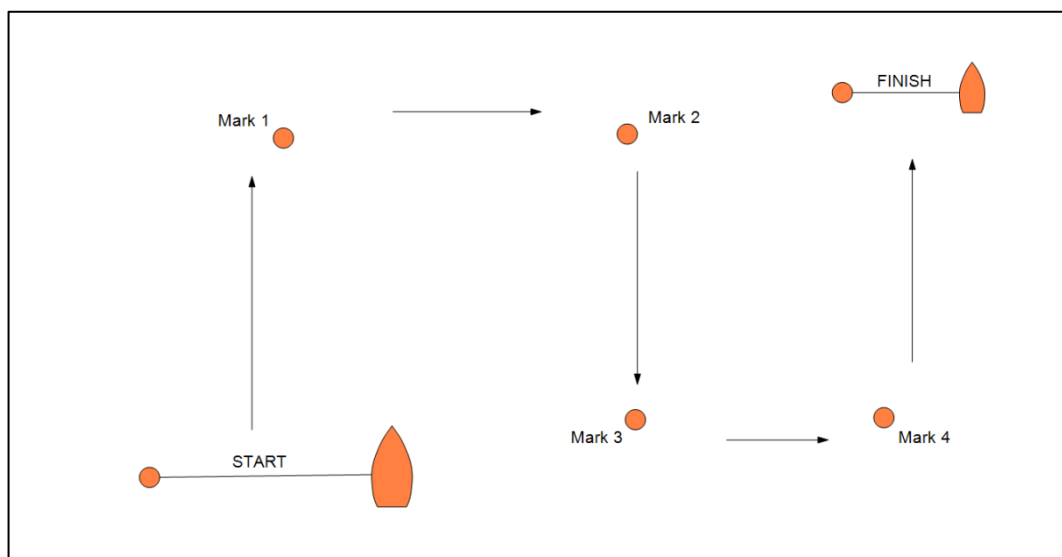
Any **For a Knock-Out stage**, RRS D4.5 requires the number of race wins required to win a match to be stated. If not stated the winner shall be the first team to score two race wins. A knock-out stage may be preceded by a one-race repechage between two teams to decide the last qualifier.



Addendum C: Courses

C1 'S' Course

Course: Start, round marks 1 then 2 to starboard, round marks 3 then 4 to port, finish.



Addendum J: Single Change Swiss League

Add new RRS D4.1 (e)

D 4.1 (e) A Single Change Swiss League stage consists of multiple rounds in which each team sails two races. The first round in the stage is determined by a random draw with races in the second round being scheduled during the first round. From the end of the first round, the next round but one is then scheduled at the end of each round.

- (1) No team shall be matched against another team more than once in eight consecutive matches; unless otherwise stated in the notice of race or sailing instructions.
- (2) Races in a round that have not been started, not been finished, have been abandoned or for which results are not entered, shall be ignored for scheduling purposes. Subsequently corrected or altered results shall not affect a published schedule.
- (3) Resails will be scheduled at the end of the next round using the original race number. They will not necessarily be in the same boats as the original race.

Add new RRS D4.6:

D 4.6 Scoring a Single Change Swiss League Stage

- (a) Teams shall be ranked in order of percentage of races won, highest first.
- (b) If the stage is terminated with an incomplete final round, the results from the final round shall be ignored.

Add new RRS D4.7:

D4.7 Single Change Swiss League Tie Breaks

Ties in a Single Change Swiss League stage shall be broken using results from that stage only.

- (a) When two or more teams are tied, ties shall be broken in the order below, until no more ties can be broken.
 - (1) sailed more races against teams with a higher place; (G10(b))
 - (2) sailed fewer races against teams with a lower place; (G10(c))
 - (3) the lowest sum of the places of the teams the tied teams have beaten; (G10(d))
 - (4) the lowest sum of the places of the teams to which the tied teams have lost; (G10(e))
 - (5) beaten the highest-placed team the tied teams have individually beaten; (G10(f))
 - (6) not been beaten by the lowest-placed team to which the tied teams have individually lost. (G10(g))
- (b) When any step above leaves two teams tied, the tie shall be broken in favour of the winner of the last race between them. (G10(a))
- (c) Any remaining ties shall be broken using the draw from D4.1(e)(1). Ties in odd-numbered rounds shall use the draw, ties in even-numbered rounds shall use the draw inverted.

Addendum K: When Boats are Supplied by the Organising Authority

K1 EQUALISATION AND ALLOCATION

- (a) The organising authority and race committee will take reasonable steps to equalise the boats.
- (b) The race committee will allocate the boats to be used in each race.
- (c) Neither the allocation of boats, nor any variation between the boats and their equipment, shall be grounds for redress. This changes RRS 61.4(b).

K2 (a) Supplied boats shall be deemed to conform to their class rules.

- (b) When class rules change RRS 42, such changes shall not apply.

K3 RESPONSIBILITY FOR A BOAT

- (a) A boat shall remain the responsibility of the team until handed over to the race committee or the next team to use that boat. Boats shall be handed over as empty of water as practical and in racing trim.
- (b) Competitors are responsible for inspecting their boats before racing.
- (c) Competitors shall report any defects, damage or breakdown to the race committee at the first reasonable opportunity.
- (d) When to continue racing after damage or a breakdown risks further damage to the boat, she shall retire immediately.

K4 PROHIBITED ACTIONS

- (a) Adjusting or altering the tension of standing rigging, excluding the backstay when fitted, except with the authorisation of the race committee;
- (b) Adding to, omitting or altering the equipment supplied, including cutting or shortening any sheets, control lines or other running rigging;
- (c) Removing or replacing any equipment without the consent of the race committee;
- (d) Marking directly on the hull or deck with permanent ink;
- (e) Perforating sails, even to attach tell tales;
- (f) Boarding or using a boat without the consent of the race committee.

K5 REQUIRED ACTIONS AT END OF EACH DAY

At the end of each sailing day, the crew shall complete the following tasks:

- (a) Sails shall be rolled, bagged and placed as directed.
- (b) The boat shall be left in the same state of cleanliness as when first boarded that day.
- (c) The crew shall comply with any directions posted on the boats or otherwise given to the crew by the race committee.
- (d) The boat shall be returned to the dock or other notified location and secure it safely in accordance with any local instructions.

At the end of the final day for a particular boat, the boat shall be cleaned, and all rubbish, tape and marks removed.

Addendum M: Change of Format due to Breakdown

- M1 If races in a 3v3 event are likely to be unduly delayed by a boat being repaired or replaced, the race committee may act under D4.2(b) and designate some races to be raced by teams of 2 (i.e. 2v2) until there are sufficient boats to resume 3v3.
- M2 Teams will be notified of this change orally, either ashore, or by the start boat or umpires on the water. The teams may choose which of their three helm-crew pairings does not race.
- M3 For the purposes of scoring, the team winning the race shall have 5 points (equivalent to its third boat finishing in 5th place) added to its score, and the team losing the race shall have 6 points added to its score.

