



2024 Village Cup

General Instructions for Skippers

Please see the “Memorial Parade Instructions” and the “Sailing Instructions” (SIs) documents for details, racing mark locations and chart of the racecourse area. The below instructions are general instructions and some basic racing instructions for those not familiar with the formal “Racing Rules of Sailing”.

- 1) **Saturday, September 7th 9 AM:** Crews and guests need to assemble in the lower parking lot to register and for photographs. Park in upper lot.
- 2) **All skippers and crews need to check in when they get to the club.** There will be registration tables set up, one set for Mather teams and one set for Village teams. You will be given your streamers and any donor signs to mount on your boat.
- 3) **10 AM:** Everyone should be aboard their boats.
- 4) **11 AM:** The Memorial Boat Parade will start at about **11:00 AM** (see separate sheet for parade instructions).
- 5) **Skippers are asked to provide lunch for the people aboard their boats.** Many captains go back to their moorings after the parade to have lunch. Some bottled water will be available in the parking lot.

- 6) **Streamers:** You will get two streamers, a team streamer, and a division streamer. A **pink** streamer indicates that your boat is on the Village team; a **light blue** streamer denotes the Mather team. The other colored streamer indicates your boat's division (Red, Green, or Blue). The division streamer corresponds to the flag flown from the committee boat to indicate that it's your division's starting sequence. Both streamers are to be **flown from the backstay at all times** from the parade to the finish of racing. See the 'Sis' for the colors, and the 'Scratch Sheet' for your Team assignment.
- 7) **VHF 72** is used for coordinating the Parade and Race: Our intent is to make this a fun race. Realizing that some of you have not raced in the past, the Race Committee will announce the steps of the starting sequence on Channel 72. For example, the announcement could be something like this after the first signal: "Warning signal, 5 minutes to the start of Division C, Preparatory signal, 4 minutes to the start of Division C" etc.
- 8) **During the race start sequence:** If it is not your division's start, **please stay clear of the starting line** so the boats starting their division are free to maneuver. You are free to approach the line any time after your "5 Minute Warning".
- 9) **Engines: You are 'Racing' from 4 minutes before your start, when the prep signal, "P" (Papa) flag is raised, and engines must be off after this point.** Any boat may use their engines prior to 4 minutes before their start.
- 10) **Divisions:** There will be **three Non-Spinnaker** divisions.
- 11) Basically, this is a race between employees and physicians of Mather Hospital and employees and residents of the Village of Port Jefferson. The Port Jefferson Yacht Club is only providing the boats and some experienced sailors as crew.
- 12) **Spinnakers** are not allowed in this race.
- 13) Each boat will be allowed a skipper (presumably the boat owner) and one or two experienced sailors as crew. **DO NOT BRING YOUR OWN GUESTS! WE NEED THE ROOM FOR PEOPLE WHO ARE SUPPORTING THE CAUSE! (Although people you know can donate and become guests. \$50)**
- 14) Each boat will be assigned "Guest Crew" from either the Village or Mather Hospital. Depending on the size of the boat and the skipper's direction, each boat will have a number of Guest Crew from either the hospital or the village.

- 15) This is NOT a team race (in the formal racing meaning). However, each boat's score will be included in the final tally to determine whether the hospital or the village is the winner of the Village Cup trophy.
- 16) There will be no trophies for the winning individual boats.
- 17) **The first signal for the first division will be at 1300 hours (1PM). One minute before the first signal (12:59) there will be four short blasts of the horn as an alert.**
- 18) The turning marks for this race are shown in the "Sailing Instructions".
- 19) **Marks:** The club marks are orange drums with letters on them. We also use government marks. See the "Sailing Instructions" (aka SIs) for details and locations.
- 20) **Committee Boat (CB) and Course:** The CB will be flying the traditional Race Committee (RC) flag (see last page). The RC will specify the course by displaying letters on the CBs starboard side corresponding to the marks shown in the sailing instructions. For example, the committee boat might display E, H, C. In this sequence, each boat would round each mark in turn, leaving each mark to Port unless the RC specifies otherwise, and finish the race back at the starting line.
- 21) The **starting line** is usually between the committee boat on the starboard end of the line (as facing the first mark) and a nearby mark labeled "X" (in the center of the race area) on the port end (aka 'the pin'). It could be another mark depending on conditions.
- 22) Each mark is to be rounded in the order displayed on the committee boat. All marks are rounded to port (mark to be on the port side of boat) unless the RC specifies otherwise.
- 23) The finish line is also between the committee boat and the X mark, unless the Race Committee needs to shorten the course (Listen on VHF 72 at all times). Boats shall cross the finish line sailing from the direction of the previous mark (Ex: if the direction from the final mark of the course to the finish line is due south, each boat shall cross the finish line heading in a southerly direction).
- 24) All boats should try to finish the race, as a "retirement" (RET) results in a lower score than if the boat would have finished last.
- 25) Boats that used club guest moorings or slips should return to their own moorings and or slips after the race. Out of town boats may return to their assigned mooring.

Racing Basics

Basic Principles: Competitors in the sport of sailing are governed by a body of rules that they are expected to follow and enforce. These are called the “Racing Rules of Sailing” (RRS). A fundamental principle of sportsmanship is that when competitors break a rule they will promptly take a penalty or retire. However, since this is an informal race, if you are unsure of which boat has right-of-way, it is best to yield.

Checking in, communication from RC (race committee), finishing or withdrawing. All boats intending to race shall check in with the Race Committee by reporting the boat name and division to the committee boat prior to the warning signal for her class. If possible, check in by sailing by the Committee Boat and report “<boat name> Checking in with <number> of souls on board”. If you cannot get close to the Committee Boat, check in on **VHF 72**. The committee boat shall monitor **VHF Channel 72** for any unusual circumstances that may develop concerning the race and the boats on the course. Racers should monitor this channel during the race. This communication should be used only for an emergency and not to help racers run the course. Boats intending to **withdraw/retire** from the race must notify the Race Committee on Channel 72 that they are doing so. Failure to do so may result in a boat overdue report to the Coast Guard.

Starting Sequence:

Pre-Start Alert: One minute before the first division warning, 4 or 5 horns will sound alerting you that things will be getting going shortly.

5 Minute Warning: Each division has a warning 5 minutes before their start. With the warning horn, their ‘division flag’ will be raised. This flag is a color corresponding to the division on the scratch sheets and streamers.

4 Minute Prep Signal: At 4 minutes to the start, the ‘Prep Flag’ (‘P’ flag, see below) is raised with a horn. Engines must now be off.

1 Minute until the Start: At one minute to go, the ‘P’ flag is lowered with a long horn sounded.

Start: A horn or gun will sound and the ‘division flag’ will be lowered on the CB.

GAP: After each division start there will be a one minute gap before the next ‘Warning’. See the formal **Sailing Instructions** for detail.

Penalties: If you hit a mark (or crew touches it), you must do a full turn (One tack and one gibe) as soon as you get clear of other boats before the next mark. If you are over the starting line early (The RC will announce it on the radio), you just have to go back, clear the line, and start again toward the first mark. For right-of-way penalties, or other serious penalties, you do two turns. While taking a penalty, you must stay clear of other boats.

Postponement: Code flag “Answering Pennant” (“AP”) (red and white); two sound signals. All races not yet started are postponed until further notice. Upon lowering the “AP” signal with one sound signal, either the Warning signal for the division (colored division flag) or the Cancellation Signal will be displayed 60 seconds later.

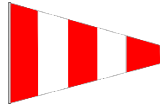
Cancellation: Code flag “N” (blue and white checked); two sound signals. All races, including those in progress are called off.

Shortened Course: Code flag “S” (white with a blue square); two sound signals. All divisions finish between the orange flag on the committee boat and nearby X mark (or Mark the CB is near). A Shortened course is to be finished from the direction of the last mark. The Race Committee will announce the change on VHF channel 72.

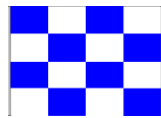
Time Limits: Any boat not finishing by 3:00 PM will be scored DNF (Did Not Finish). The 5-minute warning signal for the first division will be at 1300 hours (1PM)

Flags:

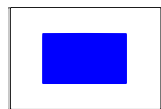
“AP” (Answering Pennant): Postponement – One minute after this is lowered with a horn, the count resumes with the 5 minute Warning of the next division.



“N” (November): Race Cancelled/Abandoned:



“S” (Sierra): Course Shortened. You are finishing here between the Committee Boat and the nearest mark.



“P” (Papa): Prep Signal – Raised 4 minutes before the start, lowered one minute before the start.



Race Committee Flag: Flown on the Committee Boat:



Division Flags: Solid color flag corresponding to your Division