

The Moonlight Series

SPECIAL SAILING INSTRUCTIONS

These Special Sailing Instructions are intentions of the race committee and obligations of the competitors. They amend and supplement the sailing instructions.

1 THE COURSE

Course	Distance (nm)	Order in which marks are to be passed to port.
Red 32	7.0	Center, Dever, Wilson, Center
Course	Distance (nm)	Order in which marks are to be passed to starboard.
Green 32	7.0	Center, Wilson, Dever, Center

No later than 1840 hours, the Offshore fleet captain or a designee shall broadcast on VHF 72 one of the above courses. Note that a CCYC circle mark *may* be added as the 1st windward mark to set an upwind start; this will increase the total distance of the race.

2 THE START

Class	Flag	Warning	Start
JAM	"V"	19:00	19:03
Spin	"7"	19:00	19:03

If a committee boat is not on station, the start changes in the following two ways:

1. A rabbit start will be used (see Appendix D), and
2. A CCYC circle mark *may* be added as the 1st windward mark; this will increase the total distance of the race.

The addition of the windward mark shall be broadcast on VHF 72 no later than 1840 hours by the Offshore fleet captain or a designee.

3 THE FINISH

A boat shall finish as close to the finishing mark (center pin) as practicable, keeping the finish mark to the required side. Skippers shall note their GPS time of finish, boat ahead and boat astern (if known), and email to racecommittee@corinthian.org; the first boat to finish is *not* required to remain on station.

4 TIME LIMIT

The time limit is 22:30. Boats failing to finish within the time limit shall be scored DNF (did not finish). This changes RRS 35 (Time Limit).

5 SCORING

The Corinthian Scoring System is used as outlined in section 18.3 of these sailing instructions. To qualify for this series a boat must finish two races. The overall score shall be based on a maximum of four races scored. All races finished beyond the maximum number of races scored may be used as throw-outs.

Appendix D – Rabbit Starting System

D1 Course and postponement signals may be made orally.

D2 A series of short signals may be made before the sequence begins in order to attract attention.

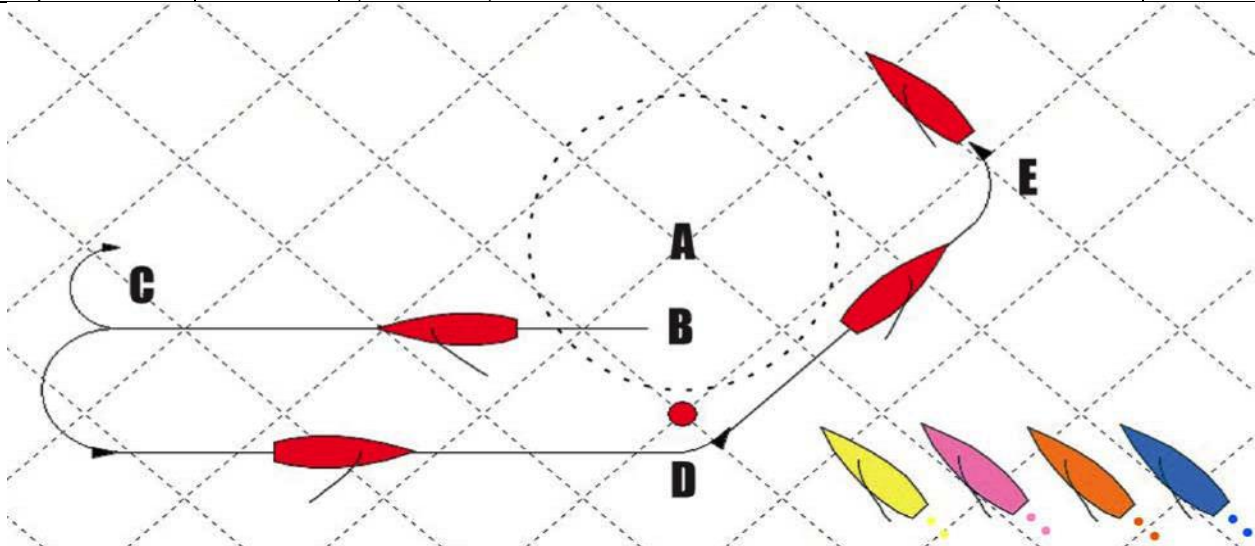
D3 Signals shall be timed from their commencement. All times are approximate.

D4 The absence of sound signals shall be disregarded.

D5 The rabbit's actions shall govern, even when supplemental signals are used.

D6 The starting sequence shall consist of the following rabbit's actions:

Signal	Minutes before starting signal	Rabbit's Actions	Position	Sound
Warning	3	In the general vicinity and to windward of the starting mark for one minute	A	1 Long
Preparatory	2	From the starting mark, beam reach on starboard tack for 1 minute	B	1 Long
	1	Tack or gybe, port tack reach back to the starting area	C	1 Long
Starting	0	Round the starting mark to port and sail a close-hauled course	D	1 Long
End of starting sequence		At the end of the Starting Time Period, tack to starboard (see note ***)	E	1 Long



D7 The starting line is the line between the port-end starting mark and the rabbit. Boats starting shall remain on starboard tack until the rabbit has tacked to starboard. A boat failing to start properly may correct her error by sailing to the location the rabbit tacked to starboard (position E) and take a one- turn penalty.

D8 The rabbit has right of way during the starting sequence. Boats shall give the rabbit room and keep clear. The penalty for a breach of this rule is to retire. A boat that fails to take this penalty shall be scored Disqualification Not Excludable (DNE) without a hearing. This changes RRS 63.1 and Appendix A5.

D9 When the rabbit is taking room to which she is entitled under rule D8, she shall be exonerated if she breaks a rule of Part 2 Section A or Section B.

*** A suggested Starting Time Period = the number of starters multiplied by six seconds (i.e., five boats at six seconds per boat = 30 seconds). A longer interval of up to ten seconds per boat may be used depending on conditions and the number of starters.