



Canadian Forces Sailing Association

1001 Maple Bank Road
Esquimalt, British Columbia, Canada
48° 26.3' N
123° 26.1' W



Not “A Whalers Race” January 1st, 2019

‘An Inskip Tour’

Sailing Instructions

[DP] denotes a rule for which the penalty is at the discretion of a jury

1.0 Rules

CFSA/ DSA, Not “A Whalers Race” Race will be governed by the :

- Rules as defined in the Racing Rules of Sailing (*RRS*)
- Prescriptions of the Sail Canada (formerly Canadian Yachting Association (*CYA*))
- Pacific International Yacht Racing Association (*PIYA*)
- These Sailing Instructions and any amendments.

2.0 Notice to Competitors and Eligibility

2.1 Special Rules Apply. The PHRF rating system will not be used and PHRF membership is not required. Not “A Whalers Race” is open to all CFSA boats having met eligibility and registration requirements.

2.2 Participating non-CFSA boats must comply with RRS75 (member of affiliated club), provide a copy of insurance and have completed registration with a liability waiver.

2.6 Liability Insurance in the sum of not less than \$1,000,000.00 is required on all competing boats.

2.7 All boats shall meet the requirements of the Safe Boating Guide published by Fisheries and Oceans, Canada and the minimum of the safety regulations of PIYA, Categories 3 or 4, as pertinent to boat type.

3.0 Changes in Sailing Instructions

Any change to the Sailing Instructions will be posted on the Official Notice Board (ONB) located under the Sun Deck, at least one hour before the scheduled race start time, OR may be transmitted from the RC location when code flag “L” is hoisted. Such instructions shall override the ONB.



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4.0 Schedule of Events

9:00 to 10:45 – Pancake Breakfast
10:00 to 10:45 – Registration
11:00 to 11:15 – Skippers Meeting
12:00 to 13:30 Racing
14:30 – Chowder and Moose Milk
15:05 - Results and awards

5.0 Marks

Marks of the course will be:

- (A) Ashe Head buoy
- (I) Inskip Island
- (W) Whale Rock Bifurcation buoy
- (V17) Fisgard
- (M) Monroe Head (Dropped Mark)

6.0 Course/Signals

5.1 Not “A Whalers Race” will be held within Esquimalt Harbour

5.2 The course, unless otherwise indicated, will be:

- S/F
- (A) Ashe Head (Stbd)
- (I) Inskip Island (Port)
- (W) Whale rock (Port)
- (V17) Fisgard (Port)
- (M) Monroe head (Port)
- S/F

5.3 Any change to the course will be posted 60 minutes prior to the Start and noted during the skippers meeting

5.4 On the water, prior to the start, course changes will be made on the White board accompanied by code flag Lima (come within hail). Any other course changes will be made according to rules # 32 and 33 (RRS)

6.0 The Race: Special Rules [DP]

6.1 a) Each skipper will receive a trivia questionnaire to be returned in short order following the race. Questionnaires returned to a Mark boat while on the water will receive bonus points.



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6.2 All competing vessels shall shorten sail, by reefing, for the entirety of any 1 leg of the course. Skippers choice

6.3 Whale Rock: On One Hand: each competing vessel shall attempt to complete the mark rounding with each skipper seated and each crew-member using only one hand

a) The first 2 competing vessels to round Whale rock shall sail clear, douse their mainsail and complete the following leg under foresail alone (a spinnaker shall be considered a foresail for the duration of this leg); clear to re hoist upon rounding the next mark.

b) The third and fourth competing vessels to round Whale rock shall sail clear, douse their foresail and complete the following leg under main alone; clear to re hoist upon rounding the next mark. (A spinnaker shall be considered a foresail for the duration of this leg)

6.4 After rounding Whale Rock and prior to reaching V17 (Fisgard) all competing vessels shall attempt to complete a MOB drill.

6.5 The Blind Helmsman: Once (V17) Fisgard has been rounded, each Helmsman shall blindfold themselves for the duration of the leg; the leg is said to be complete when the mark to follow has been left abaft.

6.6 Monroe Head: upon rounding all competing vessels shall sail clear, douse sails and complete the entirety of the following leg under motor... **In Reverse**
(at this time any vessel towing a dinghy may retie said dinghy off her bow)

6.7 The Finale: Each finishing vessel shall sing a sea shanty while crossing the finish line.

7.0 Skippers Hi-jinx [DP]

For a fee; Any skipper may challenge a rival to complete one or more of the following feats:

7.1 A Dinghy Tow: Any competing skipper may challenge a competitor to tow a dinghy for the duration of the race. The challenging skipper must provide the dinghy.

7.2 A Sideways Hoist: Any competing skipper may challenge a competitor to complete a sideways spinnaker hoist should said competitor choose to fly their spinnaker at any time during the race.

7.3 Gertrude: By Auction: Highest bidding skipper may challenge a competitor to complete a MOB recovery plucking Gertrude from the sea with a halyard recovery.



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7.3 Bonus Points: Any competing skipper may present 1 cup of hot noodles to RC upon crossing the finish. Points to be awarded based on temperature and consistency.

7.4 RC may add skippers challenges on the water, if breeze allows; ie, heave to, crew weight (rail in the water, bow out of the water)

8.0 Penalty buns

8.1 Penalty buns are available for \$1/bun to be used as projectiles. If used, Penalty buns must land in the cockpit of any competing boat to impose a penalty of one tack and one gybe.

8.2 Should return fire result in a successful hit the responding vessel would be exonerated of the penalty and in turn require two tacks and two gybes be complete by the instigating vessel.

9.0 The Start

9.1 There will be one start for all boats entered; start time is 12:00 Hrs

9.2 Not "A Whalers Race" will be started by using RRS 26 with the following addition: An attention signal of several horn blasts may be made one minute before the warning signal for the start.

9.3 The starting line shall be between an orange flag on the RC Boat and a designated mark.

10.0 The Finish

10.1 The finish shall be between an orange flag on the RC boat and a designated mark.

10.2 A Shortened course finish shall be between Flag Sierra ("S") and a designated mark or boat (RRS 32.2).

10.3 All competing vessels must cross the finish line under motor in reverse.

11.0 Time Limits

11.1 The time limit for this race is 90 minutes elapsed.

11.2 Any boat not anticipating a finish within the time limit may, at any time throughout the race, opt to utilize mechanical propulsion. Doing so may be grounds for protest.

11.3 Any boat withdrawing from the race shall notify the RC at the first opportunity.

12.0 Esquimalt Harbour Security (VHF Channel 10)

12.1 The Department of National Defence Port Security is responsible for security in Esquimalt Harbour, and they may impose various restrictions regarding permitted uses of the Harbour, or restricted areas. Port Security monitors VHF Channel 10 (telephone 250-363-5310), and RC



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should contact them prior to setting any course for information regarding ship movements or any restrictions.

12.2 Note that changes to this policy may be made at any time, and racers are responsible to comply with this or any other directive as outlined by Port Security, and/or the Fleet Captain or Racing Class Captain.

13.0 Penalty System

13.1 Any penalty or protest imposed under Special Rules (SI 8.0) shall be decided by jury

13.2 Any penalty incurred according to the Racing Rules of Sailing is changed so that the Two-Turns Penalty is replaced by the One-Turn Penalty. Should a penalty turn be left undone It may be grounds for protest.

14.0 Protests and Requests for Redress [DP]

14.1 Racers must inform RC after their finish that they intend to file protest against another boat.

14.2 Protest forms will be available at the registration desk in the clubhouse.

14.3 The time limit for protests is 45 minutes after the RC boat docks

14.4 Protests will be judged for merit by a jury of all competing crew members and resolved either by: **a)** A buyout as agreed upon by the crew of the offended and offending boats

b) Complete a polar bear challenge: 1st skipper or pair of crew to swim takes the win

c) Spin a yarn, tell a tall tale or

15.0 Scoring/Prizes and Awards [DP]

15.1 The points based scoring system, measuring feats as described in SI 8.0, may be arbitrary and entirely subjective

15.2 Ties may be broken with a polar bear challenge. 1st skipper or pair of crew to swim takes the win

15.3 The Admiral Martin Trophy will be awarded to the boat and crew best displaying seamanship Skills as outlined in the Sailing Instructions.

The Kelly Linklater Trophy will be awarded to the boat and crew that donates the most funds to DSA.

Prizes have been provided by CFSA, Private donors partnered and Trotac Marine.



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Thank you for the support of our volunteers, it is because of their efforts this day is such a success.