

WSC Summer Fiasco Simple Sailing Instructions

1. Follow these rules and have fun!
 - Port tack boat must keep clear of starboard tack boat.
 - If on same tack and overlapped, windward boat must keep clear of leeward boat.
 - If on the same tack, a boat clear astern needs to keep clear of a boat clear ahead. If in doubt about who has right of way at a mark rounding or at any time, give way, this is a fun race!
 - Important rule ... avoid a collision, even if you have right of way.
2. Start. The starting sequence will be the same as shown in the club sailing instructions found on our website. Look under the Events tab for the Spring Series, click on Sailing Instructions for the full start sequence. There will only be one start. The Warning (5 minute horn and flag) will be at 5:00PM. That makes the actual start at 5:05. (Who needs Sailing Instructions, just start at 5:05) The start line will be between the club barge and an orange pennant on a float. Start in the direction of your first mark.
3. Finish. Cross the finish line from the direction of the last mark you rounded. The finish line is the same as the start line, between the barge and an orange pennant on a float.
4. Course. Here's the interesting part: You have to round Marks 2, 5, and 6, but you can chose which direction to go and in which order to round the marks. If you think the wind favors going to 6 first, then to 5 and then to 2 and finish, go that way. If you think it is better to go to 2 first, then 5 and then 6 and finish, then go that way. And if you really have local knowledge, you may decide to go to 5 first, then to 6 and 2-finish, or maybe to 5 then 2 and 6-finish. Maybe 6-2-5-finish is best....you get the picture. Some will chose a faster way to go. Some won't, it just depends on the wind.
5. Spinnaker. You can use one, although that might be considered an unfair advantage!
6. Time Limit. If you haven't finished by 6:15PM, say the heck with it and head back in for some food and refreshments. The Race Committee will leave the finish area at 6:15; they want to get in for some refreshments also!

- 7. Scoring. The first, second and third boats will be verbally acknowledged as sailing wizards at the gathering after the race. (Unless they use a spinnaker, then it will be acknowledged that they had more sail area.)**
- 8. Come out and go around the buoys even if you have never raced. Just get back to the beach by 7PM at the latest, or the food will be gone !**