2024 Wakatere Spring Regatta

OK Dinghy Rum Bucket Farr 3.7 North Shore Champs Sunburst Auckland Champs A-Class Auckland Champs

2nd November - 3rd November 2024

The Organising Authority is the Wakatere Boating Club (WBC)

NOTICE OF RACE

1. Rules

- 1.1. The regatta will be governed by the rules as defined in The Racing Rules of Sailing.
- 1.2. The Yachting New Zealand Safety Regulations Part 1 shall apply.
- 1.3. Appendix T will apply.
- 1.4. Competitors shall wear personal floatation devices when racing. Wetsuits and drysuits are not personal floatation devices.

2. Eligibility and Entry

- 2.1. The regatta is open to all OK Dinghy, Farr 3.7 and Sunburst Class yachts whose skippers are members of their respective class association and who are members of a yacht club affiliated to Yachting New Zealand or their National Authority.
- 2.2. Eligible skippers may enter by going to <u>www.wakatere.org.nz</u> and completing the online entry form and paying the correct entry fee by 2359 Thursday 31st October 2024.
- 2.3. Late entries will be accepted with a \$20 Late Fee until 1000 on Saturday 2nd November 2024 at the discretion of the Organising Authority. Eftpos available at Wakatere
- 2.4. Proof of yacht club membership must be provided at the time of registration.

3. Fees

- 3.1. The entry fee is \$70.00
- 3.2 The late fee is \$20.00

4. Schedule

4.1. Registration

Saturday 2nd November 2024 0900 - 1000 Wakatere Boating Club (WBC)

4.2. Briefing

The briefing is scheduled for 1000 hours on Saturday 2nd November 2024 in the WBC clubrooms

4.3. Dates of Racing

Saturday 2nd Nov 24	Race Day 1	1st Warning Signal	1155 hours
Sunday 3rd Nov 24	Race Day 2	1st Warning Signal	1155 hours

4.4. Number of Races

- 4.4.1 7 Races are scheduled for the series.
- 4.4.2 Up to 4 Races are scheduled for Race Day 1.
- 4.4.3 Up to 4 Races are scheduled for Race Day 2.
- 4.4.4 No racing shall start after 1530 on Race Day 2.

4.5. Social

4.5.1 A meal will be available in the club rooms after racing on Saturday, and the bar open. Payment for the meal must be made at registration before 1000 Sat 2nd Nov.\$20 Eftpos available.

5. Measurement

5.1. All boats must comply with their respective class rules.

6. Sailing Instructions

6.1. The Sailing Instructions will be available at the time of Registration.

7. Venue

- 7.1. The Regatta Venue is the Wakatere Boating Club.
- 7.2. The Racing area is the waters known as the Hauraki Gulf to the north of Narrow Neck Beach.

8. Courses to be Sailed

- 8.1. The courses to be sailed will be triangular courses including windward, reaching and leeward marks. Course diagrams will be supplied with the Sailing Instructions.
- 8.2. The target time for each race will be 40 minutes for the leading boat.

9. Penalty System

9.1. RRS44.1 is changed so that the Two-Turns penalty is replaced by a One-Turn penalty.

10. Scoring

- 10.1. 1 race is required to be completed to constitute a series.
- 10.2. When fewer than 6 races have been completed, a boat's series score will be the total of her race scores.
- 10.3. When 6 races or more have been completed, a boat's series score will be the total of her race scores excluding her worst score.

11. Coaching and Support Boats

11.1. Support boats are not allowed.

12. Radio Communication

12.1. Except in an emergency, a boat shall neither make radio transmissions while racing nor receive radio communications not available to all boats. This restriction also applies to mobile telephones

13. Prizes

13.1. Prizes may be awarded at the discretion of the Organising Authority.

14. Disclaimer of Liability

14.1. Competitors participate in all races entirely at their own risk. Refer to RRS rule 4. The Organising Authority will not accept any liability for material damage or personal injury or death sustained in conjunction with, prior to, during, or after the race.

15. Further Information

- 15.1 For further information please contact:
 - Wakatere Boating Club <u>wakatere@gmail.com</u>
 - Or visit the regatta page https://www.wakatere.org.nz/2023-wakatere-spring-regatta/