

Monday Night Regatta Guidelines

Crew qualifications

Skipper:

- NauticEd Skipper certified / ASA 103
- Spinnaker certified
- Attendance: expects to miss no more than 3 consecutive weeks or 5 weeks overall
- Familiar with Rules of Racing
- Local Knowledge – *ISC judgment call*
- *Overall position needs ISC executive approval*

First Mate:

- NauticEd Skipper certified / ASA 103
- Spinnaker certified
- One consistent season crewed (*or ISC executive approval*)
- Attendance: expects to miss no more than 3 consecutive weeks or 5 weeks overall
- *Previous season skipper to approve position*

Crew:

- NauticEd Skipper Small Keelboat / ASA 101

Floater:

- Must be same rank as missing crewmember or accepted by the Skipper or First Mate.

Team Assignments

Each team should consist of one skipper, one first mate and one qualified crewmember.

Boat Assignments

- Wavelengths 4-6ppl, Capri 4ppl
- Zap is the overflow/guest boat
- If a boat is unusable, use #8

Race Series Set Up and Scoring

- Boat Numbers are scrambled at the beginning of every series.
- Each Team will rotate through 6 boats and organize one race (committee boat).
- Each Team must complete one race during their committee night.
- Low Point Scoring
 - 0 points for the committee (DNS if the team can not run either the committee nor the overflow boat, i.e. one of their team members must be on the committee boat and one must be available for the overflow even if we do not need it.)
 - 1 point for 1st
 - 2 points for 2nd
 - Etc.
 - DNF (did not finish) - 1+the number of finishers (all DNF's are scored the same no matter when the DNF occurred. I.e. it does not matter when the motor was started all boats that started motors are scored the same.
 - DNS (did not start) – the number of boats entered in the series (this year it will be seven)
 - DSQ (disqualified) – any team that does not complete their penalty turns (as soon as safe to do i.e. immediately), makes contact during a race or violates our code of conduct, will be scored the numbers of boats entered in the series +1.
 - DNF and DNS that occur due to ISC maintenance issues will be scored using the average finish position of that boat during the last series

Team Balance and Rebalance

Any crewmember is allowed to request a reassignment. Any reason to rebalance beyond the listed crew qualifications will be resolved individually. Depending on the given issues it may be resolved with commodores only or can include skippers.

Crew Poaching

- Every crewmember will remain with their assigned crew.
- It is the skipper's responsibility to ensure his/her team can race. The crew in return must keep their skipper informed on attendance.
- Our goal is to assign floaters, in order of priority and need
- Priority will be as followed:
 1. Skipper
 2. Spinnaker
 3. Crew
- Skippers do have the option to refuse a floater if they believe it will cause safety issues.
- A Crew, without a Skipper, will receive a DNS for that race night.

Spinnaker

ISC House rules require only the Skipper to be certified in order to fly a kite. Skippers can fly a spinnaker at their comfort level.

Exception: If a boat is not properly equipped then no other crew will be allowed to fly a spinnaker.

Protests

Disputed fouls/protests will have a review post-race and are open to all, with focus on learning versus punishments.

Infractions will have that race scored as a DSQ. All skippers attending the race night, excluding the two affected parties, will form the protest committee.

Skippers

- Do your homework. Driving a sailboat is always an honor and privilege. Know the rules.
- Don't assume your crew knows what to do.
- Always fill out a check out sheet.
- Plan on hoisting your sails as soon as you're out on the river so we can start the first sequence ASAP and run as many races, as possible.
- Skippers and First Mates should be at the helm no more than four race nights per series.
- The crew should man the helm at least one race night per series to their comfort level. Skipper can start the race, then transfer the helm duties. Skippers should rotate crew through all the positions on a boat as much as possible (honor system - this is about competing but also about learning and fun).

Committee Boat

- Goal of 4 races per night. We suggest two shorter races before running a long race.
- Port rounding's are preferred. You can opt for starboard rounding (for all marks).
- You can shorten a race, but only before the teams reach the previous mark.
- When it becomes obvious that the trailing boat(s) will take too long to finish a race, hail those boats, end the race and score them DNF.
- When the last team crosses the finish line, hail all racers about the next start. Try to start the next race within 10 minutes of the finish (includes the starting sequence).
- Any team hitting the committee boat (or any other boat) is DSQ.
- Two boats making contact will lead to DSQ for both boats. Fending off another boat does not count, but at least one of them needs to do a penalty turn.
- The Start/Finish line is restricted unless otherwise instructed by committee. (i.e. pin is a rounding mark or river levels require it or committee advises otherwise).
- If your boat is going to come in last and you're far from the finish- call the committee to be marked DNF. This is the same score as "last" and will speed up the evening.