



Sailing Instructions

Neyland Yacht Club Spring Regatta (inc. Dragon Series West Rnd 1)

9th-10th May 2026

These sailing instructions cover dinghy racing at Neyland Yacht Club for the Spring Regatta 2026.

1. Rules

Racing will be governed by the ISAF Racing Rules of Sailing (RRS) 2025-2028, the prescriptions of the RYA, class rules where appropriate except where changed by these sailing instructions.

2. Conditions of Entry.

2.1. Eligibility.

All helms and crews must be registered to race before going onto the water, a registration form can be downloaded at www.neylandyachtclub.co.uk/. Paper copies will be available in the starters cabin.

2.2. Safety.

- a) The safety of the boat is the sole responsibility of the owner/competitor. This includes having adequate insurance.
- b) The decision to launch/start or continue in a race is the owner/competitor's and the race organisers accept no responsibility for loss/injury or damage.
- c) The race officer has the authority to cancel/postpone/delay any planned race at any time.
- d) Nothing done by the organisers can reduce the responsibility of the boat nor will it make the organisers responsible for any loss, damage, death, or personal injury, however it may have occurred, as a result of the boat competing in the racing. The organisers encompass everyone helping to run the series, and includes the organising authority, the starting deck, the race officer and the safety crew.
- e) The provision of safety boats does not relieve the boat of her responsibilities.

- f) If you appear in trouble at any time then the race officer may ask the safety crew to find out if you are OK, if you continue to appear in trouble then the race officer can ask the safety crew to advise you to come ashore.
- g) Personal buoyancy shall be worn by all competitors whilst afloat.
- h) Each boat is required to hold adequate insurance and in particular hold insurance against third party claims in the sum of at least £3,000,000
- i) If no crew are available to man the safety boat, then the competitors will be asked to volunteer to provide cover, if there are no volunteers then a competitor's name will be drawn at random to ensure there is always safety cover. If a competitor is providing safety cover, they will be awarded their average points for the series for that race.

2.3. Personal Buoyancy.

All competitors must wear adequate personal buoyancy whenever they are on the water, failure to comply with this rule will result in your disqualification from the race.

2.4. Classes.

This event will use the RYA Portsmouth Yardstick as its rating system. This will be the most recent list that the RYA release (PN List 2026 Ver.2, 19/02/2026).

1. Division 1 will consist of all boats not entered in the Dragon Series on Saturday.
2. Division 2 will consist of all boats PY1201 and above, Sunday only.
3. Dragon Series Fleet – this will be split into up to 5 fleets – see separate Dragon Series Sailing Instructions for detail.

The PY at which divisions are split may be adjusted during the series at Race Officer's discretion.

3. Communications with Competitors.

3.1. Class Signals.

- Div 1 - Numeral pennant 1
- Div 2 - Numeral pennant 2
- Dragon Series Fleet – Refer to separate Dragon Supplemental Sailing Instructions

4. Schedule of Races, Courses and Starts.

4.1. Saturday

4.1.1. Races.

The Saturday of the regatta will have up to 5 races for each fleet. Target time for the first boat to complete each race is approximately 30 - 45 min.

Start time will be 1100 hrs for Division 1. Dragon fleet to begin their starting sequence 1 minute after the Division 1.

4.1.2. Courses.

Courses will be as detailed in Appendix A.

The course area will be to the southwest of Neyland off Pennar Gut. The marks used will be orange inflatable cylinders. The course and lap number to be sailed will be displayed on a board on the committee boat.

4.1.3. Starts.

Starts will be from a committee boat. The briefing on the day will identify the boat to be used.

4.2. Sunday

4.2.1. Races

The Sunday of the regatta will consist of a long-distance race across 2 divisions starting at 1030. The afternoon race will a pursuit race for both divisions combined. There is no Dragon series racing on Sunday.

4.2.2. Courses.

The course for each of the races will be displayed at the starting cabin prior to each race. Existing club marks or dropped club buoys will be used. The long-distance race will be run within the bounds from 5A to Garron Pill and set according to the weather conditions on the day.

4.2.3. Starts.

Starts will be from the club line.

4.3. Starting Signals.

Signals will be as follows:

- Warning signal (**class pennant plus one sound**) 3 minutes
- Preparatory signal (**prep flag plus one sound**) 2 minutes
- One minute (**prep flag removed plus one sound**) 1 minute
- Starting signal (**class pennant removed plus one sound**) **GO**

this changes RRS 26.

Times shall be taken from the visual signal; the absence of the sound signal shall be disregarded.

4.4. Recalls.

If any part of a boats hull or equipment is on the course side of the starting line when the starting signal is made, a sound signal will be given and the code flag X will be flown until all such boats have returned to the pre-start side of the line, or for 2 minutes, whichever is the earlier. **Boats recalled but failing to return correctly will be disqualified.**

5. Finishing.

5.1. Shortened Course.

The Race Committee may give a score to any boat that is still racing by displaying flag W to her from an official vessel (which may be in motion) with two sounds. A boat's score in these circumstances will be the place she would have received had she sailed the course and finished within any time limit, without gaining or losing any place. She is no longer required to complete the course. This changes RRS 28.1.

5.2. Shortened Course.

A shortened course will be signalled using International Code Flag S. This signal may be made before the leading boat has rounded the last mark of a lap. You will be made aware of the signal by 2 sound signals when the flag is being hoisted.

5.3. Retirements.

If a competitor wishes to retire then they must let the race committee know at the earliest opportunity. This can either be done by asking the safety crew to radio in your name, boat and sail number or by going to the starters cabin once you are ashore if there is no safety boat near to you when you decide to go in.

6. Penalty Turns.

- If a boat hits a mark of the course then it can exonerate itself by completing a 360 degree penalty turn, this must consist of 1 tack, 1 gybe.
- If a boat hits another competitor it can exonerate itself by completing a 720 degree penalty turn, this must consist of 2 tacks and 2 gybes.

7. Protests.

- If a competitor wishes to protest another competitor then they must make the other party aware by hailing the other party on the water.
- Once ashore the protest must be lodged with the race officials within an hour. Protests are to be accompanied by a **£5.00** fee. (refunded if the protest is upheld).
- The parties to the protest will be notified of the time and the place of the hearing.
- Failure on the part of any party to the protest, or representative, to attend the hearing may justify the protest committee in deciding the protest as it thinks fit without a full hearing.

8. Scoring System.

The low point system shall apply, amended as follows:

- A boat that does not finish or, having finished later retires (DNF or RET) will score points equal to the number of starters in the race plus 1.
- A boat that is disqualified (DSQ) will score points equal to the number of starters in the race plus 3.
- A boat that comes to the racing area but fails to start (DNS) will score points equal to the number of starters on that day plus 1.

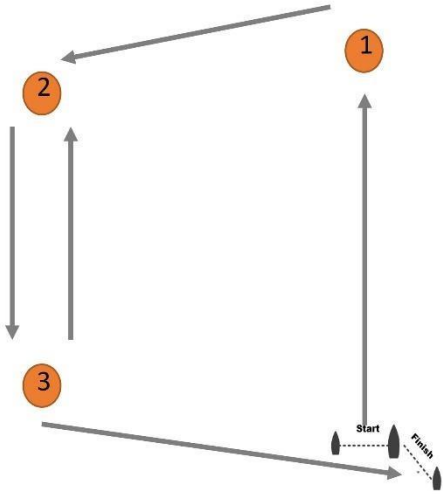
- A boat that does not come to the racing area (DNC) will score points equal to the number of entrants in the series plus 2.

The following number of discards will be applied to the overall series results:

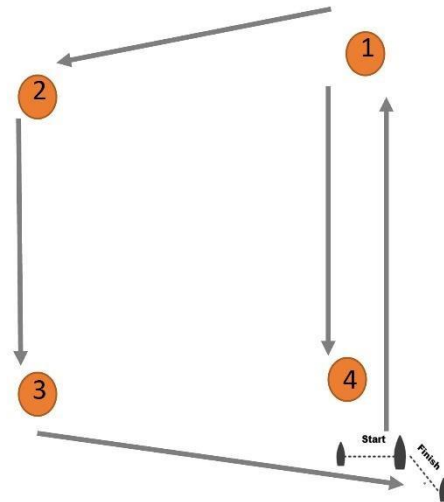
After 4 races -1 discard

Appendix A – Courses

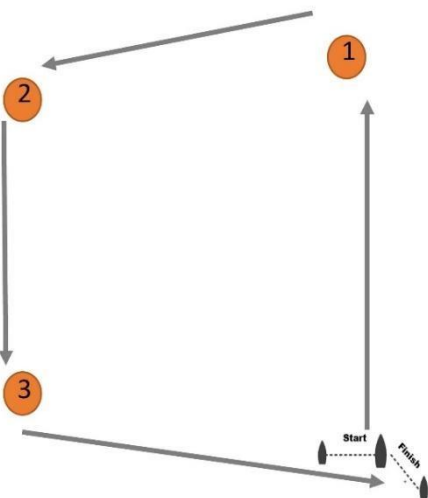
O	COURSE: OUTER With reaching finish
Signal	Mark rounding order:
O1	Start – 1-2-3-2-3-Finish
O2	Start – 1-2-3-2-3-2-3-Finish



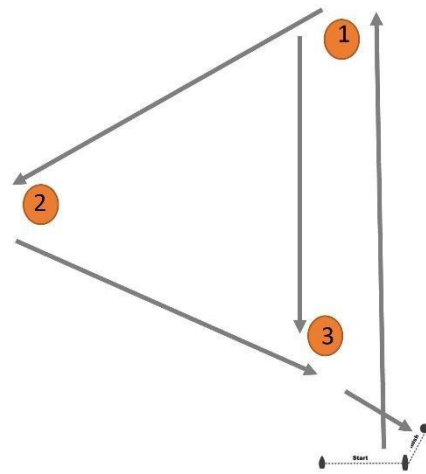
I	COURSE: INNER With reaching finish
Signal	Mark rounding order:
I1	Start – 1-4-1-2-3-Finish
I2	Start – 1-4-1-4-1-2-3-Finish



S	COURSE: SQUARE With reaching finish
Signal	Mark rounding order:
S	Start – 1-2-3-Finish



T	COURSE: TRIANGLE With reaching finish
Signal	Mark rounding order:
T1	Start – 1-2-3-1-3-Finish
T2	Start – 1-2-3-1-3-1-2-3-Finish



W	COURSE: WINDWARD/ LEEWARD With reaching finish
Signal	Mark rounding order:
W2	Start – 1-2-1-2-Finish
W3	Start – 1-2-1-2-1-2-Finish

