

2016 Kettering Model Sailing Club Racing Plan

- Since boats from different fleets may both sail on scored and fun days, it is critical that all skippers follow the **Racing Rules of Sailing** at all times. Scored Day fleet does not get special rights, but boats which are not racing should not engage a Scored Day boat in a tactical duel.
- If mixed fleet sail days are not working well, the sailing plan will be revised.
- Only one KMSC membership fee will be paid regardless of the number of fleets the skipper sails.

Club races are held for the purpose of having fun and improving our sailing skills. Races shall be conducted under the Racing Rules of Sailing, US SAILING, including Appendix E (Rules for Radio Controlled yachts). V-32 sailboats must comply with the [AMYA V-32 Class Rules](#). Dragon Force sailboats must comply with the [Dragon Force Restricted Class Rules](#) and the [RG-65 AMYA Class Rules](#).

Race Defined: A group of boats that cross the starting line at a signaled or “rabbit” start, navigate around a complete specified course, and cross the finish line.

Schedule: Scored Races are scheduled on alternate Sundays at 2:30 to 4:30 pm, at Delco Park, Kettering, OH. Club members are encouraged to “fun sail” on Sundays between the Scored Race days. The Scored Race day will be cancelled if the forecast temperature is less than 50 °F or the wind is greater than 12 mph or gusting to 18 mph. Racing will be run for approximately two (2) hours.

Non-Member Participants: Guests may sail on Fun Days and race with us in our Scored Days, but their scores will not be compiled in the daily and season tallies. Members’ scores for each race will be adjusted up when a guest score is removed.

Race Director (RD): A race director has been assigned for each Scored Day, and is shown on the Schedule page. The Race Director may sail in scored races. If the RD does not show up, someone will be volunteered to do the job.

Race Scoring: The Low Point scoring system will be used: 1 point for first, 2 points for second, etc. DNF = qty of start boats. DNS = not scored. DSQ = qty of start boats + 1. DSQ scores may not be thrown out. Boats that are in the vicinity of the starting line when the one-minute countdown starts will be counted as a starting boat, unless the skipper indicates he is withdrawing *before the one-minute countdown begins*. The last boat may be scored before it crosses the finish line and the race is complete.

Season Scoring: The scores for the Season will be computed from each skipper’s total points divided by the number of races in which he/she started during the Season. One low score throw-out is allowed for every 8 races a skipper sailed. A skipper will be listed in the Season Score table if they sailed in 50 percent of the fleet’s races. A fractional 50 percent race computation will be rounded *down* to a whole number. Cancelled races are not counted.

Fleets: If more than 12 boats are racing on regular basis, the club will consider running two fleets.

Minimum Boats and Races: A scheduled race will be canceled and *not* scored if less than three (3) boats start. A scheduled Race Day will be cancelled if less than (3) boats are racing. A minimum of four (4) races must be completed on a scheduled Race Day to be counted toward total points and total club races.

Sail Numbers: The hull number or class registration number will be shown on the sail as specified in the Class Rules. The race director may temporarily waive this requirement for new boats, new sails, or new skippers if it will cause no confusion in identifying the boat. However, this rule cannot be waived for interclub or AMYA events.

The Start: Dip starts are allowed. Over early is *not* required to do a 360, and *need not* go around an end mark, just go back behind the starting line, and continue the race.

The Finish: Skippers will call out their sail number as they cross the finish line. If a score keeper is not available, first skipper to cross the finish line will enter the scores for the rest of the boats, and second place skipper will assist. In case of a tie, the Race Director may determine the outcome with a toss of a coin.

Penalty turns: Skippers who foul another boat shall do a 360 degree turn before rounding the next mark. The penalty for touching a starting or finishing mark is a 360 turn and recrossing the line. There is no penalty for touching other course marks.

Dragon Force

- The Dragon Force will not replace the V-32 fleet.
- V-32s will continue to be sailed as long as we have participants.
- The Dragon Force fleet will be managed as a separate fleet following Dragon Force Restricted Class Rules.
- On June 5, 2016, by vote of the Dragon Force skippers, the max wind speed for DF sailing was set at 15 mph. DF sailing will be cancelled if the forecast wind speed is greater than 15 mph.

Dragon Force boats may sail Scored or Fun Days on days when the forecast is for winds above 12 mph and the V-32 fleet does not sail. Club Commodore will determine if high-wind Dragon Force days will be scored.