



# **2K STANDARD SAILING INSTRUCTIONS**

2K Team Racing International Association



## Abbreviations:

CV – Committee Vessel	PC – Protest Committee
LSI – Local Sailing Instructions	RC – Race Committee
NoR – Notice of Race	RRS – Racing Rules of Sailing
OA – Organising Authority	SSI – 2K Standard Sailing Instructions
ONB – Official Notice Board	

## **1. RULES**

1.1. The event will be governed by:

- (a) the 'rules' as defined in the RRS, including Appendix D, Team Racing Rules.
- (b) the LSI will apply. In case of conflict between the LSI and SSI, the LSI will prevail.
- (c) the rules for Handling Boats (SSI Addendum C), which also apply to any practice sailing and sponsor races. Class Rules will not apply.
- (d) any prescriptions of the National Authority that will apply will be posted on the ONB.

1.2. The right of appeal will be denied in accordance with RRS 70.5(a).

1.3. All races will be umpired.

1.4. Changes to the RRS are detailed in SSI Addendum C.

1.5. Other applicable rules will be specified in the LSI.

1.6. For 2K Tour Events the RC shall be composed of the Race Officer and the Tour Director or his representative.

## **2. ENTRIES and ELIGIBILITY**

2.1. To remain eligible the entire crew shall complete registration in accordance with the NoR, pay any outstanding entry fee and damage deposit and lodge the Sailing Agreement. The time and place of registration will be specified in the LSI.

2.2. The damage deposit is the limit of liability of each skipper for each incident. In the event that a deduction is made from the deposit, the skipper will be required to restore the deposit to the original value to maintain eligibility.

2.3. Each skipper is responsible for the damage or loss to their boat and supplied equipment unless responsibility is otherwise assigned by the umpires or PC.

2.4. After registration no team member may be permanently changed without the prior written permission of the RC. Permission will only be given in exceptional circumstances. Teams are permitted to make temporary changes to cover short-term absences. No temporary substitute may sail more than 2 races, and all substitutes shall be of the same gender as the person they are replacing. The RC shall be informed of these changes.

2.5. Any team that is given permission to sail without the required number of crew or gender mix may be allowed to sail, however they shall not be eligible to compete in any knockout stage and all their results shall be discounted when final positions are calculated.

## **3. COMMUNICATIONS WITH COMPETITORS**

3.1. Notices to competitors will be posted on the ONB.

3.2. Signals made ashore will be displayed from the flagpole in the vicinity of the race office.

3.3. All competitors shall attend the first briefing, unless excused by the OA.



# **2K STANDARD SAILING INSTRUCTIONS**

2K Team Racing International Association



- 3.4. All skippers shall attend the daily briefings, unless excused by the OA.
- 3.5. When Code Flag AP is displayed ashore, '1 minute' is replaced with 'not less than 60 minutes' in the Race Signals AP. This changes AP in Race Signals.

## **4. AMENDMENTS TO SAILING INSTRUCTIONS**

- 4.1. Amendments to the SSI or LSI made ashore will be posted at least 30 minutes before the start of any race affected and will be signed by the RC and the Chief Umpire.
- 4.2. Code Flag L over the numeral pennant of the most recent amendment will be displayed ashore each day until the boats have departed for the racecourse.
- 4.3. Amendments made afloat may be signalled by the display of Code Flag L on the CV with three sound signals. An umpire may communicate these either verbally or in writing.

## **5. BOATS AND SAILS**

- 5.1. Boats
  - (a) The type of boats that will be used for the event will be specified in the LSI.
  - (b) The boats to be sailed and the sails to be used will be allocated by the RC.
- 5.2. Spinnakers, gennakers, trapezes and the gear specifically provided for their use shall not be used.
- 5.3. The RC may require boats to reef their mainsails, in which case boats will be so informed by the umpires or by the RC.
- 5.4. Other restrictions or instructions may be given to the boats verbally by an umpire. Code Flag L is not required.
- 5.5. The RC will decide which boats are to be used for each stage and when they decide a boat should not be used, the skipper assigned that boat will be given the temporary use of another boat.

## **6. IDENTIFICATION and ASSIGNMENT OF BOAT**

- 6.1. How boats will be identified will be specified in the LSI.
- 6.2. The RC may require a team to sail a substitute boat at any time.
- 6.3. Boats will be exchanged in accordance with the race schedule.

## **7. CREW MEMBERS, NUMBER and SAFETY**

- 7.1. The total number of crew for one team, including the skippers, will be specified in the LSI. The total number of crew shall be equally distributed over the two boats.
- 7.2. All registered crew shall sail all races unless permission for change is given under SSI 2.4.
- 7.3. Any participant suffering a blood injury (i.e. an injury that draws blood) shall report the matter to the RC or to the umpires immediately. The RC may require that person to proceed ashore to receive first aid.

## **8. EVENT FORMAT AND STARTING SCHEDULES**

- 8.1. The event format and race schedule will be detailed in the LSI. The number of the next race to be sailed may be displayed on the RC boat. Failure to display the race number will not be grounds for redress.
- 8.2. The schedule of races will be displayed on the ONB. Any changes made to the race schedule and schedules for subsequent rounds for a racing day will be displayed not less than 30 minutes before the first start of that day. Changes to the schedule of races



after the first start will be communicated by an umpire either verbally or in writing. Code Flag L is not required.

- 8.3. The RC may change the format or terminate any stage or the event when, in its opinion, it is impractical to attempt to hold the remainder of races under the existing conditions or in the remaining time scheduled. Early stages may be terminated in favour of later stages.
- 8.4. The RC may at any time remove a particular race from the published sequence of races and run it at a later time.
- 8.5. The number of races to be sailed each day will be determined by the RC.
- 8.6. The dates of the racing days and the intended times for the first warning signal will be specified in the LSI.
- 8.7. Each subsequent race will be started as soon as practicable after the previous race.
- 8.8. When a race cannot start according to the schedule of races, subsequent starts will be brought forward. Competitors will be so advised verbally by an umpire.
- 8.9. In a knock-out series between two teams:
  - (a) when the series has been decided, further races between these two will not be sailed
  - (b) teams will exchange boats after odd matches of the series.

## 9. RACING AREA

- 9.1. The racing area will be specified in the LSI.

## 10. COURSE

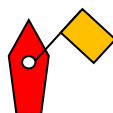
- 10.1. Configuration, Signals and Course to Be Sailed:

- (a) Configuration (not to scale)

Mark 1    Mark 2

Mark 3

Start/Finish line



- (b) Courses to be Sailed  
With the configuration displayed above four Courses can be used.

<u>Course No.</u>	<u>Course</u>
Course 1	Start – 1 - 2 - 3 - 1 - 2 - Finish
Course 2	Start – 2 - 3 - 2 - Finish
Course 3	Start – 1 - 2 - Finish
Course 4	Start – 2 - Finish



Course 1 is the default. If Course 2, 3 or 4 are used this will be communicated by the umpires or the RC before the warning signal for the race concerned. Marks not in use may be removed.

All marks shall be rounded to starboard.

- (c) Description of Marks.  
The marks will be described in the LSI.

## 10.2. Starting/Finishing Line

- (a) The starting/finishing line will be a straight line between the course side of the starting/finishing mark and the mast or staff displaying an orange flag on the CV. A blue flag will not be displayed for the finish. This changes Race Signals.
- (b) A buoy may be attached to the CV anchor line just below keel depth. Boats shall not pass between this buoy and the CV at any time. This buoy is part of the CV ground tackle.

## 10.3. Course Limits

- (a) A number of buoys may be laid near the racing area marking the limit of safe pilotage for the purposes of Part 2 of the RRS. If applicable, the buoys will be described in the LSI. While racing, no part of a boat's hull shall cross the imaginary straight line between any two adjacent buoys on the same side of the course.
- (b) These lines or areas rank as obstructions.
- (c) There is no penalty for touching these buoys or objects defining these areas.
- (d) A breach of this SSI is not open to protest by boats but is subject to action by umpires in accordance with RRS D2.3.

## 11. **BREAKDOWN: TIME FOR REPAIRS AND REDRESS**

*RRS Appendix D.5 (Breakdowns) is deleted and replaced as below.*

- 11.1. Before the warning signal of a race or within two minutes of finishing or within five minutes of changing into a new boat, whichever is later, a boat may display a red flag to signal breakdown or damage to the boat, her sails or injury to her crew and request a delay to the next start. She shall proceed as soon as possible to a position just to leeward of the CV and remain there, unless otherwise directed.
- 11.2. The time for repairs will be at the discretion of the RC.
- 11.3. After the warning signal of a race, the race will not be postponed or abandoned due to breakdown unless the breakdown signal was displayed as required by SSI 11.1.
- 11.4. Except when RRS 62.1(b) applies, failure to effect repairs in the time allowed, or breakdowns after the warning signal will not be grounds for redress. This changes RRS 62.
- 11.5. Competitors are responsible for inspecting their boats before racing.
- 11.6. Competitors shall report any defects, damage or breakdown to the RC at the first reasonable opportunity.
- 11.7. When there is a risk of further damage if a boat continues racing after damage or breakdown, she shall retire immediately.
- 11.8. When a PC grants redress under RRS 62.1(b) the RC may postpone a resail indefinitely and score each team half a race loss unless the result is relevant to progress, but not seeding, in the next round.



## 12. STARTING PROCEDURE

12.1. Races will be started by using the following signals:

Signal	Minutes before starting signal	Sound	Visual Signals
Warning	3	One	Team Colours displayed
Preparatory	2	One	Flag P displayed
One-minute	1	One	Team Colours removed
Starting	0	One	Flag P removed

12.2. Times shall be taken from the start of each sound signal; the failure or delay of a visual signal including flags as specified in below, shall be disregarded. This changes RRS 26.

12.3. When a boat is subject to RRS 29.1 a flag Red, Yellow or Blue, corresponding to her identification colour, will be displayed but not for more than 2 minutes after the starting signal; this changes RRS 29.1. The RC may hail the hull/sail numbers of premature starters, but failure to attract the attention of a premature starter will not be grounds for redress. (See LSI 4.2)

12.4. A series of short sound signals will be made to advise competitors a warning signal is imminent. Code Flag AP will only be used for significant delays (those likely to be longer than 15 minutes).

## 13. CHANGE OF POSITION OF MARKS

13.1. After the start of a race, the RC may change the position of any mark, except the position of a mark towards which boats are sailing. This changes Rule 33, and will not be grounds for redress.

## 14. TIME LIMIT

14.1. There shall be no time limit for races. However, the RC may abandon a race for any reason, after consulting with the race umpires when possible. This changes RRS 32.

## 15. ADVERTISING

15.1. As boats and equipment will be supplied by the OA, World Sailing regulation 20.4 applies. Each boat may be required to display advertising as supplied by the OA.

15.2. Boats will not be permitted the right to protest for breaches of any rules regarding advertising. This changes RRS 60.1.

## 16. MEDIA, IMAGES and SOUND

16.1. If required by the OA, media equipment (or dummies) supplied by the OA shall be carried on board while racing.

16.2. Competitors shall not interfere with the normal working of the OA supplied media equipment.

16.3. The OA have the right to use any images and sound recorded during the event free of any charge.

## 17. TRASH DISPOSAL

17.1. Competitors shall not put trash in the water.

## 18. PRIZES

18.1. Prizes will be awarded as specified in the LSI.



# **2K STANDARD SAILING INSTRUCTIONS**

2K Team Racing International Association



## **19. CODE OF CONDUCT**

- 19.1. Competitors shall comply with any reasonable request from any official, including attendance at official functions, co-operation with event sponsors and shall not behave in a manner so as to bring the event into disrepute.
- 19.2. Competitors shall handle the boats and equipment with proper care and seamanship and in accordance with SSI Addendum C.
- 19.3. The following actions by skippers and/or crew while racing may be considered a breach of sportsmanship under RRS D2.3(g):
  - Excessive attempts to coerce verbally, coach or influence umpire decisions;
  - Repetitive or ongoing objection to an umpire decision (verbal or otherwise);
  - Abuse of umpires before or after a decision (See also TR Call M8).
- 19.4. Breaches of SSI 19 Code of Conduct may also be referred to the PC. Any penalty will be at the discretion of the PC and may include exclusion from further participation in the event, or the withholding of deposits.
- 19.5. Gross breaches of SSI 19 Code of Conduct may be referred to the PC by the OA for action under RRS 69.

## **20. RISK STATEMENT**

- 20.1. Rule 4 of the RRS states: "The responsibility for a boat's decision to participate in a race or to continue racing is hers alone."
- 20.2. Sailing is by its nature an unpredictable sport and therefore inherently involves an element of risk. By taking part in the event, each competitor agrees and acknowledges that:
  - (a) They are aware of the inherent element of risk involved in the sport and accept responsibility for the exposure of themselves, their crew and their boat to such inherent risk whilst taking part in the event;
  - (b) They are responsible for the safety of themselves, their crew, their boat and their other property whether afloat or ashore;
  - (c) They accept responsibility for any injury, damage or loss to the extent caused by their own actions or omissions;
  - (d) Their boat is in good order, equipped to sail in the event, and they are fit to participate;
  - (e) The provision of a race management team, patrol boats, and other officials and volunteers by the event organizer does not relieve them of their own responsibilities;
  - (f) The provision of patrol boat cover if any is limited to such assistance, particularly in extreme weather conditions, as can practically be provided in the circumstances;
  - (g) It is their responsibility to familiarise themselves with any risks specific to this venue or this event drawn to their attention in any rules and information produced for the venue or event and to attend any safety briefing held for the event.

Addenda:

- A. Handling of Boats.
- B. Damage Penalties.
- C. Major Alterations to the RRS.
- D. Scoring.
- E. Regatta Format and Timings – to be attached to the LSI.



## **ADDENDUM A**

### **HANDLING OF BOATS**

#### **1. GENERAL**

1.1. While all reasonable steps are taken to equalise the boats, variations will not be grounds for redress. This changes RRS 62.

2. **PROHIBITED ITEMS and ACTIONS.** Except in an emergency or in order to prevent damage or injury, or when directed by an umpire otherwise, the following are prohibited:

2.1. Any additions, omissions or alterations to the equipment supplied. In particular the cutting or shortening of any sheets, control lines or other running rigging.

2.2. The use of any equipment for a purpose other than that intended or specifically permitted.

2.3. The replacement of any equipment without the sanction of the RC.

2.4. Sailing the boat in a manner that it is reasonable to predict would cause significant damage.

2.5. Moving equipment from its normal stowage position except when being used.

2.6. Boarding a boat without prior permission.

2.7. Taking a boat from its berth or mooring without having paid the required damage deposit or having permission from the RC.

2.8. Hauling out a boat or cleaning surfaces below the waterline.

2.9. Perforating sails, even to attach tell tales.

2.10. Radio transmission (including mobile telephones), except to report damage or injury or in response to a request from the RC.

2.11. Adjusting or altering the tension of standing rigging, excluding the backstay.

2.12. Using a winch to adjust the mainsheet, backstay or vang.

2.13. Using a reef line as an outhaul.

2.14. Omitting any headsail car or turning block before sheeting onto a winch.

2.15. The use of electronic instruments other than compass, watches and small video devices such as Go-Pros.

2.16. Marking directly on the hull or deck with permanent ink.

2.17. The use of the shrouds (including any inner shrouds) above the lower bottle screw (turnbuckle) or the boom, to facilitate tacking or gybing.

2.18. A breach of SSI Addendum A2.17 is not open to protest by boats but may be subject to action by Umpires under RRS D2.3(h). This changes RRS 60.1.

3. **PERMITTED ITEMS and ACTIONS.** The following are permitted:

3.1. Taking on board and making appropriate use of the following equipment:

(a) basic hand tools consisting of knife, pliers and screwdrivers but excluding hammers and saws

(b) adhesive tape

(c) line (elastic or otherwise of 4 mm diameter or less)



- (d) marking pens
  - (e) tell tale material
  - (f) watch, timers and hand-held compass
  - (g) shackles and clevis pins
  - (h) Velcro tape
  - (i) spare flags
  - (j) bosun's chair
  - (k) small video devices such as GoPro
  - (l) PFDs when not supplied by the OA.
- 3.2.** Using the items in A3.1 to:
- (a) prevent fouling of lines, sails and sheets
  - (b) attach tell tales
  - (c) prevent sails being damaged or falling overboard
  - (d) mark control settings
  - (e) make minor repairs and permitted adjustments
  - (f) make signals as per SSI 11, SSI C3.1 and SSI C3.6
  - (g) make video recordings
  - (h) personal safety.
- 3.3.** Changing the number of mainsheet purchases.
- 3.4.** Using lazy sheets, halyards and control lines for the purpose of normal hiking. This changes RRS 49.1.
- 4. MANDATORY ITEMS and ACTIONS** – the following are mandatory:
- 4.1.** The completion of a written damage report before leaving a boat and submitting it to the RC, even if no damage or loss is recorded. Reports shall include any evidence of matters which could cause damage or disadvantage to the boat in future matches. When boat swaps are carried out on the water, the report should be made verbally to the RC as soon as possible.
- 4.2.** At the end of each sailing day:
- (a) folding, bagging and placement of the sails as directed
  - (b) leaving the boat in the same state of cleanliness as when first boarded that day
  - (c) releasing backstay tension.
- 4.3.** At the end of the final day for a particular boat, cleaning the boat (cabin and decks), removing all trash and removing all tape and marks.
- 4.4.** Any request to alter, in any way, the equipment on a boat shall be in writing and worded to permit a yes/no answer.
- 4.5.** Complying with any regulations, including speed restrictions and navigation marks, while leaving or returning to the berth or mooring.
- 4.6.** A breach of items SSI A4.2 and A4.3 will be considered as damage and the cost of rectification will be deducted from the skipper's damage deposit.





## ADDENDUM B

### DAMAGE PENALTIES

SSI C3.12 permits umpires to determine the penalty for breaking RRS 14 without a hearing. This Addendum explains how damage will be assessed and prescribes the appropriate level of penalties. The PC may impose additional penalties if it has good reason to do so.

There are a number of things we are trying to achieve with penalties for damage

- Minimise damage to keep costs down and avoid delays while boats are being repaired.
- Ensure that penalties are consistent and fit the breach.
- Keep race results “on the water”.
- Give more sailing to everybody for the same entry fee!

#### Damage Levels

Level	Extent	Effect
Level A - Minor Damage	Up to 1 man hour to repair	Boat may race without repair
Level B - Significant Damage	More than 1 hour and up to 5 man hours to repair	Boat may need some (temporary) work before racing again.
Level C - Major Damage	More than 5 man hours to repair	Significant work required before racing again.

#### Penalties

Race-win / race-loss penalties may be imposed by umpires after a race to boats that break RRS 14. If a competitor requests a hearing when a points penalty is imposed, the protest committee may decide (in the hearing) to give a greater penalty. Any penalties are added to one boat's or both boats' team race losses / wins for the Series in which the damage occurred.

Level	Round-Robin	Knockout
Level A	No Penalty	No Penalty
Level B	½ race loss	¾ race loss
Level C	3 race losses	3 race losses

#### Deductions from Damage Deposits

The assessment of damage level is only for the purpose of points penalties, and is not linked to any deductions from the competitor's damage deposits.

Any points penalty will be based on the assessment of damage level made on the water. Subsequent assessments of the damage level after closer inspection, whether the level turns out to be higher or lower, will have no effect on the points penalty given on the water.



# 2K STANDARD SAILING INSTRUCTIONS

2K Team Racing International Association



## ADDENDUM C

### MAJOR ALTERATIONS TO THE RRS

*Changes to the rules of Part 2 have been authorised by World Sailing under RRS 86.2*

#### 1. Add new definitions

- 1.1. **Skipper** The crew member on-board who is in charge of the boat and the crew and all other persons aboard
- 1.2. **Leg to a leeward mark** A boat is on a *leg to a leeward mark* when she is on a leg to mark 2, mark 3 or the finishing line.
- 1.3. **Another leg** A boat passes to *another leg* of the course when her bow crosses the extension of the line from the previous mark through the mark she is rounding

#### 2. Changes to the rules of Part 2 3 and 4

- 2.1. RRS 13 is deleted (only if stated in the LSIs).
- 2.2. RRS16.2 is changed to:

In addition, on a beat to windward when a *port-tack* boat is keeping clear by sailing to pass to leeward of a *starboard-tack* boat, the *starboard-tack* boat shall not bear away if as a result the *port-tack* boat must change course immediately to continue *keeping clear*.

When this Test Rule applies

- (A) Case 132 answer 1 shall apply amended as follows:

For the purpose of rule 16.2, two boats on opposite tacks are considered to be 'on a beat to windward' when

- (1) the proper course for each of them is close-hauled or above, or
- (2) one or both of them have overstood the close-hauled layline to the mark and are sailing below close-hauled.

In each of the four situation diagrams in the case, the boats shown are 'on opposite tacks on a beat to windward' and therefore rule 16.2 applies between them.

- (B) The Team Racing Call Book is changed as follows:

Call D2 Delete call

Call D5 In answer 1 delete all references to rule 16.2 and delete the final paragraph in italics

Call G7 Delete Q&A 1

- 2.3. RRS 17 is deleted.
- 2.4. RRS 31 (Touching a Mark) is changed to: 'While *racing*, neither the crew nor any part of a boat's hull shall touch a starting *mark* before *starting*, a *mark* that begins, bounds or ends the leg of the course on which she is sailing, or a finishing *mark* after *finishing*. In addition, while *racing*, a boat shall not touch a race committee vessel that is also a *mark*.'
- 2.5. Part 4 Preamble and RRS 40 is changed. See SSI 1.6.
- 2.6. Add to RRS 41: (e) help to recover from the water and return on board a crew member, provided the return on board is at the approximate location of the recovery.
- 2.7. RRS 49.2 is deleted. However, lifelines rigged on boats shall be taut at all times.



- 2.8.** The umpires may decide that any hard contact (contact between hulls and/or rigs) is damage for the purposes of initiating a penalty under RRS D2.3(d).

### **3. Changes to the rules of RRS Appendix D**

#### **Protests and Penalties**

- 3.1.** Delete RRS D1.2(c) and replace with:  
“A boat may not request redress under rule 62.1(a). The protest committee may consider giving redress under that rule if it believes that an error has been made. The race committee or match umpires may request the protest committee to consider this. This changes RRS 60.1(b) and RRS 62.1(a).”
- 3.2.** A boat intending to request redress under RRS 62.1(b) or (c) for an incident in the racing area shall display a red flag at the first reasonable opportunity after the incident. She shall display the red flag until it is acknowledged by the RC or by an umpire.
- 3.3.** Delete RRS D1.2(g) and add new RRS D1.2(g):  
“Protests and requests for redress that deal with scoring and other matters that do not arise from incidents in the racing area shall be notified to the race office within 30 minutes after the finish of the last boat in the last race of the day. However boats are required to notify the race officer as soon as practicable.”
- 3.4.** Add new rule D1.2(h):  
“If the PC decides that a breach of a rule, other than a rule of RRS Part 2 has had no significant effect on the outcome of a race, it may make any arrangement it decides is equitable, which may be to order a re-sail or to impose no penalty.”
- 3.5.** RRS D1.3 (a) (Penalties) first sentence is changed to:  
“When on an upwind leg of the course a boat may take a penalty by gybing, or when on a *leg to a leeward mark* of the course a boat may take a penalty by tacking when she may have broken one or more rules of Part 2, or RRS 31 or RRS 42, in an incident while racing. Between the preparatory signal and the starting signal the penalty shall be taken by gybing.
- 3.6.** Add new RRS D1.3(d):  
“When three race umpires decide that one or more boats has broken RRS 14 in an incident where there is damage and/or injury, they may impose race-loss penalties as prescribed in Addendum B without a hearing, but shall not add points to a boat's score. The boat(s) shall be informed as soon as practical and only at that time may she request a hearing, in which case the umpires shall report the incident to the protest committee who shall proceed in accordance with RRS Appendix D3.1(d). Any penalties imposed after a hearing may be more than the penalties imposed by the umpires.” This changes RRS D3.1(d)(1) and D3.1(d)(3).

#### **Umpired Races**

- 3.7.** RRS D2.2 (a) (Protests by Boats) is changed to:  
“She shall hail “Protest” and conspicuously display a Yankee flag / Red flag as stated in LSI 4.4 at the first reasonable opportunity for each”.
- 3.8.** RRS D2.2(f) (Protests by Boats) is amended as follows:  
“A boat penalized by an umpire shall take a One-Turn Penalty.”
- 3.9.** RRS D2.3 (Penalties Initiated by an Umpire) is amended as follows:  
The last paragraph is deleted and replaced with: “The umpire shall signal a decision is compliance with RRS D2.4. A boat penalized by an umpire shall take a One-Turn Penalty except that, when an umpire hails a number of turns, the boat shall take that number of One-Turn Penalties.”



# **2K STANDARD SAILING INSTRUCTIONS**

2K Team Racing International Association



- 3.10.** Add to RRS D2.3 (Penalties Initiated by an Umpire):  
“(h) breaks SSI Addendum A2.17.”
- 3.11.** RRS D2.4(b) (Signals by an Umpire) is amended as follows:  
“To penalize a boat a coloured flag, red, yellow or blue identifying the boat with one long sound and pointing the coloured flag at her means: “The identified boat shall take a penalty by complying with SSI Addendum C3.8”.

## **Scoring**

- 3.12.** RRS D3.1(d)(3) is deleted and replaced with: “when the boat has broken rule 1 or 2, or 14 when she has caused damage or injury, or a *rule* when not *racing*, half or more race loss points may be added to her team score, or no penalty may be imposed. When race loss points are added to one team’s score the results for the other teams will remain unchanged”. For breaches of RRS 14 with damage and/or injury SSI Addendum B details the procedure.
- 3.13.** RRS D4.2, D4.3, D4.4, D4.5, D4.6 and D4.7 (Scoring) are deleted. SSI Addendum D to these sailing instructions will be used.

## **Breakdown**

- 3.14.** RRS D5 (Breakdowns) is deleted. See SSI 11 Breakdowns.



# **2K STANDARD SAILING INSTRUCTIONS**

2K Team Racing International Association



## **ADDENDUM D** **SCORING**

*The following scoring system replaces RRS D4.2, D4.3, D4.4, D4.5, D4.6 and D4.7. This scoring system is designed to allow all races sailed in an incomplete round robin to be counted towards the final results.*

### **D1 Round Robins Series**

*In a round-robin series teams are to sail against all other teams one or more times.*

- D1.1 Add after the first sentence of Appendix A5: “When one of the boats in a race fails to sail the course in accordance with RRS 28.1 or 28.2, she shall be scored DNF without a hearing.”
- D1.2 The losing team of each race scores one race loss point; the winner scores no points except when there is a dead heat between boats that leaves the winner of the race indeterminable in which case they shall each be scored half a race loss point.
- D1.3 When a team withdraws from part of an event the scores of all in-completed races shall be scored as loss points on the basis of the number of races she would have sailed had she not withdrawn.
- D1.4 When a single round-robin is terminated before completion, a team’s score shall be the total number of race loss points scored by the team in all races sailed except as stated in SSI Addendum D1.6.
- D1.5 When a multiple round-robin is terminated during any of the round robins, a team’s score shall be the total number of race loss points scored by the team except as stated in SSI Addendum D1.6.
- D1.6 If any of the teams have sailed less than a total of three races in the round-robin series, the entire round-robin series will be disregarded and, if necessary, the event declared void.
- D1.7 Event Rank Order: Teams shall be placed in reverse order of their total scores, lowest number of race loss points first.
- D1.8 A team that has won a race, but is disqualified for breaking a *rule* against a team in another race, shall be scored a loss for that race (but the losing team shall not be awarded the win); and
- D1.9 When a team has been disqualified from participating in the remaining races of the round-robin series, the results from all previous races shall stand. However, she will not be ranked for the event.

### **D2 Ties in Round-Robins**

- D2.1 For the purposes of tie-breaking a team’s score will be the number of race losses scored between the tied teams.
- D2.2 Ties between two or more teams in a round-robin series will be broken by the following methods, in order, until all ties are broken. When one or more ties are only partially broken, SSI Addendum D2.3(a) to D2.3(c) will be reapplied to them.



D2.3 Ties will be decided in favour of the teams(s) who:

- (a) placed in order, has the lowest number of losses in the races between the tied teams;
- (b) when the tie is between two teams in a multiple round-robin, has won the last race between the two teams;
- (c) has the fewest losses against the team placed highest in the round-robin series or, if necessary, second highest, and so on until the tie is broken. When two separate ties have to be resolved but the resolution of each depends upon resolving the other, the following principles will be used:
  - (i) the higher-place tie will be resolved before the lower-place tie, and
  - (ii) all the teams in the lower-place tie will be treated as a single team for the purposes of SSI Addendum D2.3(c).

When SSI Addendum D2 does not resolve a tie, and if the tie needs to be resolved for a later stage of the event, the tie will be broken by a sail-off, when practicable. When the RC decides that a sail-off is not practicable, the tie will be decided in favour of the team who has the highest score in the round-robin series after eliminating the score for the first race for each tied team or, should this fail to break the tie, the second race for each tied team, and so on until the tie is broken. When a tie is partially resolved, the remaining tie will be broken by reapplying SSI Addendum D2.

### **D3 Knockout Series**

D3.1 In a knockout series, the LSI will state the minimum number of race win points required to win a series between two teams. When a knockout series is terminated it shall be decided in favour of the team with the higher number of race win points.

### **D4 Ties in a knockout series**

D4.1 Ties (including 0–0) between teams in a knockout series will be broken by the following methods, in order, until the tie is broken. The tie shall be decided in favour of the team who:

- (a) has the highest place in the most recent round-robin series, applying SSI Addendum D2 if necessary;
- (b) has won the most recent race in the event between the tied teams;
- (c) to decide the winner of the event, or the overall position between teams eliminated in one round of a knockout series, a sail-off may be used (but not a draw).

## **ADDENDUM E FORMAT & TIMINGS**

TO BE ATTACHED TO THE LSI