THURSDAY TWILIGHT NON-SPINNAKER SERIES

Category 7 - Pursuit Results for Divisions 1, 2, 3 & 4

SCHEDULE OF RACES

RACE	DATE	START TIME		
	TWILIGHT WARM-UP NON-POINTSCORE			
1	Thursday, 3 October 2024	1700		
	PRE-CHRISTMAS TWILIGHT POINTSCORE			
2	Thursday, 10 October 2024	1800		
3	Thursday, 17 October 2024 *	1800		
4	Thursday, 24 October 2024	1800		
5	Thursday, 31 October 2024	1800		
6	Thursday, 7 November 2024	1800		
7	Thursday, 14 November 2024 *	1800		
8	Thursday, 21 November 2024	1800		
9	Thursday, 28 November 2024	1800		
10	Thursday, 5 December 2024	1800		
11	Thursday, 12 December 2024 *	1800		
12	Thursday, 19 December 2024	1800		
	POST-CHRISTMAS TWILIGHT POINTSCOR	E		
13	Thursday, 9 January 2025	1800		
14	Thursday, 16 January 2025 *	1800		
15	Thursday, 23 January 2025	1800		
16	Thursday, 30 January 2025	1800		
17	Thursday, 6 February 2025	1800		
18	Thursday, 13 February 2025 *	1800		
19	Thursday, 20 February 2025	1800		
20	Thursday, 27 February 2025	1800		
21	Thursday, 6 March 2025	1800		
22	Thursday, 13 March 2025 *	1800		
23	Thursday, 20 March 2025	1800		
24	Thursday, 27 March 2025	1800		
25	Thursday, 3 April 2025	1800		

SMITHY'S WATERPROOFING THURSDAY WOMEN'S TWILIGHT SERIES

Category 7 – Pursuit Results for Divisions 1, 2, 3 & 4

SCHEDULE OF RACES

* WOMEN'S TWILIGHT POINTSCORE			
1	Thursday, 17 October 2024	1800	
2	Thursday, 14 November 2024	1800	
3	Thursday, 12 December 2024	1800	
4	Thursday, 16 January 2025	1800	
5	Thursday, 13 February 2025	1800	
6	Thursday, 13 March 2025	1800	

SAILING INSTRUCTIONS

Amended 1 January and 19 February 2025

IMPORTANT NOTICE TO COMPETITORS

The MHYC Sailing Committee requests that MHYC boats diligently observe the applicable Marine Regulations, Notice of Race and these Sailing Instructions during Twilight racing. In particular, the Person in Charge must ensure that a proper lookout is maintained throughout the event and that they avoid ferries, commercial shipping and recreational boating traffic.

The Race Committee may deploy an on-water observer to monitor the behaviour of boats. Boats breaching the rules will be penalised as appropriate and repeat offenders may have action taken against them by the Sailing Committee. Members are reminded of the Club's right to reject an entry or take action under the Racing Rules of Sailing in the event of gross misconduct or poor sportsmanship.

Competitors are reminded of NOR 2.3 which states in part: A boat shall not sail or motor through a MHYC finish line unless it is finishing. The on-water finish line is activated when the Blue Flag is displayed on the Race Committee Vessel.

1 RULES

- 1.1 Refer to NOR 1 and 2.
- 1.2 The nominated helmsperson of each boat shall be at the helm when starting and finishing.
- 1.3 Boats shall carry navigation lights and shall illuminate them after official sunset. Boats not illuminating navigation lights after official sunset will be scored 'DNF'.
- Only a mainsail and one headsail may be used at any time. The headsail may be poled out but shall be fully hanked or attached by means of a luff groove device to the permanent forestay. Headsails shall not be set flying. No sail shall be attached forward of the point of attachment of the permanent forestay.

2 SCHEDULE OF RACES

2.1 Racing is scheduled as per the Schedule of Races for the Flagstaff Marine Thursday Twilight Series.

3 CLASS FLAGS & DIVISIONS

- 3.1 Entrants may be allocated to racing divisions appropriate to their performance and entry numbers.
- 3.2 Class flags will be as follows:

CLASS / DIVISION	CODE FLAG
Division 1	Code Flag 'D'
Division 2	Code Flag 'E'
Division 3	Code Flag 'F'
Division 4	Code Flag 'G'

4 THE COURSES

- 4.1 As per the Thursday Twilight Non-Spinnaker Course List.
- 4.2 All marks shall be rounded or passed to starboard except those marks that are suffixed with (P) which shall be rounded or passed to port.
- 4.3 Courses may be shortened by the Race Committee prior to the start by displaying Code Flag "S" prior to or with the attention signal. The display of Code Flag "S" shall mean the Course is shortened and upon rounding the mark suffixed (*) all boats should proceed directly to the finish.
- 4.4 Courses may be shortened on the water for one or more divisions by the Race Committee displaying Code Flag "S" and the class flag/s for the divisions to be shortened. Boats shall finish between the Committee Vessel and the nearby rounding mark.

5 HANDICAPS

- 5.1 Starting times will be allocated at the discretion of the Sailing Manager or their nominee and adjusted for subsequent races based on PHS calculation.
- 5.2 The Sailing Manager or his nominee may at their absolute discretion review any boat's time handicap where they are of the opinion that due to anomaly, error or change of racing trim or equipment, the handicap is considered unfair or unreasonable.
- 5.3 Allocated handicaps shall not be the subject of protest or dispute. This amends RRS 60 & 61.
- 5.4 Handicaps are published on the day of racing on the MHYC website and noticeboard.
- 5.5 Entrants will be allocated to racing divisions appropriate to the number of entries and the relative speed of entries. Division allocation is subject to the receipt of entries and shall be structured by the Sailing Manager at their absolute discretion.
- 5.6 Allocation to Divisions shall not be the subject to protest or constitute grounds for redress. This amends RRS 60 & 61.

6 THE START

6.1 The start sequence will be a Count Up sequence start per MHYC NOR 22.

START TIME		
1750	Attention Signal – Orange Flag and Course Number displayed	
	accompanied by a Sound Signal.	
1800	Start Signal – Handicap Count-Up starts accompanied by a Sound	
	Signal.	

- 6.2 The Start will be an On Water Start in Hunters Bay Balmoral or, alternatively, in The Sound.
- 6.3 Starting Handicap Numbers (count up clock) will be displayed by the Committee Vessel (CV). In the absence of a visual display, competitors shall refer to GPS or Internet time.
- There will be no individual recall signals. A boat on the course side of the starting line for her designated start time will be penalised 5 minutes plus the difference between her nominated start time and actual start time unless she returns and restarts.

7 THE FINISH

- 7.1 The finishing line will be between a staff or halyard displaying a blue flag on the committee vessel and the course side of the finish mark located in Hunters Bay, Balmoral or The Sound.
- 7.2 When the race committee determines the Clubhouse Finish is to be used (in accordance with NOR 17), Code Flag "O" will be displayed from the Race Committee Vessel not less than ten minutes before the scheduled start time.

- 7.3 For the Clubhouse Finish, spinnaker and whisker poles shall be dropped and stowed before crossing the transit formed by the two pumphouses. Boats shall continue without changing course until they have crossed the D-Arm transit. Boats are encouraged to use their motor and to drop their headsail at the first opportunity after finishing. Boats shall keep to the starboard (Clontarf) side of the channel and proceed towards Fisher Bay to pack up.
- 7.4 After packing up and when returning to the Club from the North, boats shall keep to the starboard (Spit Road) side of the channel taking care to avoid any boat still under sail or nonracing vessels using the channel.
- 7.5 The RC may award a 45% scoring penalty to boats observed by the RC to have breached a rule of SI 7.

8 TIME LIMITS

- 8.1 The time limit will be 2000 hours, except that:
 - During the months of November and February, the time limit will be 2015 hours
 - During the months of December and January, the time limit will be 2030 hours
- 8.2 Only boats that have finished within the time limit shall rank as finishers. Boats not finishing within the time limit shall be scored DNF.
- 8.3 The time limit for notifying the RC of a boat's retirement shall be no later than 30 minutes after the time limit of the race. This amends NOR 20.
- 8.4 Competitors who fail to notify the RC of their retirement may receive a penalty of 5 minutes in the next race.

9 ALTERNATIVE PENALTIES

- 9.1 For an infringement of RRS Part 2, the Two-Turns Penalty RRS 44.2 shall apply.
- 9.2 For an infringement of any other rule or requirement, the Scoring Penalties of RRS 44.3 shall apply. The penalty shall be computed as a percentage of the number of entries in the relevant division.

10 PROTESTS

10.1 Protests shall be in accordance with NOR 24, except that the Protest Limit Time will be 2130hrs on the day of the race. This amends NOR 24.2.

11. PRIZES

- 11.1 Prizes may be awarded at a post-race presentation appropriate to entries received in each division. Prizes not collected at the presentation will be forfeited.
- Series winners may be awarded at a presentation on the final night of racing.

12 SCORING

- 12.1.1 For the <u>Thursday Twilight Pointscore</u>, a boat's finish time shall be used for the calculation of its racing division results. The boat with the earliest finish time (after application of scoring penalties, if any) will be scored first.
- 12.1.2 For the <u>Thursday Twilight Women's Pointscore, a boat's elapsed time shall be used for the calculation of its racing division results. The boat with the lowest corrected time (after application of scoring penalties, if any) will be scored first.</u>
- 12.2 The Low Point System, Appendix A of the RRS shall apply.
- 12.3 RRS A5.3 applies except that DNC is scored the number of starters who are series entrants plus 2.
- 12.4 A casual race entrant will not receive a series score. This amends RRS A2.2.

12.5 Thursday Twilight Annual Series

- a) Twenty four (24) pointscore races are scheduled and ten (10) races are required to be completed to constitute a series.
- b) One (1) excluded score will apply after every four (4) completed races, up to a maximum of six (6) exclude scores.

12.6 <u>Thursday Twilight Pre-Christmas Pointscore</u>

- a) Eleven (11) pointscore races are scheduled and five (5) races are required to be completed to constitute a series.
- b) One (1) excluded score will apply after every four (4) completed races, up to a maximum of two (2) excluded scores.

12.7 Thursday Twilight Post-Christmas Pointscore

- a) Thirteen (13) pointscore races are scheduled and five (5) races are required to be completed to constitute a series.
- b) One (1) excluded score will apply after every four (4) completed races, up to a maximum of three (3) excluded scores.

12.8 <u>Thursday Twilight Women's Pointscore (Female Helms)</u>

- a) Six (6) pointscore races are scheduled and two (2) races are required to be completed to constitute a series.
- b) One (1) excluded score will apply after four (4) completed races.
- 12.9 A boat's points will not be transferred with a change of ownership or division.

For port rounding mark (P) refer to SI 4.2. For shortened course mark (*) refer to SI 4.3.

1. Start Hunters Bay 5. AS Mark Rocky Point 2. AS Mark Manly West 6. AS Mark Edwards Beach 3. AS Mark Manly East 7. AS Mark Grotto Point 4. AS Mark Cannae Point (*) 8. Finish Hunters Bay COURSE 2 (approx. 5.2nm/4.0nm) 1. Start Hunters Bay 4. AS Mark Taylors Bay 2. AS Mark Lady Bay 5. Finish Hunters Bay 3. AS Mark Nielsen Park (*) COURSE 3 (approx. 5.6nm/4.7nm) 1. Start Hunters Bay 4. AS Mark Lady Bay (*) 2. AS Mark Manly West 5. AS Mark East Channel 3. AS Mark Manly East 6. Finish Hunters Bay COURSE 4 (approx. 6.1nm/3.5nm) 1. Start Hunters Bay 5. AS Mark Manly West 3. AS Mark Cannae Point 6. AS Mark Manly East 3. AS Mark Obelisk Bay (*) 7. Finish Hunters Bay COURSE 5 (approx. 7-0 6.8nm/5.5 5.3nm) 1. Start Hunters Bay 5. AS Mark Point Piper 2. Sow & Pigs Reef 6. Naval Mark N3 3. AS Mark Nielsen Park 7. Finish Hunters Bay 4. AS Mark Shark Island (*) COURSE 6 (approx. 8.1nm/6.4nm) 1. Start Hunters Bay 5. AS Mark Nielsen Park (*) 4. AS Mark Manly West 6. AS Mark Nielsen Park (*) 5. AS Mark Nielsen Park 7. Shark Island 5. AS Mark Manly West 6. AS Mark Shark Island 6. AS Mark Shark Island 7. Shark Island 7. Shark Island 8. Finish Hunters Bay 9. AS Mark Manly West 9. AS Mark Shark Island 9. AS Mark Lady Bay 9. Finish Hunters Bay COURSE 7 (approx. 8.5 8.3nm/6.9 6.7nm) 1. Start Hunters Bay 4. Naval Mark N3 (*) 2. Sow & Pigs Reef 5. Fort Denison (P) 3. AS Mark Shark Island 6. Finish Hunters Bay	COURSE 1 (approx. 5.1nm/3.5nm)				
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3. AS Mark Obelisk Bay (*) COURSE 5 (approx. 7-0 6.8nm/5-5 5.3nm) 1. Start Hunters Bay 2. Sow & Pigs Reef 3. AS Mark Nielsen Park 4. AS Mark Shark Island (*) COURSE 6 (approx. 8.1nm/6.4nm) 1. Start Hunters Bay 5. AS Mark Nielsen Park 6. Naval Mark N3 7. Finish Hunters Bay 6. AS Mark Nielsen Park (*) 2. AS Mark Manly West 3. AS Mark Manly West 4. AS Mark Shark Island 5. AS Mark Shark Island 6. AS Mark Shark Island 7. Shark Island 8. Finish Hunters Bay COURSE 7 (approx. 8-5 8.3nm/6-9 6.7nm) 1. Start Hunters Bay 4. Naval Mark N3 (*) 2. Sow & Pigs Reef 5. Fort Denison (P)		•		•	
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4. AS Mark Shark Island (*) COURSE 6 (approx. 8.1nm/6.4nm) 1. Start Hunters Bay 5. AS Mark Nielsen Park (*) 2. AS Mark Manly West 6. AS Mark Shark Island 3. AS Mark Manly East 7. Shark Island 4. AS Mark Lady Bay 8. Finish Hunters Bay COURSE 7 (approx. 8.5 8.3nm/6.9 6.7nm) 1. Start Hunters Bay 4. Naval Mark N3 (*) 2. Sow & Pigs Reef 5. Fort Denison (P)		•			
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1. Start Hunters Bay 5. AS Mark Nielsen Park (*) 2. AS Mark Manly West 6. AS Mark Shark Island 3. AS Mark Manly East 7. Shark Island 4. AS Mark Lady Bay 8. Finish Hunters Bay COURSE 7 (approx. 8.5 8.3nm/6.9 6.7nm) 1. Start Hunters Bay 4. Naval Mark N3 (*) 2. Sow & Pigs Reef 5. Fort Denison (P)	4.	AS Wark Shark Island ()			
 AS Mark Manly West AS Mark Shark Island AS Mark Manly East Shark Island AS Mark Lady Bay Finish Hunters Bay COURSE 7 (approx. 8.5 8.3nm/6.9 6.7nm) Start Hunters Bay Naval Mark N3 (*) Sow & Pigs Reef Fort Denison (P) 	COUF	RSE 6 (approx. 8.1nm/6.4nm)			
3. AS Mark Manly East 7. Shark Island 4. AS Mark Lady Bay 8. Finish Hunters Bay COURSE 7 (approx. 8.5 8.3nm/6.9 6.7nm) 1. Start Hunters Bay 4. Naval Mark N3 (*) 2. Sow & Pigs Reef 5. Fort Denison (P)	1.	Start Hunters Bay	5.	AS Mark Nielsen Park (*)	
4. AS Mark Lady Bay 8. Finish Hunters Bay COURSE 7 (approx. 8.5 8.3nm/6.9 6.7nm) 1. Start Hunters Bay 4. Naval Mark N3 (*) 2. Sow & Pigs Reef 5. Fort Denison (P)	2.	AS Mark Manly West	6.	AS Mark Shark Island	
COURSE 7 (approx. 8.5 8.3nm/6.9 6.7nm) 1. Start Hunters Bay 4. Naval Mark N3 (*) 2. Sow & Pigs Reef 5. Fort Denison (P)	3.	AS Mark Manly East	7.	Shark Island	
1. Start Hunters Bay 4. Naval Mark N3 (*) 2. Sow & Pigs Reef 5. Fort Denison (P)	4.	AS Mark Lady Bay	8.	Finish Hunters Bay	
2. Sow & Pigs Reef 5. Fort Denison (P)	COURSE 7 (approx. 8.5 8.3nm/ 6.9 6.7nm)				
•	1.	Start Hunters Bay	4.	Naval Mark N3 (*)	
3. AS Mark Shark Island 6. Finish Hunters Bay	2.	Sow & Pigs Reef	5.	Fort Denison (P)	
	3.	AS Mark Shark Island	6.	Finish Hunters Bay	

For port rounding mark (P) refer to SI 4.2. For shortened course mark (*) refer to SI 4.3.

COURSE	L (approx. 4.7nm/3.5nm)		
1.	Start Hunters Bay	4.	AS Mark East Channel
2.	AS Mark Cannae Point	5.	AS Mark Obelisk Bay
3.	AS Mark Lady Bay (*)	6.	Finish Hunters Bay
COURSE	2 (approx. 4 .7 4.6nm/ 2.9 2.8nm)		
1.	Start Hunters Bay	4.	AS Mark Taylors Bay
2.	Sow & Pigs Reef	5.	Finish Hunters Bay
3.	AS Mark East Channel (*)		
COURSE	3 (approx. 5.0nm/4.5nm)		
1.	Start Hunters Bay	4.	AS Mark Chowder Bay North
2.	AS Mark Cannae Point	5.	Finish Hunters Bay
3.	AS Mark East Channel (*)		
COURSE 4	(approx. 5.0nm/3.5nm)		
1.	Start Hunters Bay	5.	AS Mark Rocky Point
2.	AS Mark Manly West	6.	AS Mark Edwards Beach
3.	AS Mark Manly East	7.	AS Mark Grotto Point
4.	AS Mark Cannae Point (*)	8.	Finish Hunters Bay
COURSE !	5 (approx. 6.5 6.4nm/ 5.6 5.5nm)		
1.	Start Hunters Bay	4.	AS Mark Rose Bay (*)
2.	Sow & Pigs Reef	5.	AS Mark Point Piper
3.	AS Mark East Channel	6.	Finish Hunters Bay
COURSE	6 (approx. 7.6nm/5.6nm)		
1.	Start Hunters Bay	5.	AS Mark East Channel (*)
2.	AS Mark Manly West	6.	AS Mark Nielsen Park
3.	AS Mark Manly East	7.	AS Mark Taylors Bay
4.	AS Mark Lady Bay	8.	Finish Hunters Bay
COURSE	7 (approx. 7.4 7.2nm/ 5.7 5.5nm)		
1.	Start Hunters Bay	4.	Naval Mark N3
2.	AS Mark Lady Bay	5.	Sow & Pigs Reef (P)
3.	AS Mark Shark Island (*)	6.	Finish Hunters Bay

For port rounding mark (P) refer to SI 4.2. For shortened course mark (*) refer to SI 4.3.

COURSE 1	(approx. 4.0nm/3.5nm)		
1.	Start Hunters Bay	4.	AS Mark Obelisk Bay
2.	AS Mark Cannae Point	5.	Finish Hunters Bay
3.	AS Mark Lady Bay (*)		
COURSE 2	? (approx. 4.1 3.9nm/4.0 3.8nm)		
1.	Start Hunters Bay	4.	Sow & Pigs Reef (P)
2.	AS Mark Lady Bay	5.	Finish Hunters Bay
3.	AS Mark Nielsen Park (*)		
COURSE 3	(approx. 4.7nm/3.3nm)		
1.	Start Hunters Bay	4.	AS Mark Lady Bay
2.	AS Mark Manly West	5.	Finish Hunters Bay
3.	AS Mark Manly East (*)		
COURSE 4	l (approx. 4.5nm/2.5nm)		
1.	Start Hunters Bay	5.	AS Mark Edwards Beach
2.	AS Mark Cannae Point	6.	AS Mark Grotto Point
3.	AS Mark Lady Bay (*)	7.	Finish Hunters Bay
4.	AS Mark Rocky Point		
COURSE 5	i (approx. 6.1 5.9nm/ 3.9 3.7nm)		
1.	Start Hunters Bay	4.	AS Mark Shark Island
2.	Sow & Pigs Reef	5.	AS Mark Point Piper
3.	AS Mark Nielsen Park (*)	6.	Finish Hunters Bay
COURSE 6	6 (approx. 7.0nm/5.4nm)		
1.	Start Hunters Bay	5.	AS Mark Shark Island
2.	AS Mark Cannae Point	6.	Shark Island
3.	AS Mark East Channel	7.	Finish Hunters Bay
4.	AS Mark Nielsen Park (*)		
COURSE 7 (approx. 6-2 5.9nm/3-9 3.6nm)			
1.	Start Hunters Bay	4.	AS Mark Point Piper
2.	Sow & Pigs Reef	5.	Sow & Pigs Reef (P)
3.	AS Mark Nielsen Park (*)	6.	Finish Hunters Bay
4.	AS Mark Shark Island		

For port rounding mark (P) refer to SI 4.2. For shortened course mark (*) refer to SI 4.3.

COURSE 1 (approx. 3.5nm/3.2nm)			
1.	Start Hunters Bay	4.	AS Mark Cannae Point
2.	AS Mark Manly West	5.	Finish Hunters Bay
3.	AS Mark Manly East (*)		
COURSE	2 (approx. 3.1 3.0nm/ 2.6 2.5nm)		
1.	Start Hunters Bay	4.	AS Mark East Channel
2.	Sow & Pigs Reef	5.	AS Mark Obelisk Bay
3.	AS Mark Beashel Buoy (*)	6.	Finish Hunters Bay
COURSE	3 (approx. 4.0nm/3.6nm)		
1.	Start Hunters Bay	4.	AS Mark Obelisk Bay
2.	AS Mark Cannae Point	5.	Finish Hunters Bay
3.	AS Mark Lady Bay (*)		
COURSE	4 (approx. 3.4nm/3.3nm)		
1.	Start Hunters Bay	4.	AS Mark Cannae Point
2.	AS Mark Manly West	5.	Finish Hunters Bay
3.	AS Mark Manly East (*)		
COURSE	5 (approx. 5.5 5.3nm/ 3.9 3.7nm)		
1.	Start Hunters Bay	4.	AS Mark Shark Island
2.	Sow & Pigs Reef	5.	Shark Island
3.	AS Mark Nielsen Park (*)	6.	Finish Hunters Bay
COURSE	6 (approx. 5.8 5.7nm/4 .1 4.0nm)		
1.	Start Hunters Bay	5.	Shark Island
2.	AS Mark Lady Bay	6.	Sow & Pigs Reef (P)
3.	AS Mark Nielsen Park (*)	7.	Finish Hunters Bay
4.	AS Mark Shark Island		·
COURSE 7 (approx. 5.7nm/4.0nm)			
1.	Start Hunters Bay	4.	AS Mark Shark Island
2.	AS Mark Lady Bay	5.	Shark Island
3.	AS Mark Nielsen Park (*)	6.	Finish Hunters Bay
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