



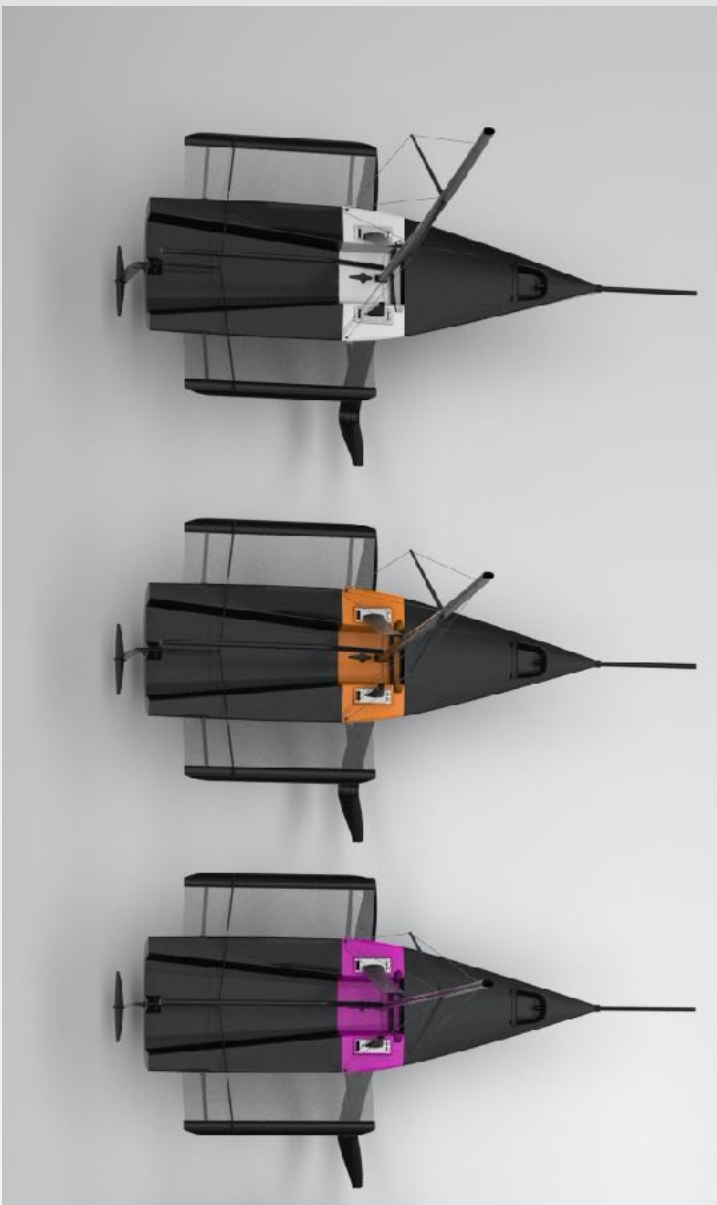
69F

**CUP 2021
EVENT RULES**



To provide an outstanding sailing event minimizing the waiting time and providing as clear schedule as possible simplifying procedures opening to new race courses and scoring systems.

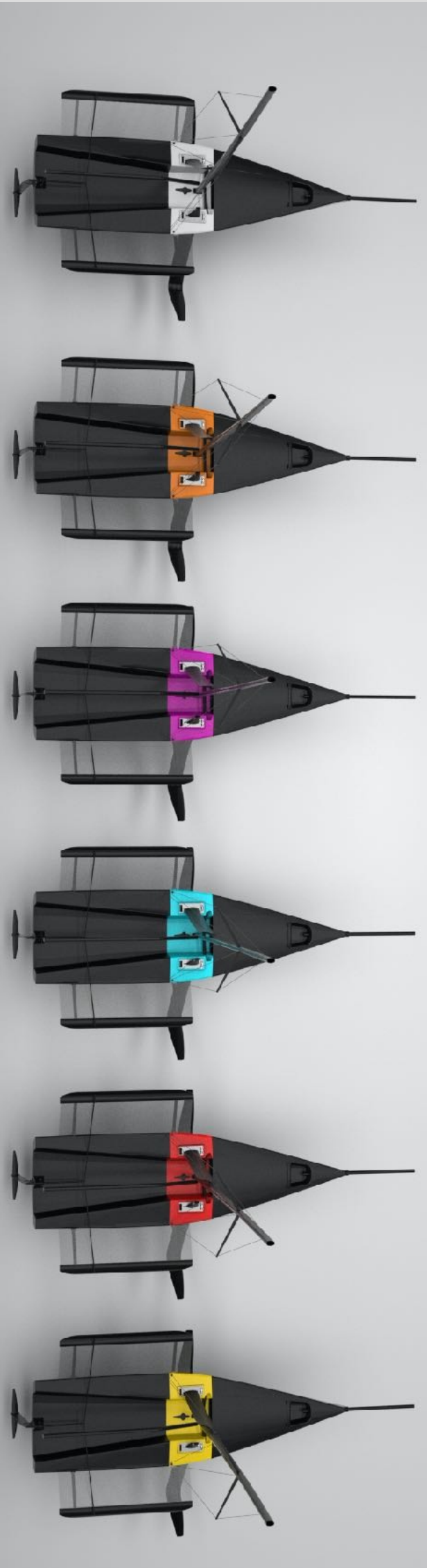
Safety and fairness are the most important aspects to be considered together with fun.



Audio Communication, every boat will have 1 audio device that will be used by RC for official communications

MAX Sailmon, every boat will have a very accurate GPS device that you'll find onboard and shall be left onboard

Cloud connection, every MAX Sailmon will be connected live through a router that you'll find onboard and shall be left onboard



Notice Board, a Whatsapp group with all the competitors, official race documents will be in the dedicated cloud area

Communications at sea, Sound signal plus audio, sound signal and flag for penalties

Marks, can be either electric marks or classical marks

Change of course, NO

Starting and finishing line, between 2 marks

Race committee boat, rubber dinghy not anchored, finishing line with black & white checkered flag

Any incident that causes any injury must be signaled immediately on the general radio channel

Any technical problem to the boat must be signaled on the general radio channel or by voice to the OA ribs after finishing the race or after the finish of the last

It may happen that one or more crew members fall off the boat.

The standard and mandatory procedure is:

- the boat that loses crew shall slow down asap and warn clearly indicating the Mob
- whoever will see the incident must signal it immediately on the general radio channel *“e.g: Man over board from yellow boat”*
- the closest rib immediately picks up the Mob
- the rib with the Mob will remain in the same position
- the boat will go back to the rib to bring the Mob
- the rib will be allowed to make small movements to help the final approach but not to go toward the boat

It is possible that, in case there is any kind of obstruction in the water that is not clearly visible, a rib will be positioned between the obstruction and the racing boats. The rib will be an obstruction.

More safety instructions in the Persico 69F safety manual at this [link](#)

5 min attention signal, radio communication and sound

3 min Warning signal, radio communication and sound

(69F 8 - HSR 57.1 - A boat can't foil before her starting signal for more than 5 consecutive seconds.)

(C 10.3 (e) The gennaker must not be set or be in the process to set between the warning signal and the last minute before the start.)

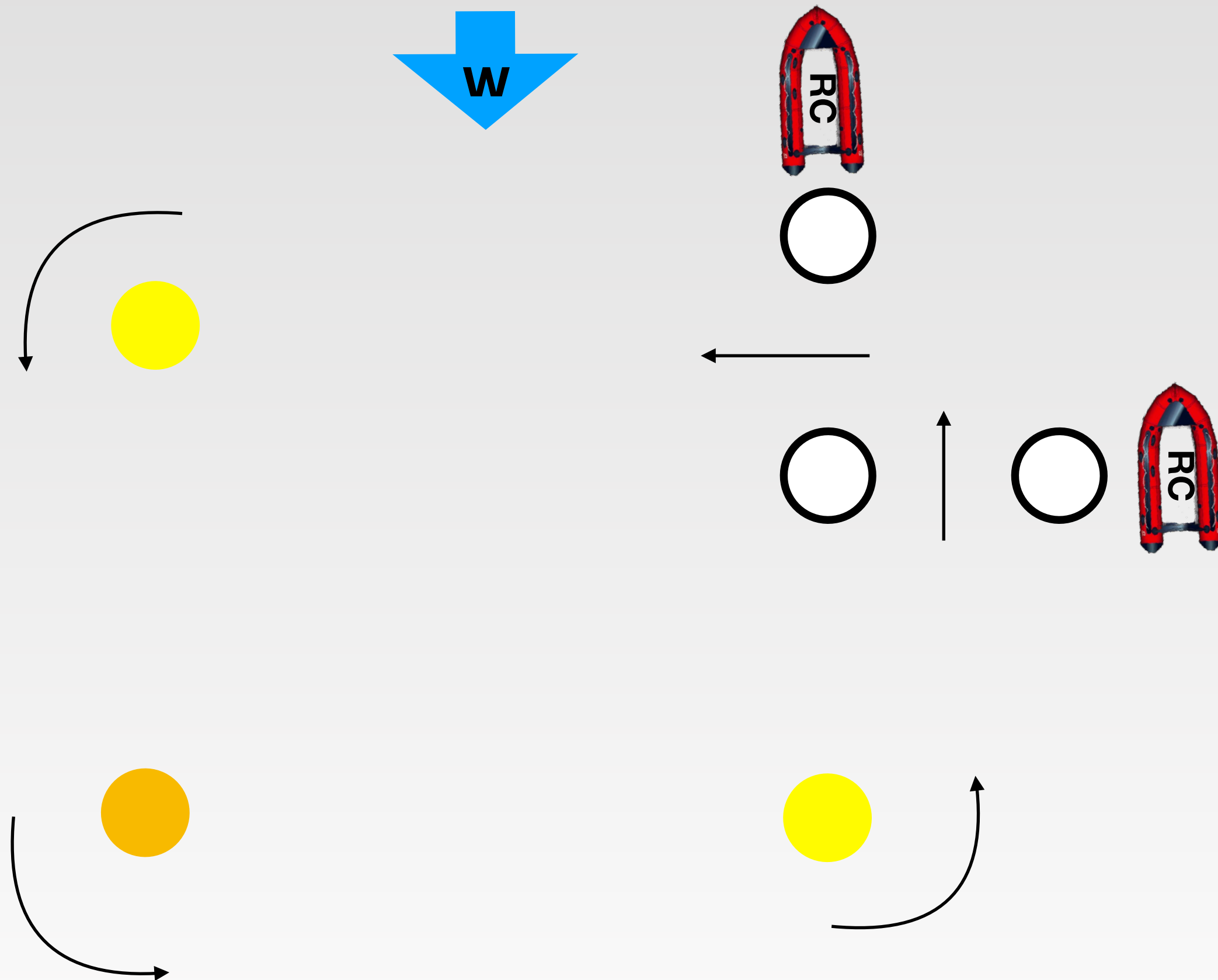
2 min Preparatory signal, radio communication and sound

1 min radio communication and sound (possible to hoist gennaker C 10.3 (e))

Start sound signal (possible to fly)

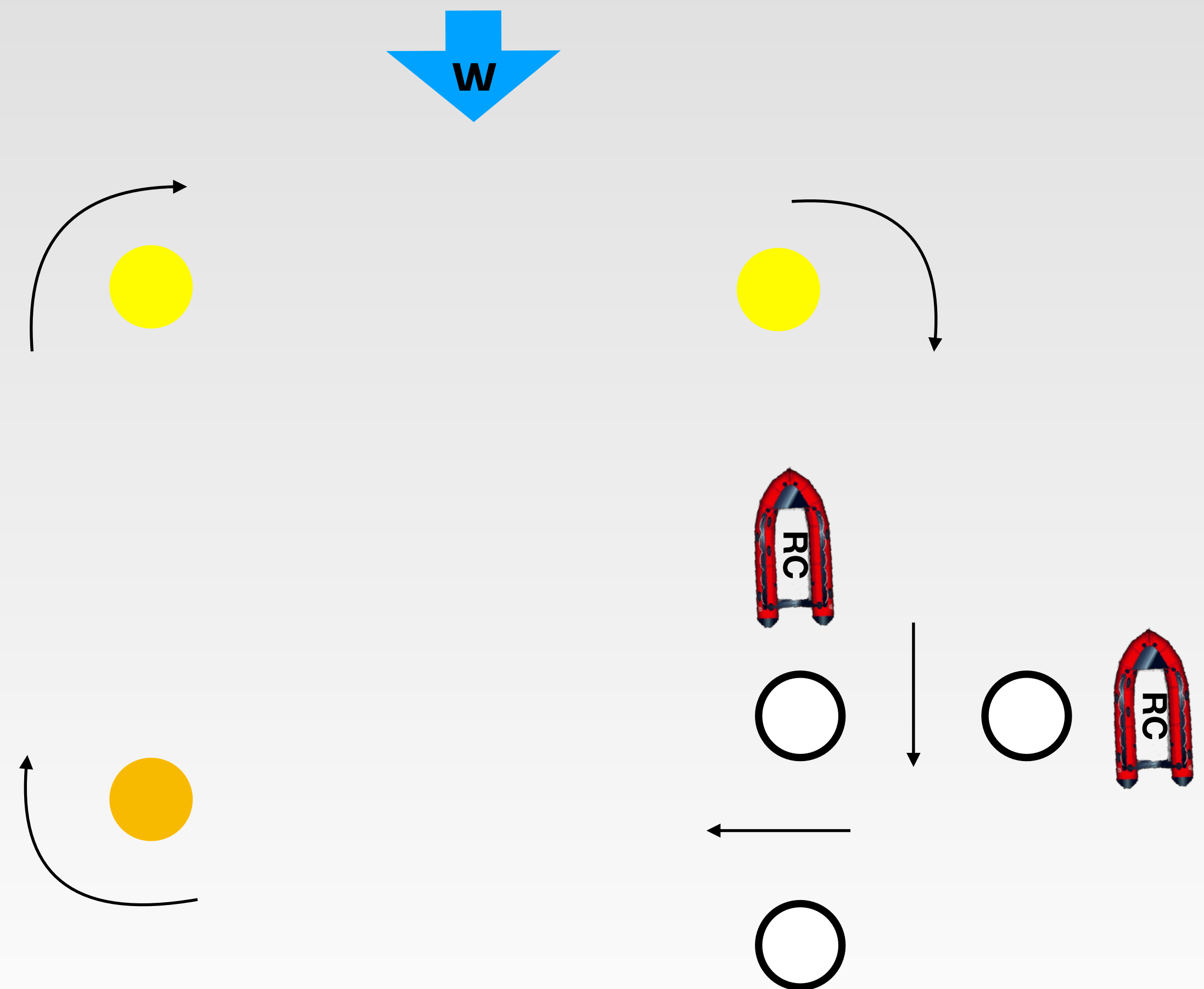
Quadrilateral Upper Reaching start

upwind finish between two marks

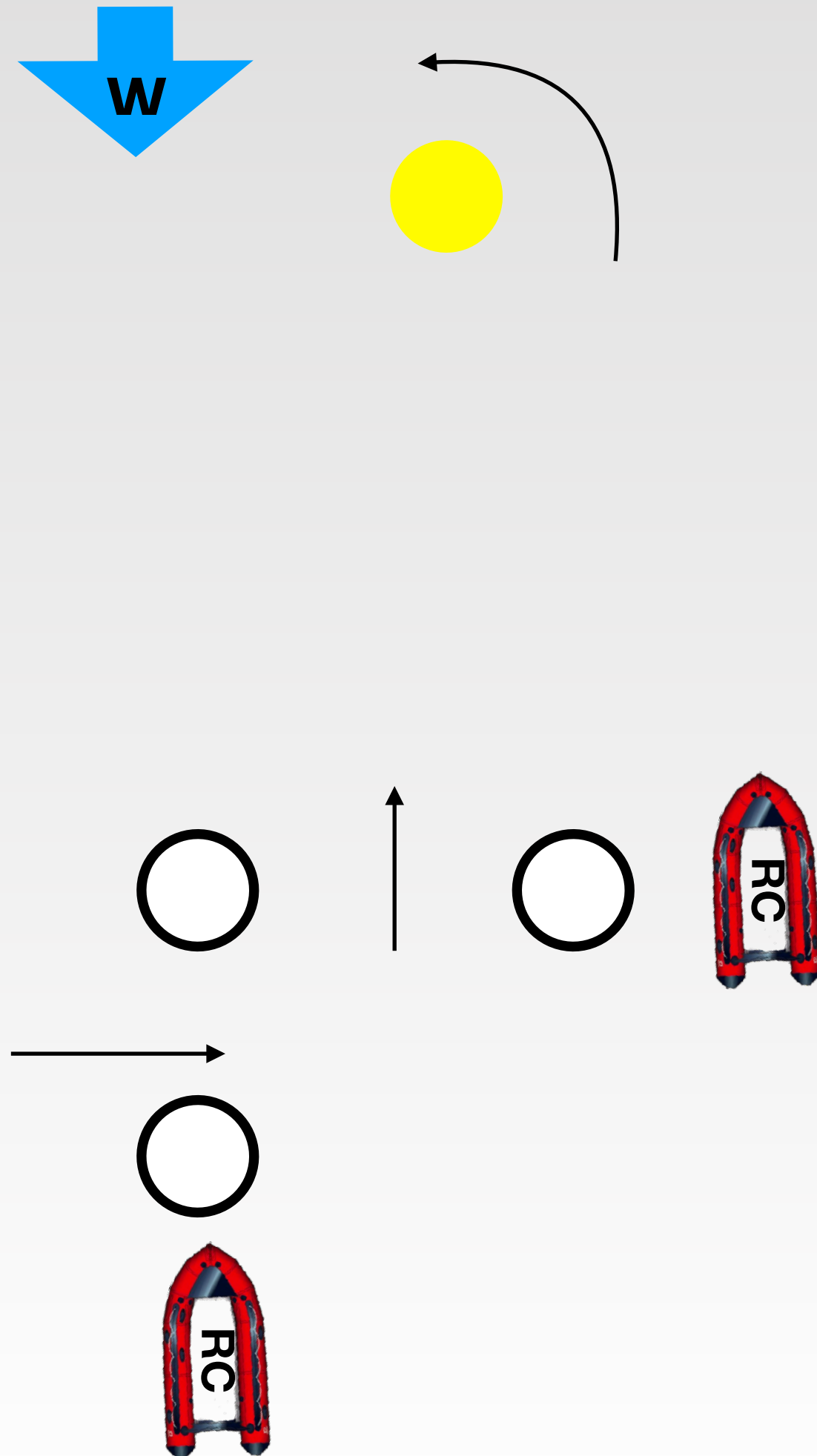


Quadrilateral Lower Reaching start

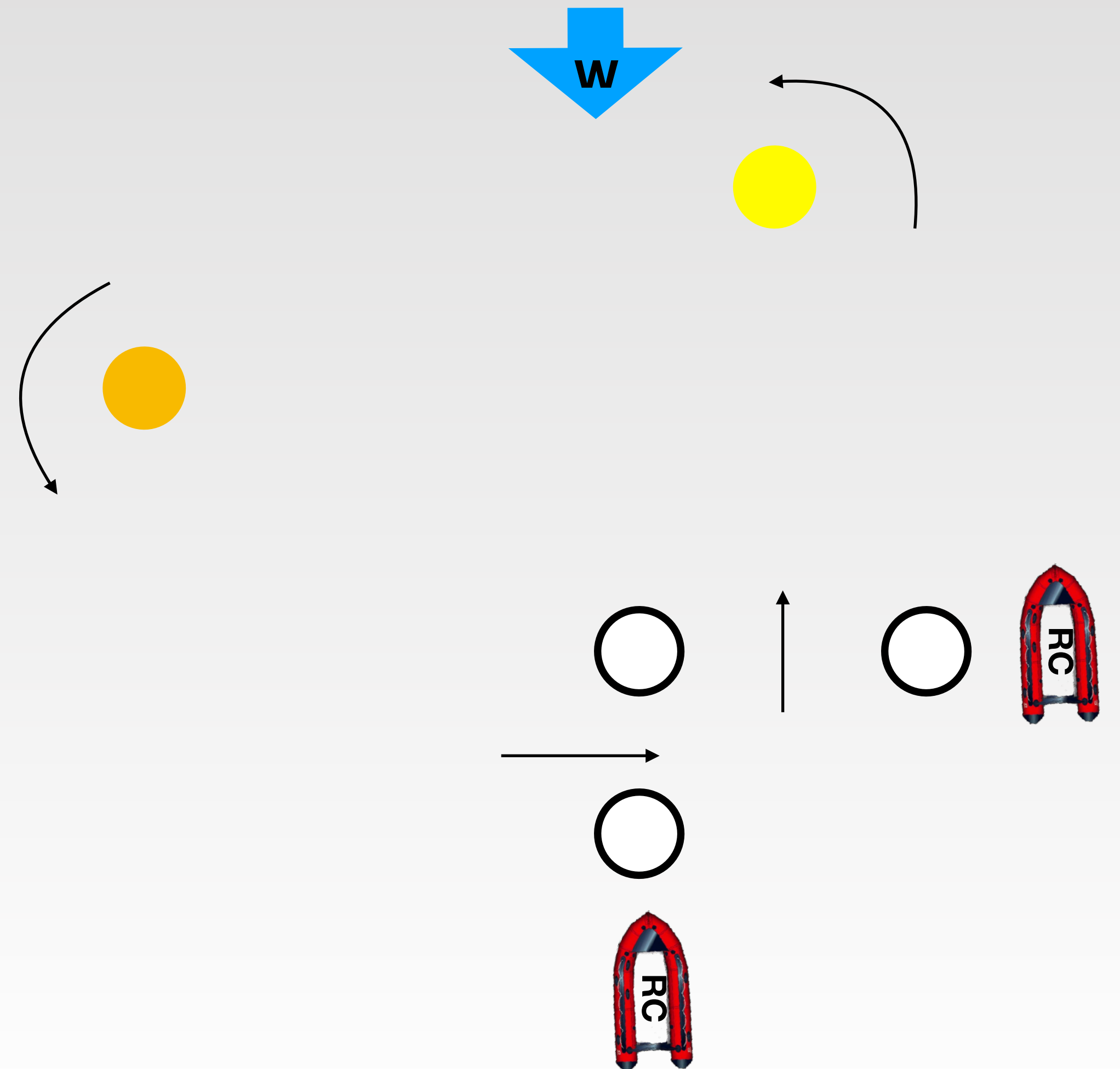
downwind finish between two marks



Quadrilateral Upwind start
reaching finish between two
marks



Triangle Upwind start
reaching finish between two
marks



69F 14 HSR 35 is replaced with:

35 RACE TIME LIMIT AND SCORES

35.1 The time limits to complete any leg is 6 minutes, except that for any windward leg the time limit is 10 minutes.

A boat completes a leg when any part of her hull crosses the extension of the line from the next mark through the mark the boat is rounding or passing.

If no boat completes a leg within that leg time limit, the race committee shall abandon the race.

35.2 If one boat starts, sails the course and finishes within the time limit, all boats that finish shall be scored according to their finishing places unless the race is abandoned.

However, in a fleet race, a boat that does not finish within 12 minutes of the first boat shall be scored DNF, or if no boat finishes within the race time limit, the race committee shall abandon the race.

HSR A5.2 and A5.3 are deleted and substituted with the following:

A boat that did not start, did not sail the course, did not finish or retired shall be scored 0 points.

A boat that is disqualified shall be scored 0 points plus a minimum of one penalty point.

35.3 A boat that do not start within 3 minutes from the starting signal will be scored DNS

69F 15 HSR 36 is changed to:

36 RACES RESTARTED OR RESAILED

If a race is restarted or resailed, a breach of a rule in the original race, or in any previous restart or resail of that race, shall not

(a) prohibit a boat from competing unless she has been disqualified; or

(b) cause a boat to be penalized except under rule 2, 69 or under rule 14 when she has caused injury or damages.

These are the main differences from RRS rules:

Mark Room - Proper course rounding

HSR 8 - Last point of certainty

Part 2 Rules:

RRS 13 is deleted RRS 16.2 is deleted RRS 17 is deleted

RRS 18 is changed to mirror the leeward gate on a windward gate.

When the **first** boat enters the zone, if the boats are overlapped, the inside is entitled to room. If the boats are not overlapped, the first one to enter the zone is entitled to room.

RRS 19 - Room to tack only if that's the only option to pass the obstruction.

HSR 21.3 is deleted - boat moving backwards

RRS 42 - Only the basic rule. All the specifics (pumping, rocking, etc.) are deleted

No redress for race committee, umpires or organizing authority actions.

Protest time limit for rules other than Part 2 is 2 minutes after the finishing of the last boat in that race.

69F 1 - Change definition Start as follows:

Start: A boat starts when her hull having been entirely on the pre-start side of the starting line, any part of her hull crosses the starting line from the pre-start side to the course side either

- (a) at or after her starting signal, or
- (b) before her starting signal.

When a boat starts in accordance with item (b) of the definition Start, she shall not return to the pre-start side of the line, and she shall receive a Scoring Penalty calculated in accordance with HSR 44.4.

HSR 29.1 is changed to:

When a boat is OCS, the race committee may promptly make a radio-communication and the boat will get a Scoring Penalty that will be communicated after the end of the race.

69F 2 - Delete HSR 30

69F 3 - Delete HSR 31 and replace by:

“While racing, a boat shall not 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.”

69F 4 - RC may communicate by radio the inhibition of gennaker use:

- a) For the race (Foxtrot flag)



- b) before the starting signal (Golf Flag)



69F 5 - Delete HSR 62.1 (e)

69F 6- Delete Rule 44 and replace by:

HSR 44 - Penalties

44.1 - All penalties are penalty points.

44.2 - All penalties under this rule are imposed without a hearing.

HSR 44.3 - Penalties:

44.3.1 - Level A - The infringement did not affect the other boat and was not dangerous. A penalty under this rule is a minimum of 0,5 points penalty.

44.3.2 - Level B - The infringement affected the other boat but was not dangerous or didn't get an advantage to the infringing boat. A penalty under this rule is a minimum of 2 point penalty.

44.3.3 - Level C - The infringement was dangerous or affected the other boat and/or get an advantage to the infringing boat. A penalty under this rule is a minimum of 3.5 points penalty.

44.3.4 - Level D - Damage or injury. A penalty under this rule is a minimum of 5.5 points penalty.

HSR 44.4 - OCS Penalties:

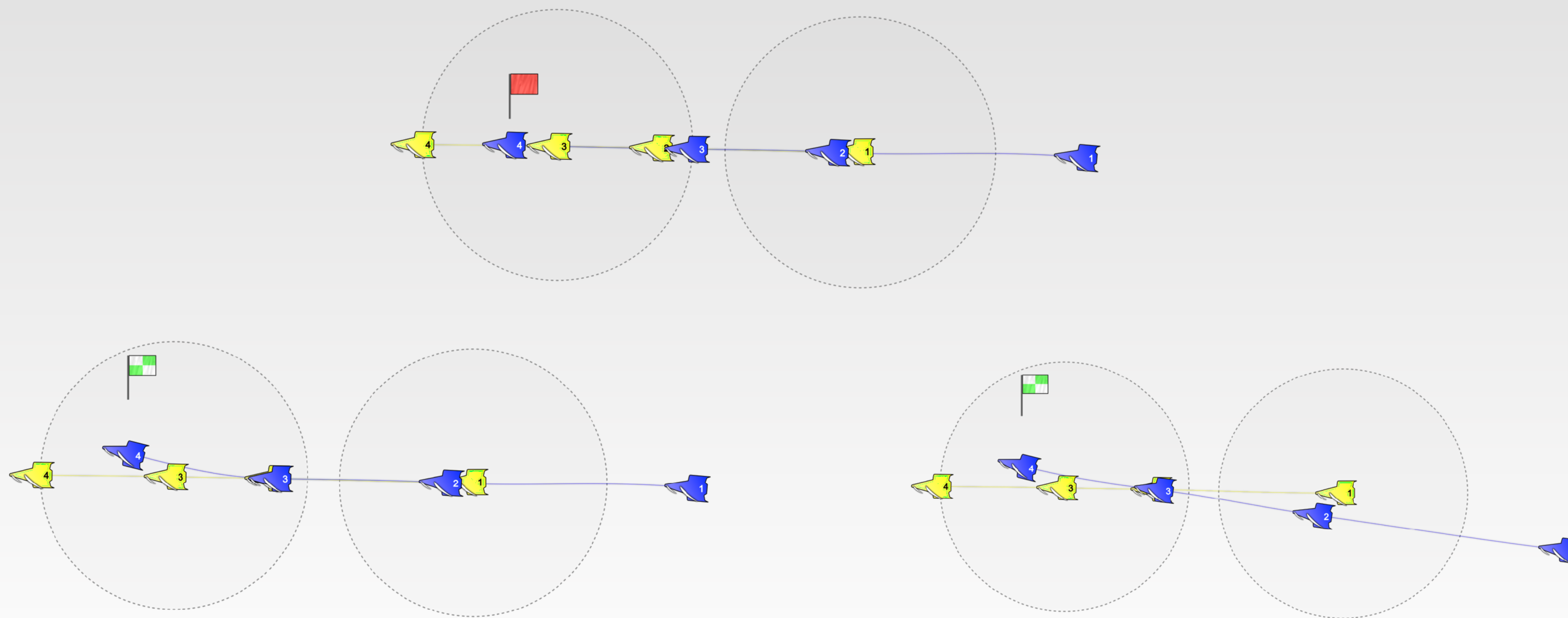
44.4.1 - Light - 2 points

44.4.2 - Hard - 4 points

69F 8 - Add new HSR 57:

57.1 - A boat can't foil before her starting signal for more than 5 consecutive seconds. The penalty for a breach of this rule is a minimum of Level A.

57.2 - While foiling, a boat can't be sailing directly behind another boat within 3 boat lengths. The penalty for a breach of this rule is a minimum of Level B.



69F 9 - Delete HSR 60.6 and replace by:

60.6 - When the umpires decide that a boat has broken a *rule*, she shall be penalized, without a hearing, under rule 44.

69F 10 - In HSR 61.1.a) replace “display flag Y” with “raise an arm and shout “Protest””.

69F 11 - add new HSR 62.1(f):

in case of a technical problem not caused by the crew, a seaman like attempt to solve it must be done by the crew in order to try to obtain a redress.

69F 12 - If a redress is granted, the standard redress score will be a fixed number decided by OA before the start of the first race and will remain the same for the whole event. It will be close to the 50% of the boats participating.

If the 69F team estimates that a repair will take more than 30 minutes to be completed, the RC may give another start

69F 13 - If a boat with a support person in any way interfere with a competitor boat, umpire boat or OA boat, the related team will be given a 5 points penalty

69F Event Call 1:

Question 1:

When is a boat keeping clear?

Answer 1:

For safety purposes, keep clear borders of 2 meters are added to each boat (see diagram). A boat is keeping clear when complies with the definition of keeping clear and/or the keep borders do not intersect or there is no contact between any part of the boat.

69F Event Call 2:

Question 2:

When is a boat infringing HSR 31 touching a mark?

Answer 2:

When a boat is touching a mark or when the keep clear border is virtually touching the mark.

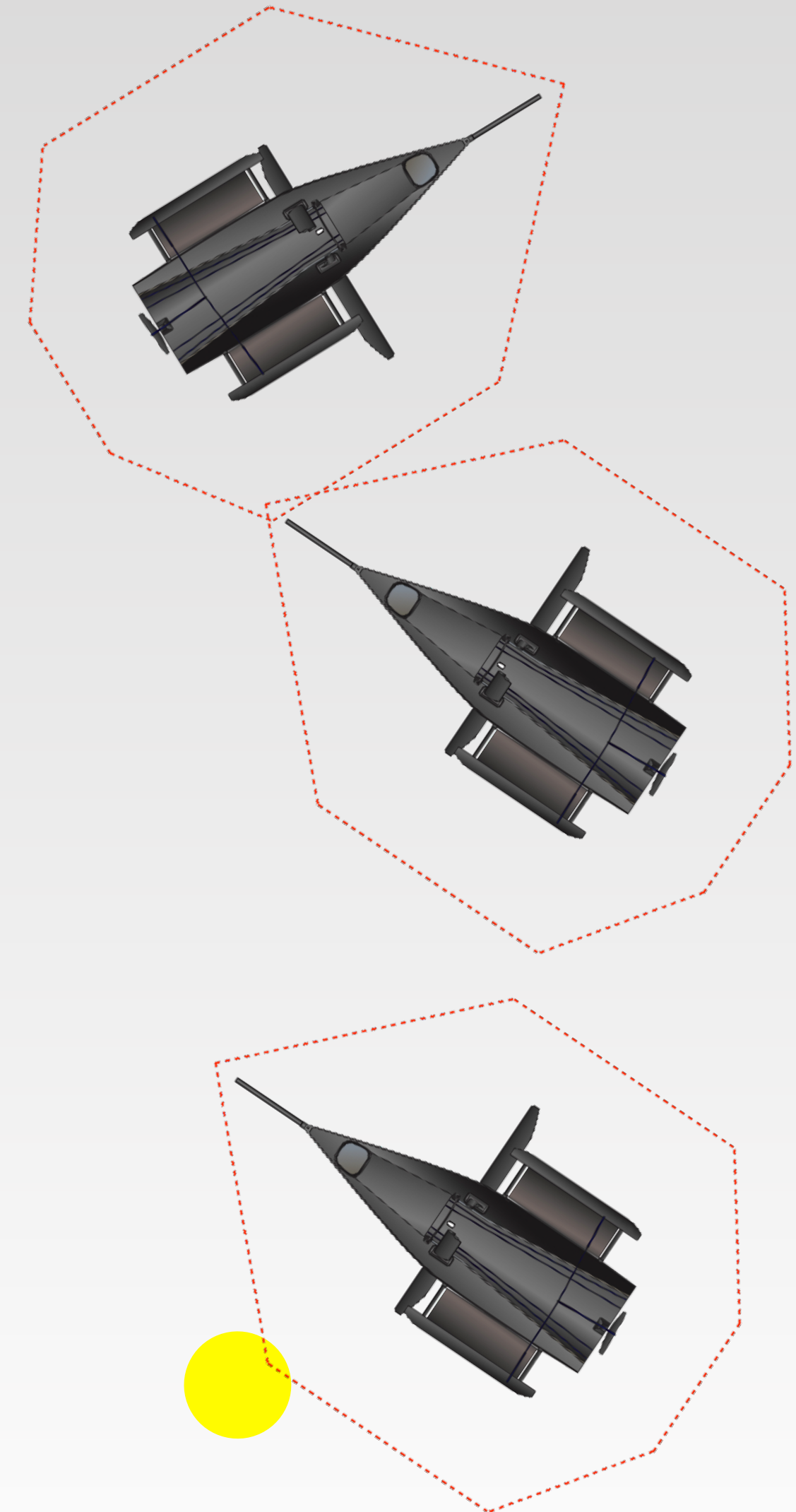
69F Event Call 3:

Question 1:

For purposes of rule 56, when is a boat foiling?

Answer 1:

A boat is foiling when no part of her hull is on the water.



69F Event Call 4:

For the purpose of HSR 19 which of the following items rank as Obstructions?

Item	Description	Obstruction
1	A <i>mark</i> of the course that does not begin, bound or end the leg uponwhich she is sailing.	Yes
2	A person (or persons) in the water.	Yes
3	A vessel with a person (or persons) aboard.	Yes
4	An Official boat and a Race Committee boat.	Yes
5	An Umpire boat.	Yes
6	A boat <i>racing</i> : when the boats are required to <i>keep clear</i> or to give <i>room</i> to her.	Yes
7	A boat <i>racing</i> : when the boats are required to avoid her if rule 22 applies	Yes
8	A boat <i>racing</i> : when the boats are NOT required to <i>keep clear</i> or to give <i>room</i> to her.	NO

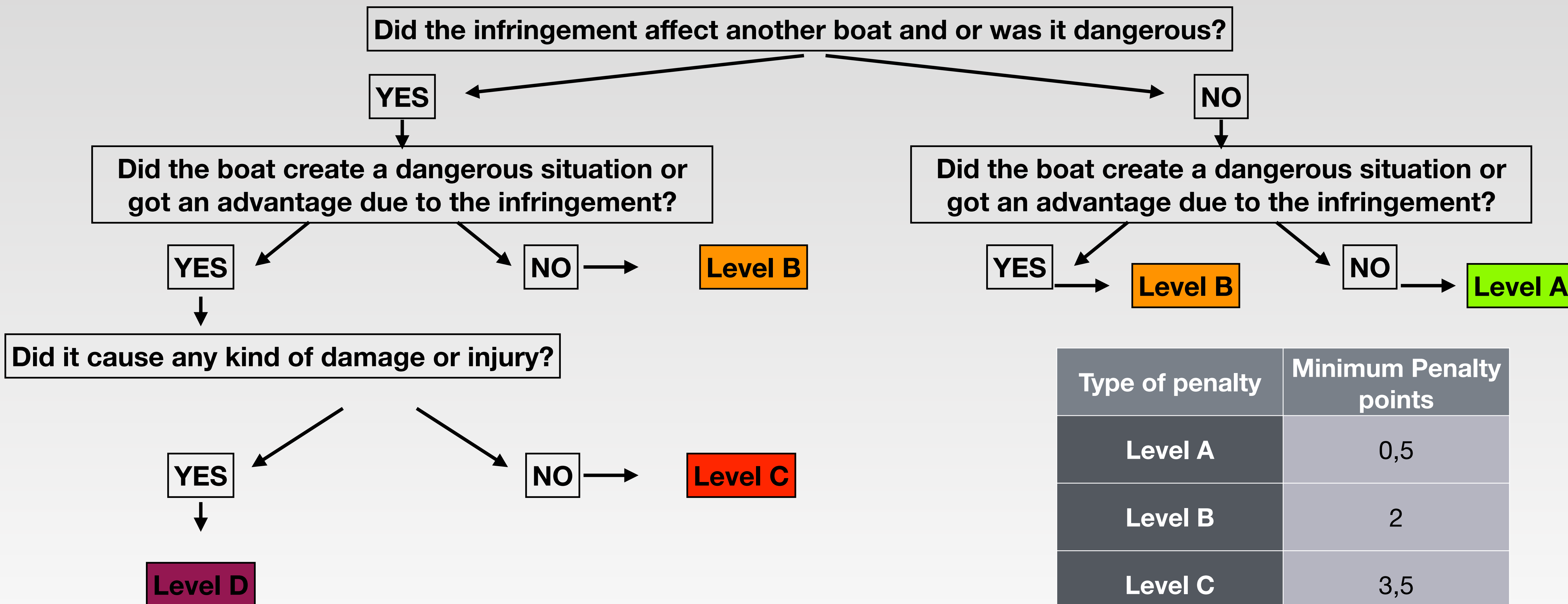
69F Event Call 5:

For the purpose of HSR 19.1, to which of the following obstructions the definition of Zone is applicable?

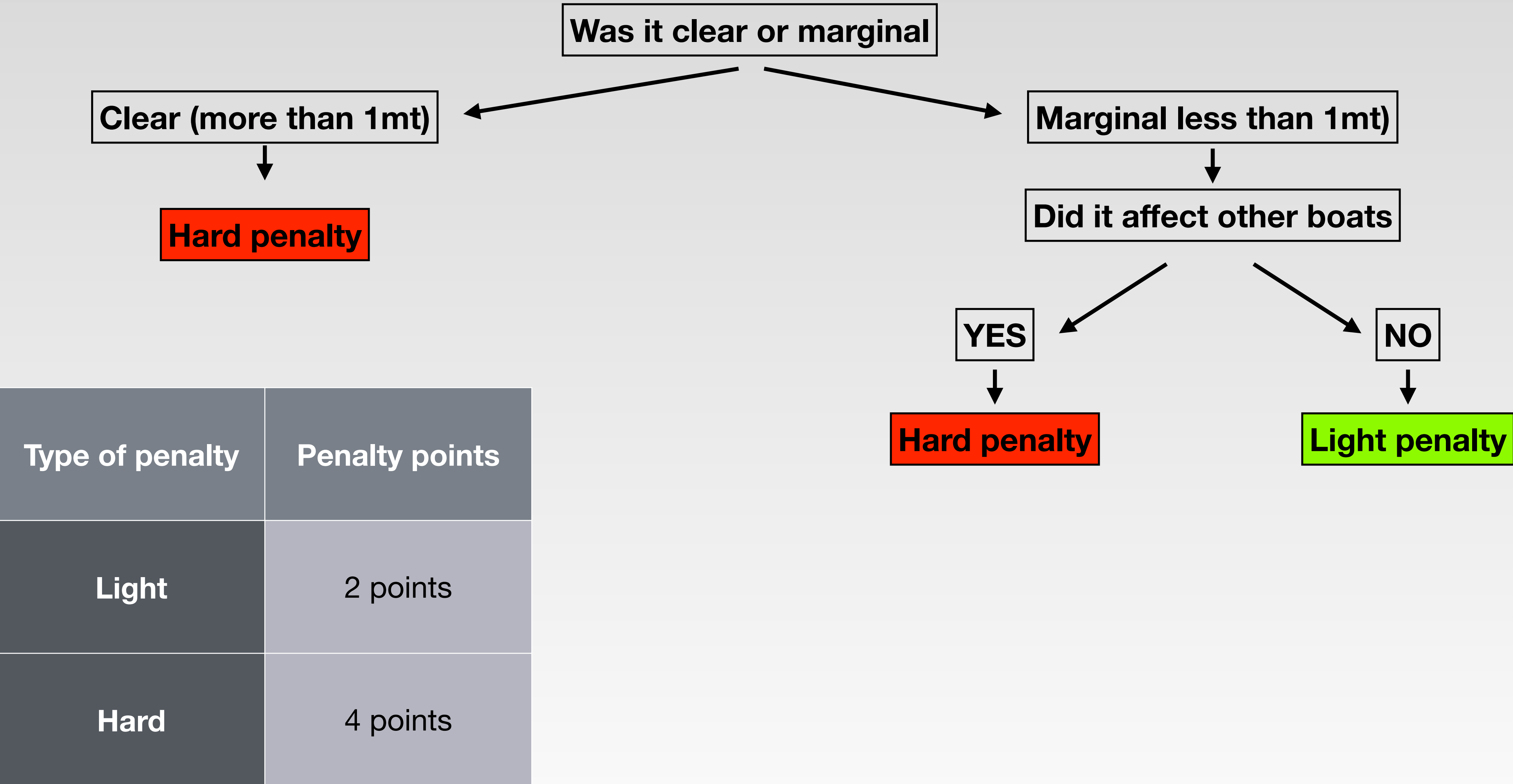
Item	Description	Zone
1	A <i>mark</i> of the course that does not begin, bound or end the leg uponwhich she is sailing.	Yes
2	A person (or persons) in the water.	Yes
3	A vessel with a person (or persons) aboard.	Yes
4	An Official boat and a Race Committee boat.	Yes
5	An Umpire boat.	NO
6	A boat <i>racing</i> : when the boats are required to <i>keep clear</i> or to give <i>room</i> to her.	NO
7	A boat <i>racing</i> : when the boats are required to avoid her if rule 22 applies	Yes

- umpire initiated penalties for Part 2, rules 28 and 31
- any infringement of part 2 call for umpire decision by raising the hand of the middle man
- Umpire decision communicated by whistle and flags.
- In case the umpires have logistic problems, the RC can call before the start the “not umpired race” that means decision on protests will be done immediately after the regatta based on videos and gps track by the umpire without any hearing.

- Incidents with damage not seen by Umpire will be judged just after finishing by an hearing
- In case of damages that will cause a boat to stop for the day, the crew infringing rules (14 included) will take that boat ashore (applied to chartered boats).
- Also the right of way boat can get penalty points if infringing rule 14
- Damages evaluation:
 - Level 1: the crews (every single member) can keep sailing and the boat/boats can be fixed to race within 30min.
 - Level 2: the crews (every single member) can sail next day and boat/boats can be fixed to race next morning
 - Level 3: the crews (any single member) can't sail next day boat/boats can't sail next morning
- If injuries/damages of level 2 or 3 will be caused with the infringement of rule 14, the teams involved may be penalized up to an amount of point that will cause the loss of one or more places in the final ranking.
- If rule 14 infringement will cause injuries/damages of level 3, the infringing team/teams will be eliminated from the event and scored last.



Type of penalty	Minimum Penalty points
Level A	0,5
Level B	2
Level C	3,5
Level D	5,5



C 2.1 (e) For safety reasons, only when the boat is displacing or not foiling, and in any case sailing at a speed lower than 6 knots, no more than 1 crew may only go forward of the mast to perform a repair, fix an issue with the gennaker, repair or fix issues with the jib.

C 2.1 (f) When the boat is foiling, nobody is allowed to go forward of the Mast

C 10.3 (c) mainsail and jib shall be hoisted for the entire duration of a race.

J 1 (b) No more than 3 members shall position their body simultaneously on the racks.

C 3.1 While racing life jacket with a knife and helmets are mandatory.

C 2.1 (g) It is not allowed to hike using the racks net (see Picture)

C 2.1 (h) To put feet on the foils is forbidden when sailing, allowed only to recover from capsize

C 2.1 (i) To pull any line in more than one person is forbidden, unique exception is gennaker sheet when trimming it

C 2.1 (j) It is forbidden the use of any equipment for a purpose other than that intended or specifically permitted. Any additions, omissions or alterations to the equipment supplied it's also forbidden

C 3.1 While racing life jacket with a knife and helmets are mandatory.



C 10.3 (c) mainsail and jib shall be hoisted for the entire duration of a race.

C 10.3 (d) When you sail with the gennaker, it must be properly set and trimmed, not left flapping except:
during maneuvers
for short moments in order to pass a mark or obstruction
to avoid any dangerous situation

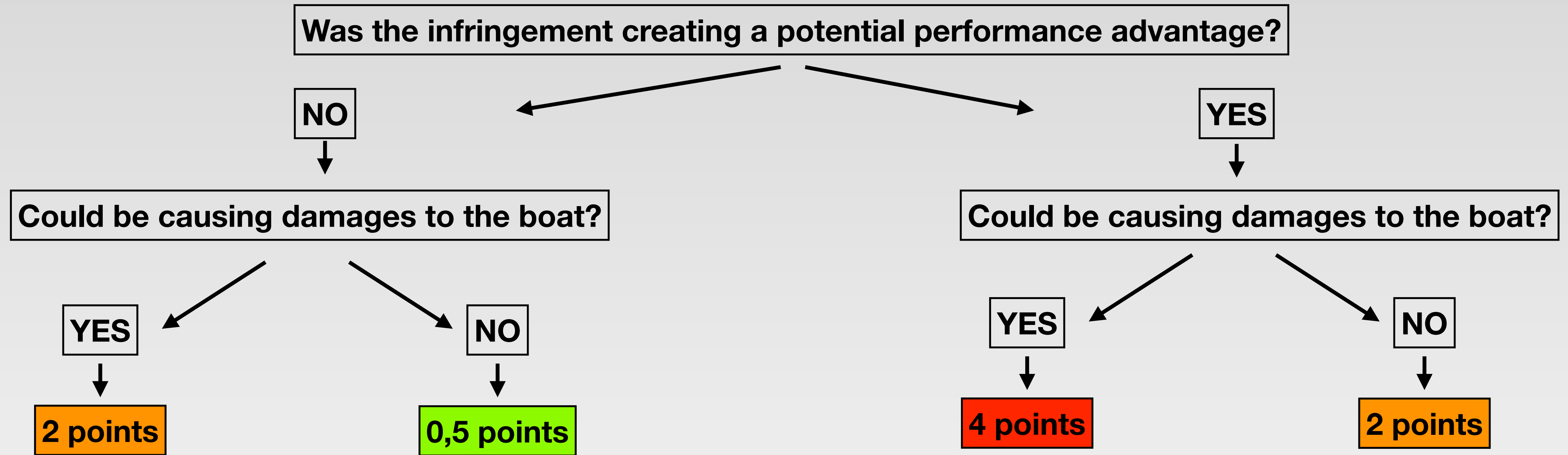
C 10.3 (e) The gennaker must not be set or be in the process to set between the warning signal and the last minute before the start.

C 9.3 (a) mast setup

	minimum	maximum
Rake range measured between BDP and the gennaker halyard fully hoisted with standard soft shackle and plastic ball	10460 mm	10500 mm
Uppers tension (Spinlock RGS 0508)	600 kg	700 kg
D2 tension (Spinlock RGS 0508)	300 kg	400 kg
D1 tension (Spinlock RGS 0508)	250 kg	350 kg

rake and shroud tensions checks will be performed only before leaving the docks.

CLASS RULES INFRINGEMENTS DECISIONS FLOW CHART



Any infringement of the class rules that did cause or could be causing **injuries to the crew** will be penalized with an amount of penalty points equal to the number of boat participating in the event.

ASHORE

In the link we sent you there are the manuals on how to handle the boat, it's mandatory you read them in order to avoid damaging the boats.

The shore team will prepare the boats in the morning, excluding sails. Sails setup (rigging, battens/luff tension) are the responsibility of the crew.

The crew is responsible for carrying out the following activities as soon as they come ashore:

- Bring the boat to the allocated parking space
- Roll jib and main and put them in the sail bag and in the dock box
- Remove any item of clothing and rubbish from the boat
- Put the covers on
- Report any issues with the boat

Each crew will nominate one reference person who will be in charge of communicating the job list to the shore team as soon as they come in.

The shore team will:

- Wash the boat
- Tie the boat down

ASHORE



Defined timing for morning mandatory Briefing for one member of each crew (not allowed to go onboard before)

- **daily instructions**
 - **boat assignments**
 - **racing area**
 - **probable courses**
 - **racing time frame**

LIVE POINTS

- **Fleet racing results:** 1 point each beaten team +1

PENALTY POINTS

(negative)

- see penalty procedures and decision flow charts above

ELECTRONIC POINTS

- **Top speed of the race:** 0.5 point* for the fastest team of every single race
- **Shorter distance:** 0.5 point* for the team that sailed the shorter distance in the race
- **Top speed of the day:** 1 point for the team that reached the fastest speed of the day (in case of tie the point will be divided) Will be considered only the performances during the races of the day.
- Electronic points will be awarded only to the teams that regularly completed the race

* in case of tied teams, all will receive the same 0.5 point

FAIRPLAY RANKING

- The teams** will be ranked by the lowest amount of penalty points
- The Fairplay Ranking will be scored as a single race's live points
- The FairPlay Ranking will be effective only after the 6th race

** Tied teams will be scored equal at the highest place, next team will be scored 1 point each beaten team.

EVENT WINNER

The Team that will have the highest arithmetic sum:

Live points +

Fairplay points +

**Electronic points (except from the last two races of
the last scheduled day if announced by RC before last
race) -**

Penalty points =

Event scoring

Ties solving:

best ranked in the fairplay ranking

best ranked in the last race

**The last race of the event (if announced by RC before
the start) has a double point score**

No discards, no limited number of race

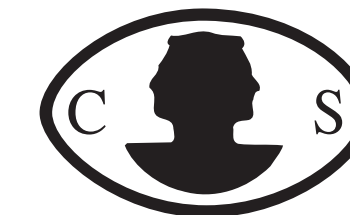
Team		Total points	Live points	Electronic points	Penalty points	Fairplay points
1st	C	30,5	24,0	1,5	-1,0	6,0
2nd	F	24,0	19,0	3,0	-3,0	5,0
3rd	B	23,5	22,0	2,5	-5,0	4,0
4th	E	23,0	23,0	1,0	-5,0	4,0
5th	D	16,5	18,0	2,5	-6,0	2,0
6th	A	13,0	17,0	2,0	-7,0	1,0



Pura gioia di vivere.



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