

Sailing Instructions: Spring Fling

Date: 4/18/2026 | **Location:** Sarasota Sailing Squadron

1. Rules

The regatta will be governed by the rules as defined in *The Racing Rules of Sailing*.

All competitors will be required to sign in on the morning of the race and to sign a waiver.

2. Changes to Sailing Instructions

Any change to the SIs will be posted before **0900** on the day it will take effect, except that any change to the schedule of races will be posted by **2000** on the day before it will take effect.

3. Communications with Competitors

- **Official Notice Board:** Located at the Pavilion of the Sarasota Sailing Squadron.
- **Radio Communication: VHF Channel:** 69. While racing, except in an emergency, a boat shall not make voice or data transmissions and shall not receive voice or data communication that is not available to all boats.

4. Schedule of Races and Social

Date	Event	Time
4/18/2026	Competitor's Meeting	1:00pm
4/18/2026	Duck Overboard 1	2:00pm
4/18/2026	Duck Overboard 2	2:45pm
4/18/2026	Live Music with Mike Horan	3:00-6:00pm
4/18/2026	Snacks, Nibbles, Drinks in Bar	3:00pm
4/18/2026	Burgers, Dogs, Ribs, Salads at Pavilion	4:30pm
4/18/2026	Poker Run Playoff at Pavilion	4:30pm
4/18/2026	Prizegiving	5:00pm

5. Class Flags & Combined Starts

5.1 There will be no specific class flags used for this event. The Race Committee (RC) will use a single White flag as the **Class Warning Flag** for all starts.

5.2 At the discretion of the Race Committee, multiple classes will be combined for a single **Mixed Start**.

5.3 When classes are combined:

- All boats shall start together using the same 3-minute countdown sequence.
- The RC may use the same course for all boats or specify different numbers of "Ducks" to be retrieved per class via the official notice board or VHF..

5.4 If the RC decides to separate the starts, they will signal the next fleet's Warning Signal as soon as practicable after the preceding start.

6. Racing Area

The racing area will be Sarasota Sailing Squadron "Guppy Pond".

7. Courses & Marks

- **Courses:** The diagrams in **Attachment A** show the courses, including the approximate angles between legs, the order in which marks are to be passed, and the side on which each mark is to be left.

8. The Start - Simplified Dinghy

For this event, the standard RRS 26 starting sequence is replaced by a simplified **3-minute countdown**. The sequence consists of a series of sound signals at specific intervals:

Preparatory signal **3 minutes** (3 long sounds), **2 minutes** (2 long sounds), **1 minute** (1 long sound), **10-second countdown** on VHF Ch-69).

9. Time Limits

- **Race Time Limit:** 25 minutes

10. Hearing Requests (Protests)

The protest time limit is **60 minutes** after the race committee signal vessel docks.

11. Scoring

TBD - different color ducks different values. Easter eggs.

Attachment A: The 'Duck Overboard' Course

A.1 General Concept

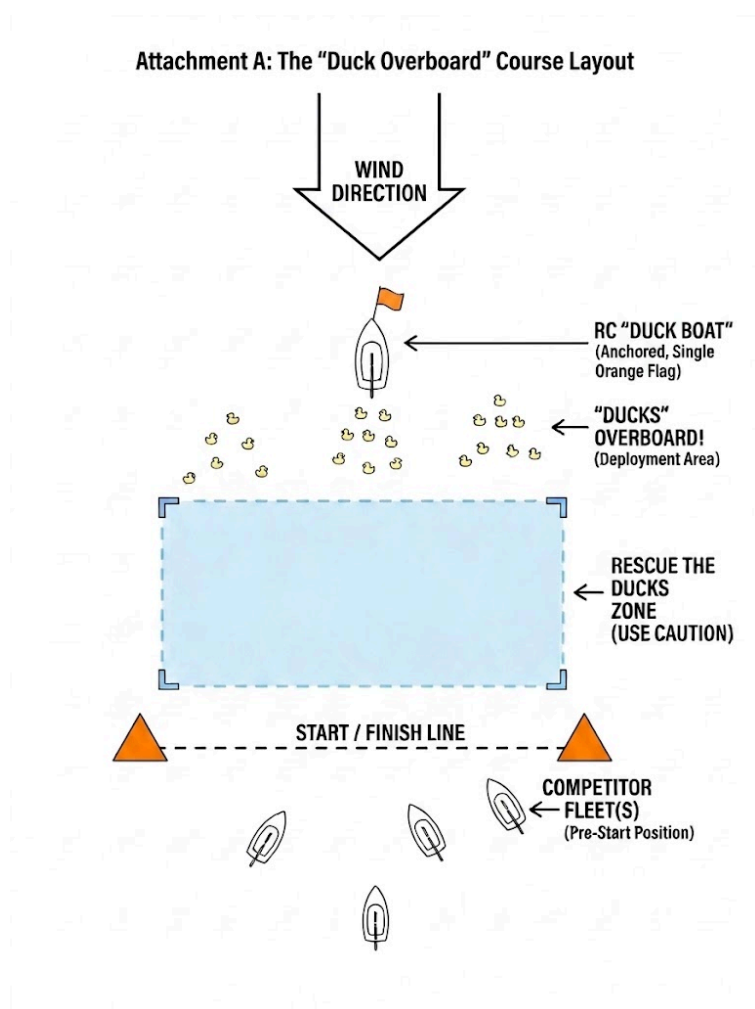
This is a fun-based novelty race. Boats will start normally, sail upwind to an "Overboard Zone," retrieve as many "Ducks" as possible in a fixed period of time. Once that time period has expired (as signaled by the Race Committee with a 5-second blast) the competitor must sail upwind to the anchored Race Committee boat to be dealt a playing card. This card should be saved for later use on land during a poker game

Once the competitor has a card they should return to dock and "declare" their ducks to the waiting scorekeeper. See Section 11 for how ducks are scored.

A.2 Diagram of the Course

The diagram is for illustrative purposes. Distances are not to scale. Mark positions are approximate and relative to the wind.

- The overall course is laid out against the wind direction.
- A standard **START LINE** is at the bottom (leeward) end of the course.
- Upwind of the start line is a large, designated area called the **RESCUE ZONE**.
- A Race Committee (RC) vessel will cross the **RESCUE ZONE** and deploy the ducks as the starting signal sounds.



A.3 Course Sequence & Mark Roundings

1. **START:** Start between the port and starboard marks of the starting line, sailing upwind into the **RESCUE ZONE** to rescue as many ducks as possible in the allotted time.

2. **RACE COMMITTEE:** Competitors sail past the anchored RC boat on **STARBOARD** and collect a playing card. The cards will be held out on a boat hook.
3. **RETURN TO DOCK:** Once a playing card has been collected the competitor returns to dock, where the ducks will be scored.

Notes on the **RESCUE MANEUVER:** The competitor must perform proper "Man Overboard" or similar safety maneuvers within the RESCUE ZONE (use caution).

- The retrieve must be made directly from the water by a person on board.
- Mechanical aids are permitted.
- No member of the crew may leave the boat during the rescue.

A.4 Special Instructions for this Course

- **Rule Changes:** For this race only, a boat is deemed "racing" from her preparatory signal until she returns to dock *with at least one retrieved duck on board*. A failure to retrieve a duck will result in a DNF.
- **The Rescue Zone (USE CAUTION):** This area may contain multiple boats maneuvering at close quarters. The RRS, specifically Rule 10, 11, 12, and 13 (Right of Way), apply with full force.
- **Safety Priority:** Safety of life and property is paramount. A proper and controlled rescue maneuver is required. Reckless sailing within the Rescue Zone will result in immediate disqualification.
- **Mark Identification:**
 - **Start:** Small orange buoys
 - **RC 'Duck Boats':** Orange flag.