



The 2024 BLSC Fleet Racing schedule consists of the following events.  
Additional racing information at the [BLSC website](#).

### **Distance Races**

These challenges are “independent” races. You pick the day you want to accept the challenge, record your lapsed time and report that time to the Vice Commodore. Start & Finish is the end of Dock 5. Some of these challenges are for the fastest time while others are the slowest time.

Maps of the courses are on the website

- **Round Larue Race**
- **Starkey Sprint**
- **Rocky Branch Run**
- **The Dam Race**

*Rules and Course Descriptions are on the [BLSC website under Racing](#) and in the notices board at the Club Pavilion.*

### **PHRF Fleet Divisions**

Prior to the first race of 2024 racing, the Race Committee will use algorithmic calculations based on each boat’s published technical specifications to designate and assign club member-owned boats as either JAM (Jib/Genoa & Main only) fleet (BLUE class flag) or performance fleet (RED class flag) competitors. (See attached fleet determination chart on page 10).

- Prior to the beginning of a series or regatta, Boats may request from the Race Committee to be moved from one fleet into the other. These requests will be evaluated by the committee.
- Boats will remain within the fleet they are assigned to/or have chosen for that event or race series. Boats will not be allowed to switch fleets mid competition.
- Sail plans: **At the initial registration for each series or event, the owner will indicate their chosen sail plan for that event or race series.** For post-race scoring, each boat’s elapsed time will be corrected using a PHRF handicap calculated for its chosen sail plan for that event or race series.
  - *A boat may choose a different sail plan (and corresponding PHRF handicap) between race events/series, but not within the same event or series.*

- *Boats that are ordinarily designated as the JAM fleet may choose to move to the Performance fleet if they wish to fly a spinnaker.*

**One Design Racing**

One Design racing currently includes the Y-Flyer fleet, which will normally schedule races to avoid conflict with PHRF Fleet racing events.

**Waiver of Liability.** A current Boat Owner’s Insurance and Liability Statement must be on file with the Race Committee in order to race.

**2023 Race Schedule (subject to change)**

Judi Walker Spring Series Skipper Mtg 1130AM Races at 1PM	Races April 13, 27, May 18, June 4	Make Up Jun 8	Awards Celebration TBD
Fall Keelboat Series Skipper Mtg 10:30AM Races at 12PM	Races Aug 25, Sept 8, 15, 29	Make Up Oct 13	Awards Celebration Oct 19
Y Flyer Molder Cup Skipper Mtg Noon Races at 1PM	Races May 19, Jun 2, 6	Make Up Jun 15	Awards Celebration TBD
Y Flyer Fall Series Skippers Mtg at 10AM Races at 11AM	Races Aug 17, 24, Sep 7	Make Up Sep 14	Awards Celebration Oct 19

**Regattas**

Founders Cup	May 4, 5	Awards Celebration Dec 7
Arkansas Cup	May 25, Jul 6, Aug 31	Awards Celebration Dec 7
Ruler of the Lake	Oct 19	Awards Celebration Dec 7

**Check-in/Skippers Meeting**

A brief Skippers Meetings will be at the designated time on the club website calendar.

All competing boats must Check In by either

- 1) Signing up on the Racesheet at the Pavilion or
- 2) Approach the Race Committee boat on starboard tack and hail the RC with fleet competing in, sail number, spinnaker intention (first race only), and boat name prior to starting the race

Additionally:

- (1) Skippers must register ashore before participating in any series or event in order to provide their boat’s required information and signed crew waiver forms.
- (2) Buoy races, including the Spring and Fall Series, course designation and other information will also be displayed on the R/C boat in the form of placards and flags. Courses may change between races on the same day.
- (3) Be sure to check the white board at the Pavilion for any additional instructions.

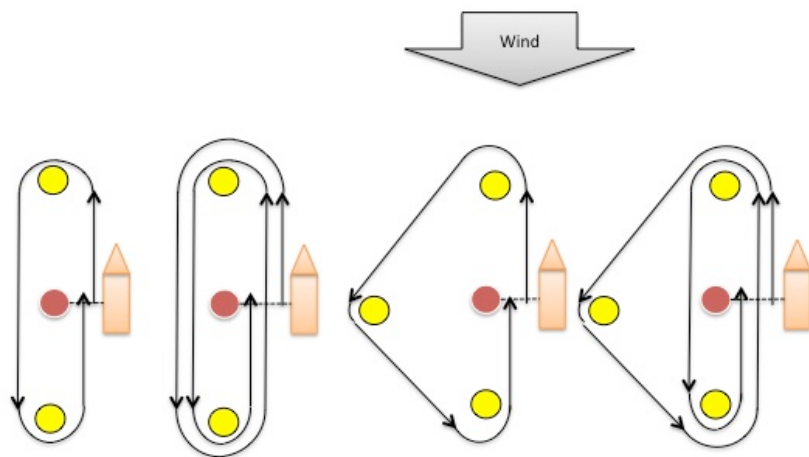
(4) There will normally be a Race Committee member on hand at the pavilion to assist with paperwork and questions.

For all races at BLSC, the first start will occur at the designated time on the club website calendar unless otherwise indicated on the Pavilion whiteboard or the AP (Postponement) pennant is flown on the RC boat.

### **Buoy Racing Courses**

All “round-the-buoys” racing will be on one of the following types of courses, with roundings to port unless otherwise specified.

- (1) Windward-leeward, with course designation “W”. Rounding to port (red) is illustrated.
- (2) Triangle, with course designation “T”. Rounding to port (red) is illustrated.
- (3) Modified Gold Cup, with course designation “G”. Rounding to port (red) is illustrated.



W1 or W2

Note:  
example,  
sailed  
triangle  
placards  
race.

T1

Course  
“W2”  
twice  
course

G1

designations may be used in combination. For  
indicates that a windward-leeward course is to be  
around, leaving all marks to port. “T2”. indicates a  
is to be sailed twice around. Please check the  
displayed on the RC boat before the start of each

*At the Race Committee’s discretion, a race course may include natural terrain features, i.e., Starkey Island, Slate Gap Island, etc.*

### **BLSC Buoy Racing Instructions**

Unless advised otherwise by the Race Committee, BLSC 2024 default buoy racing instructions are as follows:

1. Fleet courses will be posted on the committee boat.
2. W-L rhumb line distance: .5 to 1.2 NM depending on winds
3. JAM fleet (blue class flag) starts first.
4. Performance fleet stays clear of start line area during the JAM fleet’s five-minute start sequence

5. Performance fleet (**red class flag**) will start shortly after the JAM fleet has cleared the line.
6. Start line open

### Starting Sequences for Keelboat Races

There will be two 'Rule 26' Start Sequences Per Race

Keelboat races will be started using the following signals, per RRS Rule 26. Each race will have two separate five-minute start sequences. One for the JAM fleet and another for the Performance Fleet, respectively. Each five-minute sequence is preceded by an alert consisting of a repetitive series of sound signals. All sound signals are short blasts except for the single LONG blast at one minute to start. *NOTE: Visual signals (flags UP-UP-DOWN-DOWN) are controlling— absence of a sound signal shall be disregarded.*

<i>Minutes before starting signal</i>	<i>Visual signal</i>	<i>Sound signal</i>	<i>Means</i>
5	Class flag- <b>UP</b>	One	Warning signal
4	Preparatory flag "P" <b>UP</b>	One	Preparatory signal
1	Preparatory flag <b>DOWN</b>	ONE LONG	One minute to start
0	Class flag <b>DOWN</b>	One	Starting signal

### Starting Sequence for Y-Flyer Races

The standard 3 minute dinghy racing start sequence will be used.

<i>Minutes before starting signal</i>	<i>Visual signal</i>	<i>Sound signal</i>	<i>Means</i>
3	Class flag- <b>UP</b>	3 Long	Starting Sequence has begun
2		2 Long	
1:30		One Long 3 Short	
1		1 Long	
30 sec		2 Short	
20 sec		2 Short	
10 sec		1 Short	
5 -1 sec		1 Short each second	
0	Class flag - <b>DOWN</b>	1 Long	Starting signal

## Recalls

Code X and First Substitute flags will be in use. General Recall will be signaled by displaying the First Substitute flag and 2 LONG sounds.

When individual recalls are signaled, the race committee may (at its discretion) attempt to hail the sail numbers of the recalled boats with display of Flag X and one sound. Failure of the RC to hail or failure of a boat to hear the hail of its sail number shall not relieve the boat of its obligation to start correctly nor grounds for redress.

This changes RRS 29.1 and 62.1(a)

### Recall Signals



↑ ●  
X Individual recall.



↑ ● ● ↓ ●  
**First Substitute** General recall.  
The warning signal will be made  
1 minute after removal.

### Shortened Course



↑ ● ●  
S The course has  
been shortened. Rule  
32.2 is in effect.

**Shortened Course** - Local exception to RRS Rule 32.3: If the Race Committee signals a shortened course, by displaying Code Flag S with two sounds, the next leg of the course is the new last leg and ends at the Finish Line at the RC Boat from the direction of the mark where signaled. The shortened course shall be signaled as the first boat rounds the mark or passes through the gate beginning the new last leg of the race. Display of Code Flag S, with 2 sounds, shall be continued as all subsequent boats round the mark or pass through the gate.

**If a timely finish is in doubt, all boats are advised to monitor VHF Channel 68 for confirmation of a shortened course.**

**Abandonment** – at the discretion of the RC, abandoned for the day or restarted. The N flag indicates that all races are abandoned. Return to

The N flag over the A flag with 3 sounds indicates are abandoned for the day. Return to shore.

**All boats will be advised to monitor VHF Channel 68**

### Abandonment Signals



races may be  
with 3 sounds  
starting area.

that all races



↑ ● ● ●

**N over A** All races are  
*abandoned*. No more racing  
today.

## Time Limits

**Pursuit Races** - If no boat is able to sail the course and finish in 3.0 hours, the race will be abandoned. All competing boats that are unable to finish within 2.0 hour after the first boat to sail the course and finish will be finished in place.

**PHRF Fleets Buoy Races** – Abandonment: If no boat rounds the first turning mark within 1.0 hours, the race will be abandoned. If no boat is able to sail the course and finish in 2.0 hours, the race will be abandoned.

**Finishing Window:** All competing boats that are unable to finish within 60 minutes after the finishing time of the first boat in their class to sail the course and finish will be scored as TLE. The scored points will be equal to one plus the number of boats in their class completing the race within the 1st Place finish time plus 1.0 hour time limit.

**One Design Fleets Buoy Races** - The time limits for each race will be 1.0 hour and 0.5 hour for the first boat to round the first turning mark. Boats that do not complete the course within 1.0 hours will be finished in place if their finishing positions can be correctly determined. Boats finished in place will be adjusted so as not to finish in front of boats that finish within the time limit. Boats that cannot be placed will be assigned a Did Not Finish (DNF) designation and scored accordingly.

**Handicaps.** Corrected times will be based on time-on-time, PHRF-based *time correction factors* (TCF), and adjusted to compensate for three wind ranges (light air, 0-8 knots; medium air, 8-12 knots; heavy air, > 12 knots). For pursuit races, handicap corrections will be calculated using time-on-distance time correction factors. Appeals concerning PHRFs should be referred to the BLSC Handicap Committee. Due to the complexities of scoring, for each PHRF race or race series, each competing boat must declare a chosen sail plan for the entire series. PHRF handicaps will be assigned accordingly for that entire race series.

**Series Scoring.** Low point scoring will be used with one point being awarded for first place, two points for second place, etc. DNF, DSQ, DNS, OCS, and RET receive one point higher than the number of boats that came to the starting area. DNC boats receive one point more than the number of boats entered in the series. Time limits apply and TLE boats are scored accordingly.

**Protests.** If a boat intends to file a protest it must be communicated to any member of the BLSC Protest Committee or the Vice-Commodore (Kyle Flynn) within 30 minutes of the time at which the RC boat reaches its dock (indicated by one horn blast) on the day of the alleged infraction. Note: the protesting boat must immediately display a red protest flag and hail the offending boat in response to the incident.

**Severe Conditions.** No race will be started in sustained wind over 25 knots, lightning in the vicinity, or weather

**Instructions:** With current Wind, Air and Water temperatures:

- 1) Determine Wind Chill Temperature (WCT).
- 2) Determine Air Go - No.
- 3) If pass on Air Go - No Go, then determine Weather Go - No Go.
- 4) If Pass on Weather Go - No Go, then determine Water Go - No Go.

**1) Chart - Wind Chill Temperatures**

WCT	Wind (kts)															
Air Temp (F)	0	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30
72	72	72	72	72	72	72	72	72	72	72	72	72	72	72	72	72
70	70	70	70	70	70	70	70	70	70	70	70	69	69	69	69	69
68	68	68	68	68	68	68	68	68	67	67	67	67	67	66	66	66
66	66	66	66	66	66	66	65	65	65	65	64	64	64	64	64	63
64	64	64	64	64	64	63	63	62	62	62	62	61	61	61	61	61
62	62	62	62	62	61	61	60	60	60	59	59	59	59	58	58	58
60	60	60	60	59	59	58	58	57	57	57	56	56	56	56	55	55
58	58	58	58	57	56	56	55	55	54	54	54	53	53	53	53	52
56	56	56	55	54	54	53	53	52	52	51	51	51	50	50	50	50
54	54	54	53	52	51	51	50	50	49	49	48	48	48	47	47	47
52	52	52	51	50	49	48	47	47	47	46	46	45	45	45	44	44
50	50	50	48	47	46	46	45	44	44	43	43	43	42	42	42	41
48	48	48	46	45	44	43	42	42	41	41	40	40	40	39	39	39
46	46	46	44	42	41	41	40	39	39	38	38	37	37	37	36	36
44	44	44	41	40	39	38	37	37	36	36	35	35	34	34	34	33
42	42	42	39	38	36	36	35	34	33	33	32	32	32	31	31	30
40	40	39	37	35	34	33	32	32	31	30	30	29	29	28	28	28
38	38	37	34	33	32	31	30	29	28	28	27	27	26	26	25	25
36	36	35	32	30	29	28	27	26	26	25	24	24	23	23	23	22
34	34	33	30	28	27	26	25	24	23	22	22	21	21	20	20	19
32	32	30	27	26	24	23	22	21	20	20	19	19	18	18	17	17
30	30	28	25	23	22	20	19	19	18	17	17	16	15	15	14	14

(NWS Wind Chill Equation)

**4) Water Go - No Go**

Is the Wind Chill Temperature above the minimum for the corresponding Water Temperature?

Water Temperature	Minimum Wind Chill Temp.
<40	72
40	72
42	70
44	66
46	62
48	58
50	54
52	50
54	46
56	42
58	38
60	36
62	32
>62	32

**2) Air Go – No Go**

Is stuff falling out of the sky (i.e. precipitation)?

If yes, Go if Wind Chill Temperature >50 degrees

If no, Go if Wind Chill Temperature >32 degrees

**3) Weather Go - No Go**

Are any of the weather conditions below occurring?

If yes, No Go

If no, Go

Lightning (<10mi); Wait 20 min after last strike

Wind Advisory

Tornado Warning

Ice Storm Warning

High Wind Warning

Dense Fog Advisory










Winter Weather Warning

Severe Thunderstorm Warning

Special Weather Statement - Hail, Sleet, Winds

conditions outside acceptable limits per the chart below.

Signal pennants will be limited to:

- Code AP (postponement, red-white alternating) 
- Code S (shortened course, white with blue center) 
- Code X (individual recall, white with blue cross) 
- First Substitute (general recall, blue triangle with yellow center) 
- Code N (race abandoned and return to starting area, blue-white checkerboard) 
- Cruising fleet class flag (solid blue) 
- Performance fleet class flag (solid red) 
- Y-Flyer fleet class flag (solid white) 
- Code P preparatory flag (white square inside blue outline) 





# Fleet Determination Chart

