



2023/2024 AKARANA SERIES

SUPPLEMENTARY SAILING INSTRUCTIONS (SSI)

This sheet and Addendum A are supplements to Appendix S or the Racing Rules of Sailing (page 146 RRS 2021-2024).

Organising Authority:

Royal Akarana Yacht Club

8-10 Tamaki Drive, Okahu Bay, Auckland 1071

VHF: Channel 6 | Race Management 021 0231 4559 | sailing@rayc.co.nz

The notation '[NP]' in a rule means that a boat may not protest against another boat for breaking that rule. This changes RRS 60.1(a)

RULES

SSI 1 [NP] Boats shall at all times observe the Auckland Council Navigation Safety bylaws in particular Part 8, 55. A Moving Prohibited zone:

A moving prohibited zone extending to 100m astern and 100m to each side of a large vessel, and continued at such width to 500m ahead, following the line of the buoyed channel when changing course, is reserved around a large vessel, when that large vessel is underway within the pilotage areas of Auckland Harbour.

When navigating within a marked channel, the moving prohibited zone to the side of the vessel is reduced to the width of the marked channel and the zone ahead of the vessel shall follow the line of the marked channel."

The owner or person in charge of a vessel must not navigate the vessel within the moving prohibited Zone of a large vessel, within the pilotage areas of Auckland (excluding Tamaki River) and Manukau.

For the purpose of this clause, a tug and barge is considered a composite unit."

SSI 2 As per 18' skiff class rules, in conjunction with YNZ safety regulations, competitors are exempt from the use of PFDs while racing.

NOTICES TO COMPETITORS (SI 2)

SSI 3 Official communications will be available through the 2023/2024 Akarana Series WhatsApp Group - <https://chat.whatsapp.com/DJ6wNJcpIHVJuj1EJ9hV7s>



SIGNALS MADE ASHORE (SI 4)

SSI 4 Signals ashore will be displayed on the flagstaff located between the Hyundai Marine Sports Centre and the main boat ramp.

SSI 5 When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 30 minutes' in Race Signals AP.

SSI 6 [DP] Flag D with one sound means 'Boats shall not leave the shore until this signal is made. The warning signal will not be made before the scheduled time or less than 30 minutes after flag D is displayed.'

SCHEDULE OF RACES (SI 5)

SSI 7 The schedule is per Attachment A

SSI 8 A briefing will take place 90 minutes before the first warning signal each race day.

SSI 9 Classes may be started in any order.

SSI 10 Up to three (3) back-to-back races may be sailed per day.

SSI 11 The warning signal for any subsequent race for a division on the same day will be made as soon as practicable after the last boat finishes the previous race for that class.

SSI 12 No warning signal will be made after 1600 hours

COURSES (SI 7)

The courses to be sailed, the mark descriptions, the order in which the marks are to be passed, and the side on which each mark is to be left **will be described at the briefing.**

SSI 13 Okahu Bay Laid Mark Courses

1. The course area will be bounded by the row of piles surrounding the Okahu Bay mooring area.
2. Attachment B shows windward/leeward, triangle and trapezoid courses.

SSI 14 Outer Laid Mark Courses

1. The course area will be bounded by Mechanics Bay, Rangitoto Island, St Heliers and Browns Island.
2. Attachment B shows windward/leeward, triangle and trapezoid courses.

SSI 15 Harbour Yellow Racing Buoys Courses

1. The course area will be bounded by Mechanics Bay, Rangitoto Island, St Heliers and Browns Island.
2. The harbour course will be displayed no later than the warning signal by the committee boat by flying the appropriate pennant or a course board.
3. Attachment C shows the harbour courses, course numbers and the order in which marks are to be rounded.

THE START (SI 9)

SSI 17 When a starting sequence is in progress, boats whose warning signal has not been made shall avoid the starting area. The starting area is defined as the area 50 metres from the starting line and marks in all directions.

SSI 18 A boat starting later than four minutes after her starting signal will be scored Did Not Start without a hearing. This changes RRS A 5.1 and 5.2.

TIME LIMITS (SI 12) [DP]

SSI 19

Courses	Target time for first finisher	Finish Window	Race Time Limit
Okahu Bay Laid	30 minutes	10 minutes	45 minutes
Outer Laid	40 minutes	15 minutes	60 minutes
Harbour Yellow	60 minutes	15 minutes	90 minutes

There is no prescribed time limit for the first boat to pass mark 1.

PROTESTS AND REQUESTS FOR REDRESS (SI 13)

SSI 20 Immediately after finishing a boat intending to protest shall, in addition to the requirements of RRS61.1(a), inform the Race Committee at the finishing line of her intention to protest and the identity of the boat(s) protested against. The protesting boat must receive an acknowledgement from the Race Committee. This changes RRS 61.

CHECK OUT AND CHECK IN [DP] [NP]

SSI 21 Boats shall comply with the following check out and check in procedure:

1. Competitors shall individually check-out before racing by personally signing the sign on sheets located at the race office desk.
2. Competitors shall individually check-in immediately on returning to shore after racing by personally signing the sign out sheets located at the race office desk.
3. A boat that retires from a race shall notify the race committee at the first reasonable opportunity.

ATTACHMENT A

Date	Event	Warning Signal	High Tide
Sun 15 Oct	Akarana 1 Opening Day / FFemmy	1100	0846
Sun 5 Nov	Akarana 2 *Triathlon Road Closure	1300	1349
Sun 19 Nov	Akarana 3	1300	1243
Sun 17 Dec	Akarana 4	1300	1138
Sun 18 Feb	Akarana 5	1300	1521
Sun 3 Mar	Akarana 6	1300	1331
Sun 17 Mar	Akarana 7 Closing Day	1300	1400

ATTACHMENT B

Course Illustration – Trapezoid with beat to finish - signal boat for start/finish

IW

Course: Inner Trapezoid with beat to finish

Signal	Mark Rounding Order
IW1	Start – 1 – 2 – 3p – 5 – Finish
IW2	Start – 1 – 4s/4p – 1 – 2 – 3p – 5 – Finish
IW3	Start – 1 – 4s/4p – 1 – 4s/4p – 1 – 2 – 3p – 5 – Finish
IW4	Start – 1 – 4s/4p – 1 – 4s/4p – 1 – 4s/4p – 1 – 2 – 3p – 5 – Finish

OW

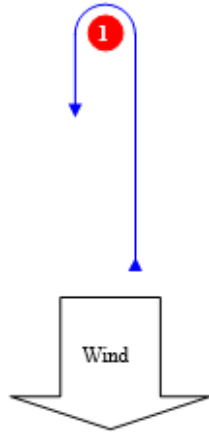
Course: Outer Trapezoid with beat to finish

Signal	Mark Rounding Order
OW2	Start – 1 – 2 – 3s/3p – 2 – 3p – 5 – Finish
OW3	Start – 1 – 2 – 3s/3p – 2 – 3s/3p – 2 – 3p – 5 – Finish
OW4	Start – 1 – 2 – 3s/3p – 2 – 3s/3p – 2 – 3s/3p – 2 – 3p – 5 – Finish

Mark	Description
1 2	
3s 3p	
4s 4p	
5	
SS	Starting mark starboard end
SP	Starting mark port end
FS	Finishing mark starboard end
FP	Finishing mark port end

Course Illustrations – Windward Leeward

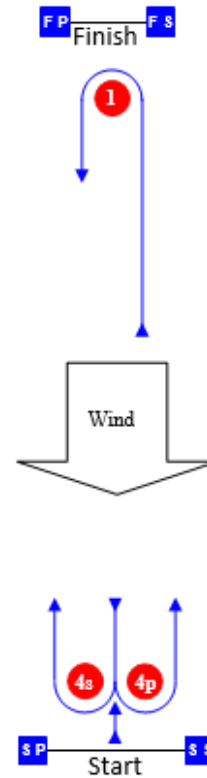
L



Course: Leeward finish

Signal	Mark Rounding Order
L2	Start – 1 – 4s/4p – 1 – Finish
L3	Start – 1 – 4s/4p – 1 – 4s/4p – 1 – Finish
L4	Start – 1 – 4s/4p – 1 – 4s/4p – 1 – 4s/4p – 1 – Finish

W



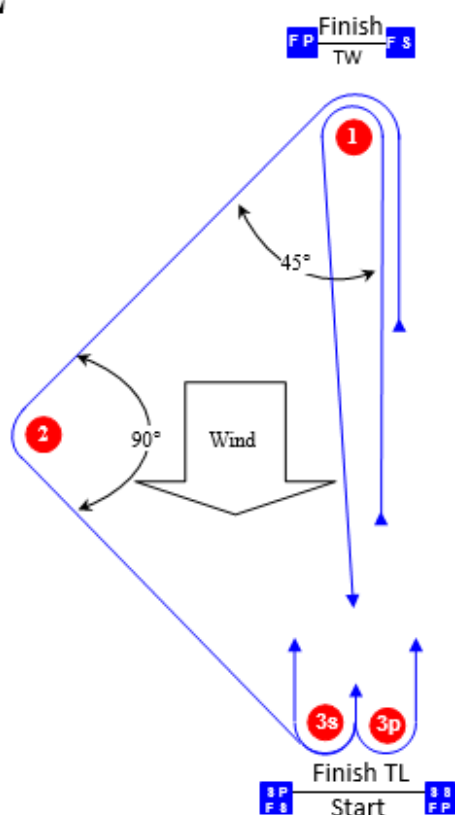
Course: Windward Finish

Signal	Mark Rounding Order
W2	Start – 1 – 4s/4p – Finish
W3	Start – 1 – 4s/4p – 1 – 4s/4p – Finish
W4	Start – 1 – 4s/4p – 1 – 4s/4p – 1 – 4s/4p – Finish

Mark	Description
1	
4s 4p	
SS	Starting mark starboard end
SP	Starting mark port end
FS	Finishing mark starboard end
FP	Finishing mark port end

Course Illustration – Triangular course

TW / TL



Course: Triangular Upwind Finish

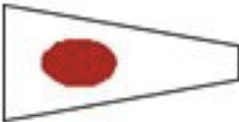

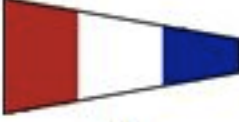

Course: Triangular Downwind Finish





Signal	Mark Rounding Order	Signal	Mark Rounding Order
TW2	Start – 1 – 2 – 3s(port) – Finish	TL2	Start – 1 – 2 – 3s(port) – 1 – Finish
TW3	Start – 1 – 2 – 3s(port) – 1 – 3s/3p – Finish	TL3	Start – 1 – 2 – 3s(port) – 1 – 3s/3p – 1 – Finish
TW4	Start – 1 – 2 – 3s(port) – 1 – 3s/3p – 1 – 2 – 3s(port) – Finish	TL4	Start – 1 – 2 – 3s(port) – 1 – 3s/3p – 1 – 2 – 3s(port) – 1 – Finish

Mark	Description
1	
2	
3s 3p	
SS	Starting mark starboard end
SP	Starting mark port end
	TW
	TL
FS	Finishing mark starboard end
FP	Finishing mark port end

ATTACHMENT C

Harbour Courses

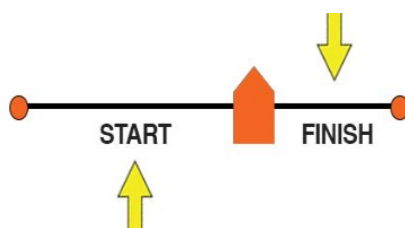
Course Number	Course Description
<p>Course 1</p> 	<p>South-Westerly. Start near North Head > Resolution (P) > Orakei (P) > North Head (P) > Resolution (P) > Finish at North Head.</p> <p>18 & 12 Skiffs. Start near North Head Resolution (P) > Orakei (P) > Rough Rock Yellow (P) > Resolution (P) > Rough Rock Yellow (P) > Resolution (P) > Finish near North Head</p>
<p>Course 2</p> 	<p>Northerly. Start near Orakei > North Head (S) > Bean Rock (S) > Orakei (S) > North Head (S) > Finish near Orakei.</p> <p>18 & 12 Skiffs. Start near Orakei > Rough Rock Black (S) > Bean Rock (S) > Orakei (S) > Rough Rock Black (S) > Orakei (S) > Rough Rock Black (S) > Finish near Orakei.</p>
<p>Course 3</p> 	<p>Easterly. Start near Orakei > Bastion (P) > Torpedo (P) > Resolution (P) > Bastion (P) > Resolution (P) > Finish near Orakei.</p> <p>18 & 12 Skiffs. Start near Orakei > Kohi West (P) > Torpedo (P) > Resolution (P) > Kohi West (P) > Resolution (P) > Finish near Orakei.</p>
<p>Course 4</p> 	<p>Westerly. Start near Orakei > Resolution (S) > Torpedo (S) > Bastion (S) > Resolution (S) > Bastion (S) > Finish near Orakei.</p> <p>18 & 12 Skiffs. Start near Orakei > Resolution (S) > Torpedo (S) > Kohi West (S) > Resolution (S) > Kohi West (S) > Finish at Orakei.</p>

<p>Course 5</p> 	<p>South Easterly (W/L). Start near North Head > Bastion (P) > Nth Head (P) > Bastion (P) > Finish near North Head.</p> <p>18 & 12 Skiffs. Start near Nth Head > Bastion (P) > Nth Head (P) > Bastion (P) > Nth Head (P) > Bastion (P) > Finish near North Head.</p>
<p>Course 6</p> 	<p>North Westerly. Start near Bastion > Torpedo (P) > Orakei (P) > Bastion (P) > Torpedo (P) > Bastion (P) > Torpedo (P) > Orakei (P) > Finish near Bastion.</p> <p>18 & 12 Skiffs. Start near Bastion > Torpedo (P) > Orakei (P) > Kohi West (P) > Torpedo (P) > Kohi West (P) > Torpedo (P) > Orakei (P) > Finish near Bastion.</p>
<p>Course 7</p> 	<p>North Easterly. Start near Resolution > North Head (S) > Bastion (S) > Resolution (S) > North Head (S) > Finish near Resolution.</p> <p>18 & 12 Skiffs. Start near Resolution North Head (S) > Bastion (S) > Resolution (S) > North Head (S) > Resolution (S) > North Head (S) > Bastion (S) > Finish near Resolution.</p>
<p>Course 8</p> 	<p>Southerly. Start near North Head > Orakei (P) > Bean Rock (P) > North Head (P) > Orakei (P) > Finish near North Head.</p> <p>18 & 12 Skiffs. Start near North Head > Orakei (P) > Bean Rock (P) > Rough Rock Black (P) > Orakei (P) > Finish near North Head.</p>

All marks are as per the Auckland Harbour racing buoys

For all courses: the starting line will be between a staff displaying an orange flag on the start boat at the starboard end of the line and the port end starting mark.

NOTE: FOR THE RACE 2 ON OPENING DAY THE FINISH LINE WILL AS PER ATTACHMENT D





BUOY LOCATIONS AND GPS POSITIONS

Location	GPS Position	Location	GPS Position
1. Westhaven	36°49.90S 174°44.91E	14. Northern Leading	36°49.33S 174°50.60E
2. Bayswater	36°49.78S 174°45.77E	15. Bean Rock	36°50.19S 174°49.63E
3. Stanley Point	36°49.85S 174°46.59E	16. Bastion	36°50.41S 174°49.36E
4. Devonport	36°50.00S 174°47.40E	17. Orakei	36°50.54S 174°48.72E
5. Torpedo Bay	36°50.11S 174°48.38E	18. Resolution	36°50.66S 174°47.89E
6. North Head	36°49.63S 174°49.08E	19. Chelsea	36°49.68S 174°43.80E
7. Rough Rock	36°49.07S 174°49.50E	A. Meola	36°49.81S 174°42.66E
8. Narrow Neck	36°47.83S 174°48.51E	B. Gulf Harbour	36°39.13S 174°48.03E
9. Cable	36°47.61S 174°47.28E	C. Torbay	36°42.50S 174°47.30E
10. McKenzie	36°46.84S 174°49.05E	D. Illomama	36°48.70S 174°52.62E
11. Salt Works	36°47.80S 174°49.36E	E. Sergeant Channel	36°49.30S 174°57.40E
12. Flax Point	36°48.41S 174°49.95E	F. Rocky Bay	36°49.98S 175°03.30E
13. Rangitoto	36°48.80S 174°50.84E	G. Motukorea	36°49.80S 174°52.00E

ATTACHMENT D

Start/Finish for Opening Day



Start / Finish Line

The finish line will be inside the wave break between the Pohutukawa Tree in front of the clubhouse and an orange teardrop.

Do not sail through any part of the wave break or entrance areas. Follow the diagram as above.