



Royal Danish Yachtclub
Tuborg Havnepark 15, DK-2900 Hellerup
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VINTAGE YACHTING GAMES

NOTICE OF RACE 2018



World Sailing



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NOTICE OF RACE 2018 2

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NOTICE OF RACE 2018

1. INTRODUCTION

- 1.1. The Vintage Yachting Games Organization, The Royal Danish Yacht Club and Hellerup Sailing Club proudly present the Notice of Race for the third Vintage Yachting Games. The Vintage Yachting Games 2018 will be held from 15-SEP-2018 till 22-SEP-2018 on the waters (Oeresund) east of Skovshoved and Hellerup Harbors just north of Copenhagen, Denmark.
 The project manager of the hosting clubs, Lars Ive, can be reached at: lai@kdy.dk
- 1.2. The Vintage Yachting Games Organization is a non-commercial joint venture of the following former (Special) Olympic Classes (Vintage Yachting Classes): Europe, 12' Dinghy, Olympiajol, Flying Dutchman, Yngling, Soling, Dragon, 5.5 Metre, 6 Metre, 2.4 Metre and Star. The supervisory board consists of the Presidents/Chairmen of the above classes.
- 1.3. The Vintage Yachting Games Organization can be reached at info@vintageyachtinggames.org.
- 1.4. The organization's website address is: www.kdy.dk or www.hellerupsejlkklub.dk or www.vintagecup2018.dk
- 1.5. The Vintage Yachting Games 2018 consists of the following events of Vintage Yachting Classes:

Europe (Male & Female in separate events or together)	
12' Dinghy	
2.4 Metre	2.4
Olympiajol	
12 m ² Sharpie	12



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Flying Dutchman	FD
Yngling	Y
Star	★
Soling	Ω
Dragon	D
5,5 Metre	<u>5.5</u>
6 Metre	<u>6</u>

Other Vintage Yachting Classes may be added if requested

- 1.6. The prizes will be awarded according to the Vintage Yachting Games rules.








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2. RULES

- 2.1. The official language of the Vintage Yachting Games will be English
- 2.2. The Vintage Yachting Games 2018 are governed by the rules defined in The Racing Rules of Sailing 2017 - 2020.
- 2.3. The following prescription of the Danish national authority will apply: Danish legislation requires every boat to be equipped with personal buoyancy for the number of persons on board at any time.
- 2.4. Vintage Yachting Games Rules.
- 2.5. Decisions made by the International Jury will be final as provided in RRS 70.5.
- 2.6. Competitors may be required to display Vintage Yachting Games sponsor name(s)/ logo(s) and bow numbers. If required, the organizing authority will supply these items and they shall be affixed as prescribed in the sailing instructions.
- 2.7. In the event of a conflict between the different rules the text of the Sailing Instructions shall prevail.

2.8. Event specific rules:



Event	Specific rules
	<p> A maximum of 1 hull, 1 centerboard, 1 rudder, 1 rudder head, 1 mast, 1 boom and 2 sails can be registered for use at the Vintage Yachting Games</p> <p> In alternation to RRS 42:</p> <p> The Race Committee may permit pumping, rocking and ooching, after the starting signal and except on a beat to windward (change of RRS 42.2(a), RRS 42.2(b), RRS 42.2(c)). The signals will be made according to RRS P5.</p> <p> The Vintage Yachting Games Organization recommends the race committee to apply the alternation of RRS 42 in winds of 12 knots and above, measured at deck level</p>
	Will be specified in the Sailing Instructions or an amendment to the Notice of Race.
	No specific rules
<u>2.4</u>	The boats are placed ashore every day after end racing. Cleaning but not polishing is allowed.
<u>12</u>	Upper average wind speed 22 knt.
FD	A maximum of 1 mast, 1 boom, 2 spinnaker poles, 1 centerboard and 1 rudder, 1 main, 2 genoas and 1 spinnaker can be registered for use at the Vintage Yachting Games
Y	Will be specified in the Sailing Instructions or an amendment to the Notice of Race.
	Will be specified in the Sailing Instructions or an amendment to the Notice of Race.
	<p> While racing the number of persons on board a Soling shall be 3 at all times</p> <p> As permitted by RRS 86.1©, RRS 42.3 (c) is altered to:</p> <p> Except on a beat to windward, when surfing (rapidly accelerating down the leeward side of a wave) or planing is possible, the crew may pull the sheet controlling any sail in order to initiate surfing or planing, but not more than twice for each wave or gust of wind. In addition, pumping of the spinnaker guy is permitted at all times without restriction. In this part of the Rule pumping of the spinnaker guy means repeatedly trimming and releasing the guy by any means. Moving the body as necessary to pump the guy is permitted and shall not be considered to be ooching (see RRS 42.2 (c)), nor shall any rolling of the boat caused by such necessary movements be considered rocking (see RRS 42.2 (b)).</p> <p> A maximum of 1 mast, 1 boom, 1 spinnaker pole, 1 main, 2 Jibs and 2 spinnakers can be registered for use at the Vintage Yachting Games</p>
<u>D</u>	<p> A maximum of 8 sails can be registered for use at the Vintage Yachting Games</p> <p> While racing the number of persons on board a Dragon shall be as stated in the class rules</p> <p> Class rule 13.30 shall apply (Crew weight)</p>
<u>5.5</u>	Will be specified in the Sailing Instructions or an amendment to the Notice of Race.

6



Will be specified in the Sailing Instructions or an amendment to the Notice of Race.

3. ADVERTISING

- 3.1. Boats will be required to display advertising chosen and supplied by the organizing authority in accordance with World Sailing Regulation 20.

4. ELIGIBILITY AND ENTRY

- 4.1. The responsible sailor may enter by completing the entry forms on Manage2sail website. Address is: manage2sail.com/Club/event-ad9e9265-3515-4b80-93b0-890961e65339/competition/
- 4.2. Each competing sailor must be a member of the relevant National Class Organization (NCO) or in absence of a NCO the relevant International Class Organization (ICO)
- 4.3. With the exception of wildcard yachts, the nationality of the helmsperson determines the country they represent.
- 4.4. The Vintage Yachting Games Organization aims 25 yachts for each event. If the number of boats in a class exceeds this number the organization will decide how many boats can participate after consulting the relevant National Class Organization
- 4.5. The NCO of each class is responsible for the selection of yachts for the Vintage Yachting Games. In absence of a NCO, the ICO of the class will exercise this responsibility.
- 4.6. The Vintage Yachting Games Organization can issue wildcards in each event for special teams.

5. CLASSIFICATION

- 5.1. The World Sailing Sailor Classification Code will NOT apply.

6. FEES

- 6.1. Entry fee € 200 per sailor.
- 6.2. Payment or entry made after 30-JUNE-2018 the entry fee will be € 225 per sailor.
- 6.3. Coach fee € 200 per coach.
- 6.4. The entry and coach fee covers besides the use of the regatta centers facilities, regattas, storage and craning, the admittance of the opening-, championship dinner, price giving- and closing ceremony. For other optional social events an extra fee can be set.
- 6.5. Payment can only take place through Manage2Sail.



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7. SCHEDULE

7.1. Schedule for the event:

DATE	MAIN ACTIVITY	SOCIAL EVENTS
2. 16 SEPTEMBER (SUNDAY)	3. Registration Measurement	4.
5. 17 SEPTEMBER (MONDAY)	6. Registration Measurement 7. Practice race (14:00)	8. Opening ceremony
9. 18 SEPTEMBER (TUESDAY)	10. Race 1 (13:00)	11. Daily prize giving
12. 19 SEPTEMBER (WEDNESDAY)	13. Race 2 and 3	14. Daily prize giving
15. 20 SEPTEMBER (THURSDAY)	16. Race 4 and 5	17. Championship dinner 18. Daily prize giving
19. 21 SEPTEMBER (FRIDAY)	20. Race 6 and 7	21. Daily prize giving
22. 22 SEPTEMBER (SATURDAY)	23. Race 8	24. VIP race (class t.b.d.) 25. Prize giving 26. Closing ceremony
27. 23 SEPTEMBER (SUNDAY)	28. Travel day	

- 7.2. Registration will take place from 16-SEP-2018 till 17-SEP-2018 between 09:00 and 18:00 at the Regatta center.
- 7.3. Measurement can take place from 16-SEP-2018 till 17-SEP-2018 between 09:00 and 18:00.
- 7.4. Opening ceremony is scheduled for 16:00 on 17-SEP-2018.
- 7.5. There are 8 races scheduled per event. The final schedule will be available in the Sailing instructions.



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- 7.6. No more than 2 races per event will be held on each day except for the first and last day where only one race per event may be held.
- 7.7. The first race is scheduled for 18-SEP-2018 at 13:00.
- 7.8. The latest possible starting time for each event on the last day of the Vintage Yachting Games will be 15:30.
- 7.9. The prize giving ceremony followed by the closing party of the Vintage Yachting Games 2018 is scheduled for 19:00h on 22-SEP-2018.

8. MEASUREMENT

- 8.1. For a yacht to be eligible to race, her valid measurement form shall be presented at the registration. This measurement form may be a certified copy
- 8.2. The sailor responsible for the measured yacht must have satisfied all measurement and registration requirements as specified in the Notice of Race including the submission of properly completed measurement work sheets, before the registration is valid.
- 8.3. Sails can be stamped always. Spot checks can be executed. In case of doubt measurement can take place.
- 8.4. Measurement will only be carried out in case specific classes request this. It will then need to specify the details and organize the measurement itself. The location/space and other requirements can be made available by the organization.

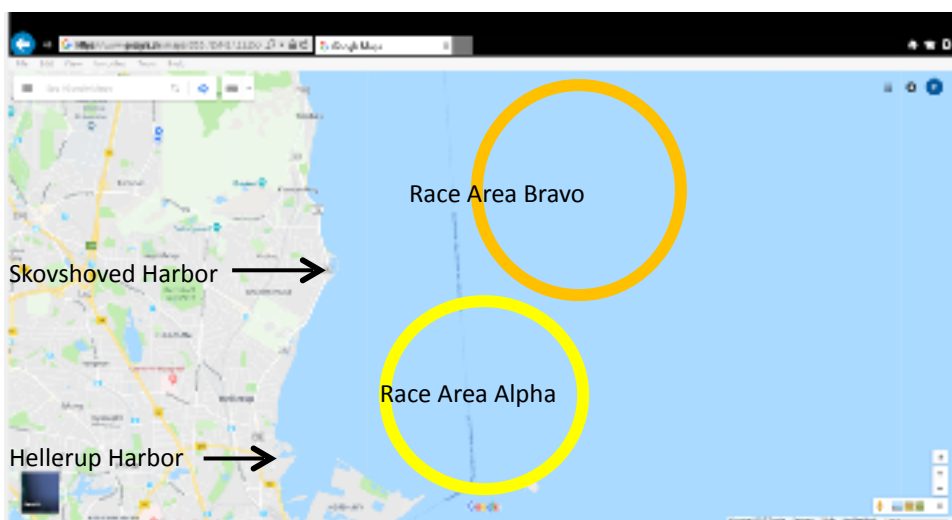
9. SAILING INSTRUCTIONS

- 9.1. The sailing instructions will be at latest available on 01-SEP-2018 on the organization's website.
- 9.2. The venue of this Vintage Yachting Games will be at Oeresund East of Skovshoved and Hellerup Harbors, North of Copenhagen.
- 9.3. An International Jury will be appointed in accordance with RRS Appendix N. Decisions of the Jury will be final as provided in RRS 70.5.
- 9.4. Rule RRS 44.3 will NOT apply.
- 9.5. Team/Coach/Support boats shall carry their national identification letters during the Vintage Yachting Games at ALL times when afloat
- 9.6. When docked/hailed out yachts and Team/Coach/Support boats shall be kept in their assigned places
- 9.7. Unless special permission is given by the jury, keelboats must be afloat after 17-SEP-2018, 18:00.
- 9.8. Keelboats shall NOT be hauled-out during the Vintage Yachting Games except with and according to the terms of prior written permission of the jury
- 9.9. Underwater breathing apparatus and plastic pools or their equivalent shall not be used around keelboats between the preparatory signal of the first race and the end of the Vintage Yachting Games except with and according to the terms of prior written permission of the of the jury.
- 9.10. A yacht shall neither make radio transmissions while racing nor receive radio communications not available to all boats. This restriction also applies to mobile telephones and GPS systems. If on board these systems must be switched off while racing.

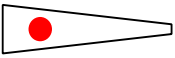
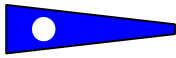

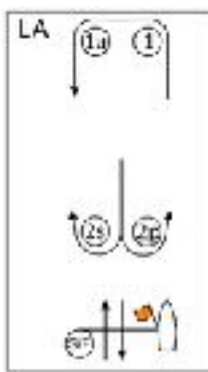
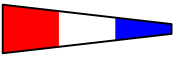

- 9.11. Sailors and coaches participate in the regatta entirely at their own risk. See rule RRS 4, Decision to Race. The organizing authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the Vintage Yachting Games
- 9.12. For further information on the Vintage Yachting Games like Sponsors, lodging, travel, weather patterns, possible social program etc will be displayed on: www.vintagecup2018.dk

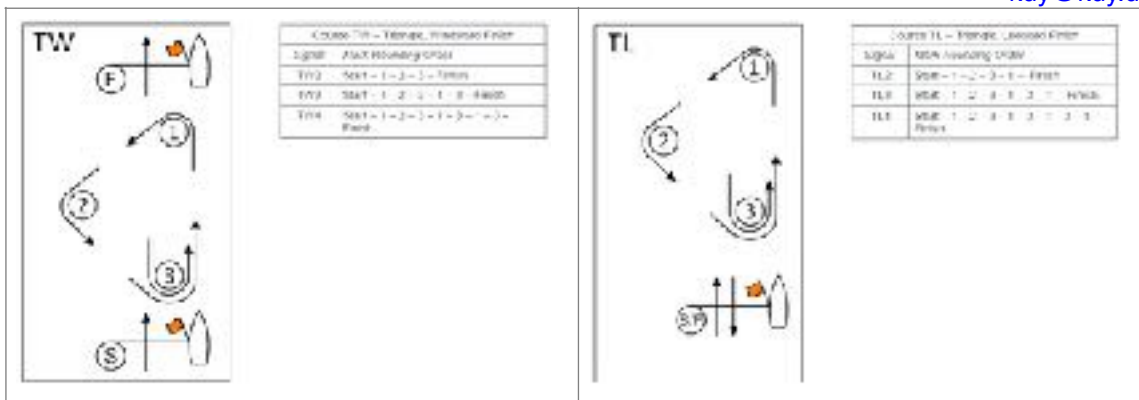
10. COURSES AND COURSE AREAS

10.1. Course Areas




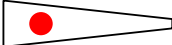
























10.2. Course configurations

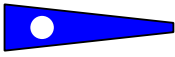
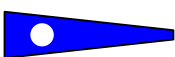
																									
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;">  </div> <div style="width: 45%;"> <table border="1"> <thead> <tr> <th>Course</th> <th>Start</th> <th>Finish</th> </tr> </thead> <tbody> <tr> <td>L1</td> <td>Start - 1 - 2S - 1 - Finish</td> <td></td> </tr> <tr> <td>L2</td> <td>Start - 1 - 2R - 1 - 2S - 1 - Finish</td> <td></td> </tr> <tr> <td>L3</td> <td>Start - 1 - 2R - 1 - 2S - 1 - 2R - 1 - 2S - 1 - Finish</td> <td></td> </tr> </tbody> </table> </div> </div>	Course	Start	Finish	L1	Start - 1 - 2S - 1 - Finish		L2	Start - 1 - 2R - 1 - 2S - 1 - Finish		L3	Start - 1 - 2R - 1 - 2S - 1 - 2R - 1 - 2S - 1 - Finish		<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;">  </div> <div style="width: 45%;"> <table border="1"> <thead> <tr> <th>Course</th> <th>Start</th> <th>Finish</th> </tr> </thead> <tbody> <tr> <td>LA1</td> <td>Start - 1 - 2S - 1 - Finish</td> <td></td> </tr> <tr> <td>LA2</td> <td>Start - 1 - 2R - 1 - 2S - 1 - Finish</td> <td></td> </tr> <tr> <td>LA3</td> <td>Start - 1 - 2R - 1 - 2S - 1 - 2R - 1 - 2S - 1 - Finish</td> <td></td> </tr> </tbody> </table> </div> </div>	Course	Start	Finish	LA1	Start - 1 - 2S - 1 - Finish		LA2	Start - 1 - 2R - 1 - 2S - 1 - Finish		LA3	Start - 1 - 2R - 1 - 2S - 1 - 2R - 1 - 2S - 1 - Finish	
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10.3. The final course configurations will be published in the sailing instructions. If relevant, other course configurations can be added.






10.4. The course configurations and the approximately total course length will be as follows:

Class	Length 1 st beat	Course Area Alpha	Course Area Bravo
	0.7 – 1.2 nm	 or 	
	0.7 – 1.2 nm	 or 	
	0.7 – 1.2 nm		
<u>2.4</u>	1.2 – 1.8 nm		
	0.7 – 1.2 nm	 or 	
<u>12</u>	0.7 – 1.2 nm	 or 	
FD	1.2 – 1.8 nm	 or 	
	1.2 – 1.8 nm		 or 
	1.2 – 1.8 nm		 or 
	1.2 – 1.8 nm		 or 
<u>D</u>	1.2 – 1.8 nm		

<u>5.5</u>	1.2 – 1.8 nm	
<u>6</u>	1.2 – 1.8 nm	

11. PRIZES OVERVIEW

11.1. The Vintage Yachting Games 2018 will award at least the following prizes

-  Daily prizes
-  Overall prizes
-  Perpetual prizes
-  Country trophy
-  VIP prize

11.2. Daily prizes:



The winner of each race in each event will be awarded with a prize per crewmember.

11.3. Overall prizes:

There will be prizes for each crewmember of the first 3 yachts in each event.
 These prizes consist of:

- The right to fly the Vintage Yachting Games logo in Gold, Silver or Bronze in the mainsail until the next Vintage Yachting Games.
- A medal will be given to each crewmember of the winning yachts

11.4. Perpetual prizes for:

-  All classes:
 - Vintage Yachting Games Trophy
-  Dragon
 - Poul R. Hoy Jensen Trophy

11.5. Country trophy:

Donated by Menno Meyer, for the best performing country.

11.6. VIP prize:

The winner of the VIP is granted the right to fly the colored Vintage Yachting Games logo in her mainsail until the next Vintage Yachting Games.

A medal will be given to the winning helmsman.

12. LIABILITY AND INSURANCE

12.1. A yacht is entirely responsible for her own safety, whether afloat or ashore and nothing whether in the Notice of Race or Sailing Instructions or anywhere else, reduces this responsibility.

12.2. It is for the yacht to decide whether she is fit to sail in the conditions in which she will find herself. By going to sea, the yacht confirms that she is fit for those conditions and her crew is competent to sail and compete in them. See RRS 4.

12.3. The yacht is required to hold adequate insurance and in particular to hold insurance against third party claims in the sum of at least € 1,500,000.-



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- 12.4. Nothing done by the organizers can reduce the responsibility of the yacht nor will it make the organizers responsible for any loss, damage, death or personal injury, however it may have occurred as a result of the yacht taking part in the racing. The organizers encompass everyone helping to run the racing and the event and include the organizing authority, the race committee, the race officer, patrol boats and beach masters.
- 12.5. The provision of patrol boats does not relieve the yacht of her responsibilities.
- 12.6. The fact that the race committee conducts inspections of the yacht does not reduce the responsibilities of the yacht set out in this paragraph.
- 12.7. Competitors are also advised to arrange their own personal accident insurance.