

**THE  
HARTSHOLME  
CHALLENGE  
CUP**



**THE  
RG65  
RACING  
CUP**

**1.0 Class Rules**

Two types of model yacht may compete in the same regattas, but in separate league tables and for separate trophies. The Graupner Micro Magic or RG65 Class yachts.

**1.1 Graupner Micro Magic**

A Micro Magic yacht must be “as supplied” from the kit manufacturer Graupner. It must be controlled by a maximum of two channels (sails and rudder) no additional controls are permitted. The use of either a Mk 1 or Mk2 boat is permitted and standard parts may be interchanged between the two i.e fin, rudder, mast, gooseneck, kicking strap etc. Replacement sails are permitted so long as the total sail area does not exceed the standard of 1450cm<sup>2</sup>.

**1.2 RG65 Class Yacht**

Yachts must conform to the rules as defined by the RG65 Class Association 2014 ([www.rg65.org.uk/rules](http://www.rg65.org.uk/rules)). The basic rules state that the yacht must not exceed an overall length of 65cm, a mast height (from deck) of 110cm and a total sail area of 2250cm<sup>2</sup>. The Joysway Dragon Force yacht conforms to these rules as standard. Skippers are permitted to build and compete with their own yachts so long as they conform to the rules stated by the RG65 Class Association above.

**2.0 Regatta dates and times**

Regattas will take place on Saturday afternoons from a date in March to a date in October. The first ‘heat’ is scheduled to commence at 1400 hrs. The number of heats completed per regatta is subject to the weather conditions of the day, with the last heat not starting no later than 1600 hrs.

**3.0 The Course**

The course is made up of five buoys forming the points of a capital ‘M’ plus an Approach Gate and a Start & Finish gate (see Appendix 1). A ‘heat’ is two laps of the course. The direction in which the course will be sailed is decided before the first race so that the yachts are sailing close-hauled as they cross the start line.

#### **4.0 Rules/Procedures**

**4.1** The start will be announced and there will be a call for “60 Seconds”, “50 Seconds”, “40 Seconds”, “30 Seconds”, “20 Seconds” then count down from ten seconds to the Start signal.

**4.2** Once a boat has moved through the Approach Gate **it may not turn**. If necessary, a boat may make **one tack** to enable it to pass through the Start Gate. If any part of the boat crosses the start line before Start is called then it must go back behind the **Approach Gate** and begin again. To do this the boat must pass **outside** of both gate buoys. The boat must not block or interfere with another boat whilst doing this.

**4.3** If it is judged that a boat has gained an advantage by blocking another during the start then it will be told to go back behind the **Approach Gate** and start again. This must be done as in 4.2 above. Note that a false start will **not** be called if this happens. A call for a false start punishes those who have otherwise made a good start.

**4.4** A boat **must not** cross the Start/Finish Line except to Start and Finish.

**4.5** Normal racing rules are strict and complicated about who has right of way, etc. Without them we should expect that all sailors will give adequate space for other boats to round the marks and tack as necessary to head into wind. It is important that we all observe this otherwise boats will become entangled which can damage the sails and masts.

Remember, **the boat in front has right of way** and the boat behind has a duty to keep clear.

**4.6** During the race all boats must pass **outside** the marker buoys. Touching a buoy does **not** incur a penalty

**4.7** Boats may be brought to the bank during a race for adjustments and repairs. They must not impede the other boats whilst doing so.

**4.8** A competitor who loses control of his boat must warn the others so that they can take the necessary avoiding action

**4.9** A boat finishes as soon as any part of it touches the Finish Line. In the event of a very close finish the race director’s decision is final – no appeals allowed.

#### **Scoring**

**5.0** There must be a minimum of **five** yachts (regardless of Class type) starting a heat for the points from that heat to count towards the league table and final trophy.

**5.1** Points will be awarded as follows. If for example if eight yachts (regardless of Class type) start a heat, the first place boat will score 8 points, second place 7 points, third place 6 points etc. up until the last place who will score 1 point.

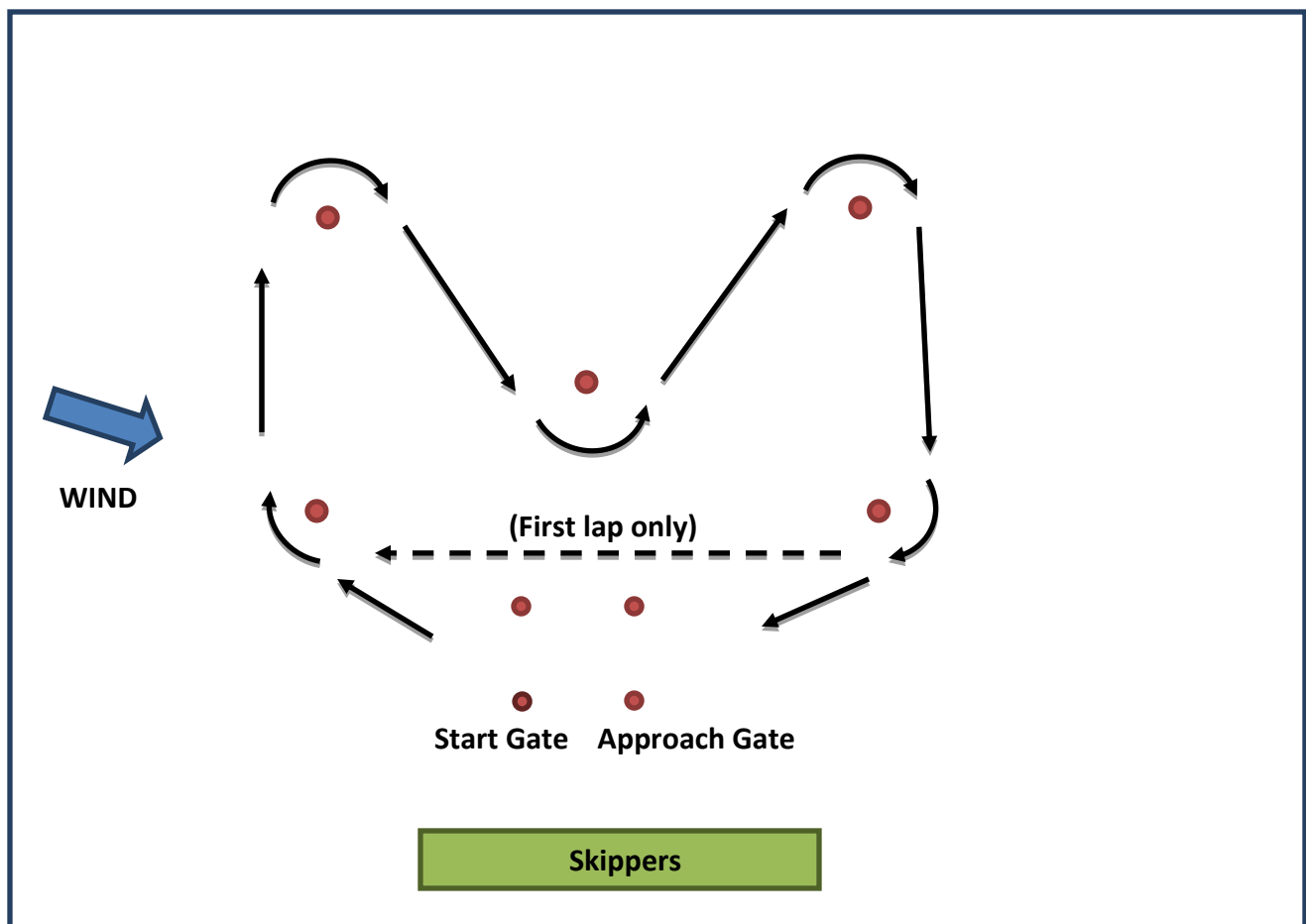
**5.2** If a boat fails to complete the course, but had crossed the start line, then it will still qualify for points. By default, the first boat to retire after crossing the line will score one point, the second boat to retire will score two points etc.

5.3 Once the lead boat has crossed the Finish Line a five minute timer will be activated by the Race Scorer. Any boat that has not crossed the Finish line by the time the timer activates will be scored on its race position **at the time the buzzer sounds**.

5.4 Micro Magic and RG65 yachts will compete in their own **separate** league tables. The total score for each boat per regatta will be entered into the league tables.

5.5 At the conclusion of the season the **two lowest regatta scores** for each skipper will be **disregarded from the league table**. If a skipper misses a regatta, for whatever reason, then this will automatically be judged as one of the “disregarded scores”, up to a maximum of two per season.

5.6. If the lake is frozen sufficiently to prevent the setting out of the course then the regatta for that day is cancelled. It will not be rescheduled for a later date and will not be judged as a “disregarded score”.



#### Appendix 1

Course diagram (may be reversed depending on wind direction).