

ISS National Schools Team Racing Championship 2026

Sat 25th & Sun 26th April



SAILING INSTRUCTIONS

Addendum A: Event Specific Rules

A1: Additional Rules

- A1.1 RRS D2 applies. Races will be umpired.
- A1.2 #RRS 20 is changed. The Arm Signals in RRS D1.1(d) are required.
- A1.3 A boat capsized after her starting signal, with her masthead in the water, shall retire promptly.
- A1.4 Providing the flag remains on the mark, a boat may touch any part of the flag of a mark
- A1.5 RRS 40 (Personal Flotation Device) applies at all times while afloat.
- A1.6 Competitors shall wear a wet or dry suit at all times while afloat.
- A1.7 Spinnakers, trapezes and the gear specifically provided for the utilisation of these shall not be used.

A2: Course and Marks, Starting Signals, Prohibited Areas, Other Local Rules

- A2.1 The course will be a "S Course", as defined in Addendum C1.
- A2.2 The visual starting signals will be flags and battens . The times of starting signals will be: 3,2,1
- A2.3 The course marks will be poles with flags
- A2.4 The following are prohibited areas that a boat shall not enter or cross. They rank as obstructions:
Under the Piers & Old Ferry Terminals
- A2.5 The following local rules apply:
n/a

A3: Communication with Competitors

- A3.1 The location of the Official Noticeboard is on WhatsApp
https://chat.whatsapp.com/JXOe0NePVcpJsEM5uBfGeo?mode=gi_t
C

A4: Intended Format

Format codes, and the format and scoring rules that apply for each, are stated in Addendum B.

Stage	Format Code	Additional Information
1	Swiss (Addendum G)	No team shall be matched against another team more than once in eight consecutive matches. No race in this stage will start after 17:00 on Saturday April 25th. A new round will not be started after 13:00 on Sunday 26th April and no race in this stage will be started after 14:00 on Friday 26th April.



2a	KO	Quarter Finals – The winner of each quarter final will be the first team to score two race wins. The quarter finals will be between: QF(a) – 1st Stage 1 vs 8th Stage 1 QF(b) – 2nd Stage 1 vs 7th Stage 1 QF(c) – 3rd Stage 1 vs 6th Stage 1 QF(d) – 4th Stage 1 vs 5th Stage 1 Losing Quarter Finalists will be ranked in order of their rank in Stage 1.
2b	KO	Semi Finals – The winner of each semi final will be the first team to score two race wins. SF1 – Winner QF(a) vs Winner QF(d) SF2 – Winner QF(b) vs Winner QF(c)
2c	KO	Petit Final – The winner of the petit final will be the first team to score two race wins. The petit final will be between the two losing semi-finalists.
2d	KO	Final – The winner of the final will be the first team to score three race wins. The final will be between the two winning semi-finalists.

A5: Other Addenda that Apply

K: Supplied Boats	✓						
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EVENT SAILING INSTRUCTIONS

1 Rules

- 1.1 Racing will be governed by the *rules* as defined in the Racing Rules of Sailing (RRS) including Appendix D, Team Racing Rules. Competitors should note that the current version of rule D1.2(a)(1) concludes: ‘... contact between boats on the other team’.
- 1.2 Add to RRS D2.3 “(g) breaks SI 6.1, A2.4 or a rule in SI Addendum L (if applicable)”. Breaches of these rules may therefore be penalised by the umpires without a protest.
- 1.3 Addenda A, B and C to these Sailing Instructions (SIs) always apply. Other addenda apply only when stated in SI A4 (Format Code) or A5. Green text is for guidance only.
- 1.4 The right of appeal is denied in accordance with RRS 70.3(b).

2 Eligibility and Registration

- 2.1 After registration, (Friday 24th 5pm-6pm and Sunday 07.45 – 08.15 RIYC Wet Room) a team member may only be changed with the prior consent of the race committee, which will only be given when the team member is unexpectedly unable to sail.

3 Communication with Competitors

- 3.1 Notices to competitors will be posted on the Official Noticeboard (ONB). <https://chat.whatsapp.com/CXdO8CpeHiJG4S7gYHuoAx?mode=hqctcli> SI A3.2 states where signals made ashore will be displayed or communicated.
- 3.2 Changes to these SIs will be posted on the ONB not less than 10 minutes before the warning signal of the first race affected.

4 Event Format and Schedule of Races

- 4.1 The intended format of the event is described in SI A4.
- 4.2 The schedule of races will be displayed on <https://teamracing.xyz/events/irish-schools-nationals-2026> Any changes, and schedules for subsequent races, will be displayed not less than 10 minutes before the start of those races.

- 4.3 Every race will be assigned a race number in the race schedule.
- 4.4 The number of the next race to start will be displayed on the starting vessel from before, or promptly after, the warning signal until the starting signal. The race committee may at any time postpone a race and reschedule it at a later time.
- 4.5 When a race has been abandoned and the result would not affect which teams qualify for a further stage, the race committee may choose not to re-sail the race.

5 Starting Signals, Starting Marks and Finishing Marks, Starting Procedure

- 5.1 The starting signals and times are specified below. This changes RRS 26.

<i>Signal meaning</i>	<i>Minutes before starting signal</i>	<i>Sound Signal</i>	<i>Visual Signal(s)</i>
Warning	3	3 Long Blasts	Lollipop sail colours
Preparatory	2	2 Long Blasts	Lollipop sail colours
One-minute	1	1 Long Blast	Lollipop sail colours
Starting	10 Seconds	10 short blasts	Lollipop sail colours

- 5.2 Attention may be drawn to an imminent warning signal by a series of short sound signals. Should an automatic timing system be used, additional sound signals may be used..
- 5.3 Starting signal times shall be taken from the start of each sound signal. The failure of a visual signal shall be disregarded. This changes RRS 26.
- 5.4 n/a
- 5.5 The starting line will be between a red and white striped staff in the committee vessel and the nearby starting mark. The finishing line will be a staff displaying a blue flag in the finishing vessel and the nearby finish mark.
- 5.6 When a boat is subject to RRS 29.1, flag X need not be displayed for longer than 1 minute after the starting signal; this changes RRS 29.1. The race committee may hail the sail numbers or the total number of premature starters.
- 5.7 A boat shall not start more than 2 minutes after her starting signal.

6 Event Continuity

- 6.1 A boat shall not be sailed in a manner that is likely to cause damage.
- 6.2 Before starting and after finishing or retiring, boats shall sail to minimise any delay to the race schedule and without interfering with any race in progress.
- 6.3 The race committee may move a mark at any time. RRS 27.2 and RRS 33 are deleted.
- 6.4 The time limit for a race will be 30 minutes.

7 Protests, Requests for Redress, Scoring and Penalties

- 7.1 Protests and requests for redress that have not been decided afloat shall be notified to the race office within 10 minutes after the relevant incident or, if the incident is afloat, within 20 minutes after coming ashore.
- 7.2 When the outcome of a protest or request for redress would not affect which teams qualify to a later stage, the protest committee may refuse to hear it. This changes RRS 63.2(a).
- 7.3 When the race umpires decide that a boat has broken RRS 14 and there is damage or injury, they may penalise her team by half a race win without a hearing. The boat will be informed as soon as practical and may request a hearing. Any penalty after a hearing will be in accordance with RRS D3.3(a).
- 7.4 When a boat breaks SI A1.3 or 5.7, 6 points shall be added to her score without a hearing.
- 7.5 When a competitor breaks RRS 40 or SI A1.6 (wet or dry suits), the race committee may penalise the competitor's team half a race win without a hearing.
- 7.6 After a hearing, the penalty for a breach of a rule, other than a rule of RRS Part 2, RRS 31 or RRS 42, that has had no effect on the outcome of a race, shall be at the discretion of the protest committee, and may be no penalty. This changes RRS D3.3.

8 Risk Statement

- 8.1 Rule 3 of the Racing Rules of Sailing states: "The responsibility for a boat's decision to participate in a race or to continue racing is hers alone."

Sailing is by its nature an unpredictable sport and therefore inherently involves an element of risk. By taking part in the event, each competitor agrees and acknowledges the risk statement included in the Notice of Race. Risk Statement as detailed in the Notice of Race shall apply.

Index to SI Addenda

Addenda That Always Apply

- A Event Specific Rules
- B Event Format
- C Courses

Other Addenda

- K When Boats are Supplied by the OA

Addendum B: Event Format

Race Formats, Schedules & Tie-breaks

- E Round-Robins in Groups
- H HLS League
- J Special Event Format (provided by RC)

- L ~~Additional Rules, including local rules~~

The intended format for each stage of the event shall be stated in SI A4, selected from the following standard formats, or from an Addendum J provided by the race committee and included with these Sailing Instructions. The race committee may change the format as provided in RRS D4.2(b).

Code	Description	Format & Scoring Rules
Groups	Round-robin(s) in group(s)	RRS D4.3, D4.4, and Addendum E
Random	Random pairs (2-boat teams only)	Addendum F
HLS	HLS league	Addendum H
Swiss	Swiss league	Addendum G
RC	Other format provided by race committee	Addendum J
KO	Knock-out	RRS D4.5

The specified addendum for each format contains the necessary race schedules, or procedures to create the schedules, together with rules which shall apply for scoring and breaking ties.

For each stage, any assignment of teams to groups or matches, and the method of qualification for the next stage, shall be stated as 'Additional Information' in SI A4.

For a Round-Robin stage, the intended number of round-robins in the stage shall be stated. Any carry-forward of wins from a previous stage, weighting applied to scores from an earlier stage, or change to the percentage in RRS D4.3(b) shall also be specified.

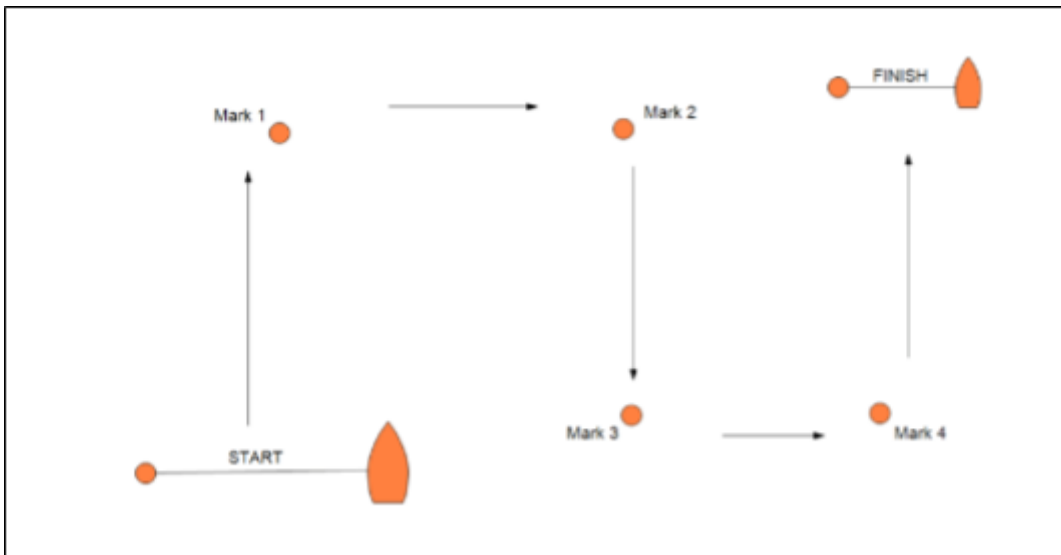
For a Knock-Out stage, RRS D4.5 requires the number of race wins required to win a match to be stated. If not stated the winner shall be the first team to score two race wins.

Addendum

C: Courses

C1 'S' Course

Course: Start, round marks 1 then 2 to starboard, round marks 3 then 4 to port, finish.



G: Swiss League

- G1 A draw will determine the first round.
- G2 The second round will be using the order of the original draw, the first winner against the second winner and so on, except the first loser will sail the last loser or the last winner.
- G3 Rounds will then be scheduled at the conclusion of a round for the next round but one by ordering the teams, using the tie-breaks below, and then matching them as far as possible in order of their places (the first team will sail the second team and so on), except that teams shall not be matched if they have met within a specific number of rounds. The default is 8; if not 8, the number shall be stated in A4.
- G4 If the final round is not completed, its results will be ignored.
- G5 Races that cannot be sailed in order, or for which results are not entered or complete, will be ignored for scheduling purposes. Subsequently corrected or altered results shall not affect a published schedule.
- G6 A 'drop-out' is a team unlikely, in the opinion of the race committee, to take any further part in the event. The decision to designate a team as a drop-out will be posted, after which its races will continue to be scheduled but will not be sailed and opponents shall score a win. Drop-outs will be scheduled from the first unscheduled round after dropping out, first against each other and then, where possible, against the

Addendum

lowest-placed team the drop-out has not met. Drop-outs may re-join the event at the discretion of the race committee whose decision will be final.

- G7 Any other missing team is a no-show and the opposing team shall be given a walk-over after at least one of its boats has started and sailed for two minutes.
- G8 Resails will be scheduled at the end of the next available round using the original race number. They will not necessarily be in the same boats as the original race.
- G9 Half-win penalties shall be applied after the end of the round and before tie-breaks are applied.
- G10 Ties shall be broken, in order of precedence, in favour of the team(s) that has:
(a) if the tie is between two teams only, won the last race between them;
(b) sailed more races against teams that have a higher place;
(c) sailed fewer races against teams that have a lower place;
(d) the lowest sum of the places of the teams the tied teams have beaten;
(e) the lowest sum of the places of the teams to which the tied teams have lost;
(f) beaten the highest-placed team the tied teams have individually beaten;
(g) not been beaten by the lowest-placed team to which the tied teams have individually lost.
Step (a) shall be applied whenever a step leaves a tie between two teams.
Steps (b) to (g) shall be repeated until no more ties can be broken. Any remaining ties shall then be broken by the draw for the first round; ties in odd-numbered rounds shall use the draw, ties in even-numbered rounds shall use the draw inverted.

Addendum

H - HLS League

- H1 Teams for each race will be selected randomly. A team will not sail any other team more than once in a stage.
- H2 If the full round robin has been completed, teams shall be ranked on the basis of RRS D4.3(a) and ties broken using RRS D4.4.
- H3 If the full round robin has not been completed, teams shall be ranked in order of their percentages of races won. RRS D4.3(b) is deleted, and RRS D4.4 is changed to:
- (a) Ties shall be broken in the following order in favour of:
- (1) if all tied teams have met, the number of races won when they met, highest first;
 - (2) if all tied teams have met, the total points scored when they met, lowest first;
 - (3) the average points per race scored by each tied team in all its races, lowest first;
 - (4) the average of the percentage wins of teams that each tied team beat, highest first;
 - (5) the average of the average points scored in all races by teams that each tied team beat, lowest first;
 - (6) a sail-off if possible, otherwise a game of chance.
- (b) If a tie is partially resolved by one of the above, then the remaining ties shall be broken by starting again at D4.4(a)(1).
- H4 When the protest committee imposes a race wins penalty in accordance with RRS D3.3(a), the penalty shall also include 3 points applied to the team's stage points score for each half race win penalty.

Addendum J - Win-Points Scoring System

The following Win-Points scoring is based on the concepts used in the standard Match Racing scoring rules. J1 Teams may race any other team one or more times in this Stage.

- J2 If all teams have raced all other teams the same number of times when the stage is terminated, teams will be ranked on the basis of the first sentence of RRS D4.3(a), and ties will be broken using D4.4(a).
- J3 RRS D4.3(b) is deleted.
- J4 If, when the stage is terminated, all teams have raced all other teams at least once but not all teams have raced all other teams the same number of times, the following rules shall apply:

- (a) One win-point shall be available for all the races sailed between any two teams, as follows:

No. of races completed between any two teams	Points for each win
1	One win-point
2	Half win-point
3	A third of a win-point (etc.)

- (b) Teams will be ranked on the basis of the first sentence of RRS D4.3(a) and ties will be broken using D4.4(a) 'race wins' replaced by 'win-points'. The word 'points' retains its original meaning distinct from 'win-points'.
- (c) If a team is penalised a race win, this is converted to win-points as follows:

Minimum no. of races completed between any two teams	Points for each win
1	One win-point
2	Half win-point
3	A third of a win-point (etc.)

for other penalties this is apportioned pro-rata e.g. half a race win is half that given above

- (d) When a race is abandoned; win-points will be apportioned pro-rata according to the table in SI J4(a)

- J5 If, when the stage is terminated, not all teams have sailed all other teams at least once, teams shall be ranked on the basis of the Addendum for HLS.

Addendum

K: When Boats are Supplied by the

Organising Authority

K1 EQUALISATION AND ALLOCATION

- (a) The organising authority and race committee will take reasonable steps to equalise the boats.
- (b) The race committee will allocate the boats to be used in each race.
- (c) Neither the allocation of boats, nor any variation between the boats and their equipment, shall be grounds for redress. This changes RRS 61.4(b).

K3 RESPONSIBILITY FOR A BOAT

- (a) A boat shall remain the responsibility of the team until handed over to the race committee or the next team to use that boat. Boats shall be handed over as empty of water as practical and in racing trim.
- (b) Competitors are responsible for inspecting their boats before racing.
- (c) Competitors shall report any defects, damage or breakdown to the race committee at the first reasonable opportunity.
- (d) When to continue racing after damage or a breakdown risks further damage to the boat, she shall retire immediately.

K4 PROHIBITED ACTIONS

- (a) Adjusting or altering the tension of standing rigging, except with the authorisation of the race committee;
- (b) Adding to, omitting or altering the equipment supplied, including cutting or shortening any sheets, control lines or other running rigging;
- (c) Removing or replacing any equipment without the consent of the race committee;
- (d) Marking directly on the hull or deck with permanent ink;
- (e) Perforating sails, even to attach tell tales;
- (f) Boarding or using a boat without the consent of the race committee.

K5 REQUIRED ACTIONS AT END OF EACH DAY

At the end of each sailing day, the crew shall complete the following tasks:

- (a) Sails shall be placed as directed.
- (b) The boat shall be left in the same state of cleanliness as when first boarded that day.
- (c) The crew shall comply with any directions posted on the boats or otherwise given to the crew by the race committee.
- (d) The boat shall be returned to the dock or other notified location and secure it safely in accordance with any local instructions.
- (e) Bibs must be returned to the Jury room in sets of 3 at the end of day. €50 will be taken from a team's damage deposit per missing bib.

At the end of the final day for a particular boat, the boat shall be cleaned, and all rubbish, tape and marks removed.

To view the Race Schedule & Results - <https://teamracing.xyz/events/irish-schools-nationals-2026>