

## **Fleet Rules**

### **Multi-Hull Fleet**

Effective September 9th, 2020 Until Changed

1. The series will be governed by the rules as defined in the Racing Rules of Sailing (RRS) and applicable class and fleet rules. The multi-hull fleet rules are intended to allow a wide range of catamarans to race together. Boats from established classes with class rules must comply with their class rules and can use the ratings on the SCHRS list, <https://schrs.com/ratings.html>. The International Small Catamaran Handicap Rating System provides a systematic way of rating more than 300 catamaran classes and variants. The SCHRS rules are available at <https://schrs.com/rules.html>.
2. Due to the wide range of performance capabilities of catamarans, the multi-hull fleet will be divided into two divisions: 1) Racing, with a SCHRS rating of 1.316 and below. 2) Cruising, with a SCHRS rating of 1.317 and above. The racing class and cruising class shall be scored separately. Starts for both divisions may coincide or racing class may opt to begin their next series prior to the finish of the cruising class. In such an instance the cruising class may opt to start with the next fleet or wait till the next multi-hull racing fleet start.
3. Boats failing to finish within 30 minutes after the first boat in her fleet finishes will be scored "time limit expired" (TLE). Boats scored TLE shall receive points equal to the number of boats finishing within the time limit plus one point. This changes rule A4.
4. The multi-hull fleet requests a variety of courses and the fleet captain can designate a requested course before each race.
5. Saturday and Sunday races will be scored for purposes of the fall, spring, and fall-spring championships. 30% of scores will be discarded.
6. Missed races will be scored "boats on the line that day +1."
7. On any race day, an entrant may race with a sail, sail configuration, or boat different from those raced on other days by reporting a new rating to the race committee before the start of a day's competition.
8. A vote of fifty percent (50%) or more of the fleet members present is required for the fleet either to stop racing for the day or to decide not to race on a given day (e.g., in the event of bad weather.) The fleet captain will vote last.