



CHALLENGER STANDARD SAILING INSTRUCTIONS (2025)



The organising authority is The Oxford Sail Training Trust and The Challenger Class Association
www.challenger-sailing.org.uk.

1 DESIGN RULES

The Challenger Class Design Rules state:

- D1.1 A boat's Hull shall consist of a central main hull, plus left and right-hand sponsons bolted together with two aluminium tubular crossbeams.
- F2.3(g) Tow line of free specification. Recommended 5 metres minimum length. Shall reach from a secure bow point back to the helmsperson
- F2.3(h) Sponson Grab Lines of free specification. shall be fixed near the outer ends of both front and rear crossbeams

2 RULE CHANGES

RRS (Racing Rules of Sailing) will be changed as follows:

- 2.1 Rule 41, outside help - is modified to permit a boat to receive outside help from a safety boat for any reason other than added propulsion.
- 2.2 Rule 44.1, taking a penalty - modified from two turns to one turn for all RRS Part 2 infringements.
- 2.3 Rule 49, crew position - modified so that helm and buddy should remain seated in their normal positions within the main hull or on a buddy seat or similar except temporarily in an emergency.

3 NOTICE TO COMPETITORS

Notices to competitors will be posted on the official notice board. The location will be identified at the briefing, **which all competitors are strongly advised to attend.** It should be checked before going afloat in case of any changes to Standard Sailing Instructions or timetable etc.

4 CHANGES TO SAILING INSTRUCTIONS

Any change to the sailing instructions will be posted before 10:00 on the day it will take effect, except that any change to the schedule of races will be posted by 20:00 on the day before it will take effect.

5 SIGNALS MADE ASHORE

- 5.1 Signals made ashore will be displayed in a prominent place that will be identified at the briefing.
- 5.2 When flag AP is displayed ashore, '1 minute' is replaced with 'not less than 15 minutes' in the "Race Signals, AP" Rule.
- 5.3 Rule 40.1 (*personal flotation devices*) shall apply to all competitors whilst on pontoons or afloat; flag Y will not be displayed. This changes rule 40.2 and the Part 4 preamble.

6 THE COURSES (See attached diagrams)

- 6.1 The preferred course layouts are (1) Trapezoid, (2) Triangle, (3) Inverted "P", as shown in the attached diagrams. The course to be used will be displayed on the Noticeboard and/or by showing **numeral 1, 2 or 3** on the committee boat.
- 6.2 If local conditions require it, an alternative layout will be described at the briefing and/or shown on the official notice board and/or on the committee boat.
- 6.3 Legs of the course will not be changed after the preparatory signal. This changes rule 33.
- 6.4 **Marks and Start/Finish Lines** will be as shown on the diagrams and/or described at the briefing.
- 6.5 **Class Flags** to be used will be described at the briefing.
- 6.6 **Racing Areas** Location and course length are weather dependent. Details will be given at the briefing.

7 AREAS THAT ARE OBSTRUCTIONS

Items, such as fishing boats, designated as obstructions will be identified at the briefing and detailed on the official notice board. Competitors shall give them reasonable clearance, especially to moving or drifting craft.

8 TIME LIMITS AND TARGET TIMES

There will be NO target time for races and no time limit for boats finishing after the first boat has finished but in order to minimise excessive delays between races, the race officer may award a finishing position, irrespective of their position on the course, to boats that are still racing after the first boat has finished. The race officer's decision is final and will not provide grounds for a competitor to seek redress. This changes rule 32 and 35.

9 PROTESTS AND REQUESTS FOR REDRESS

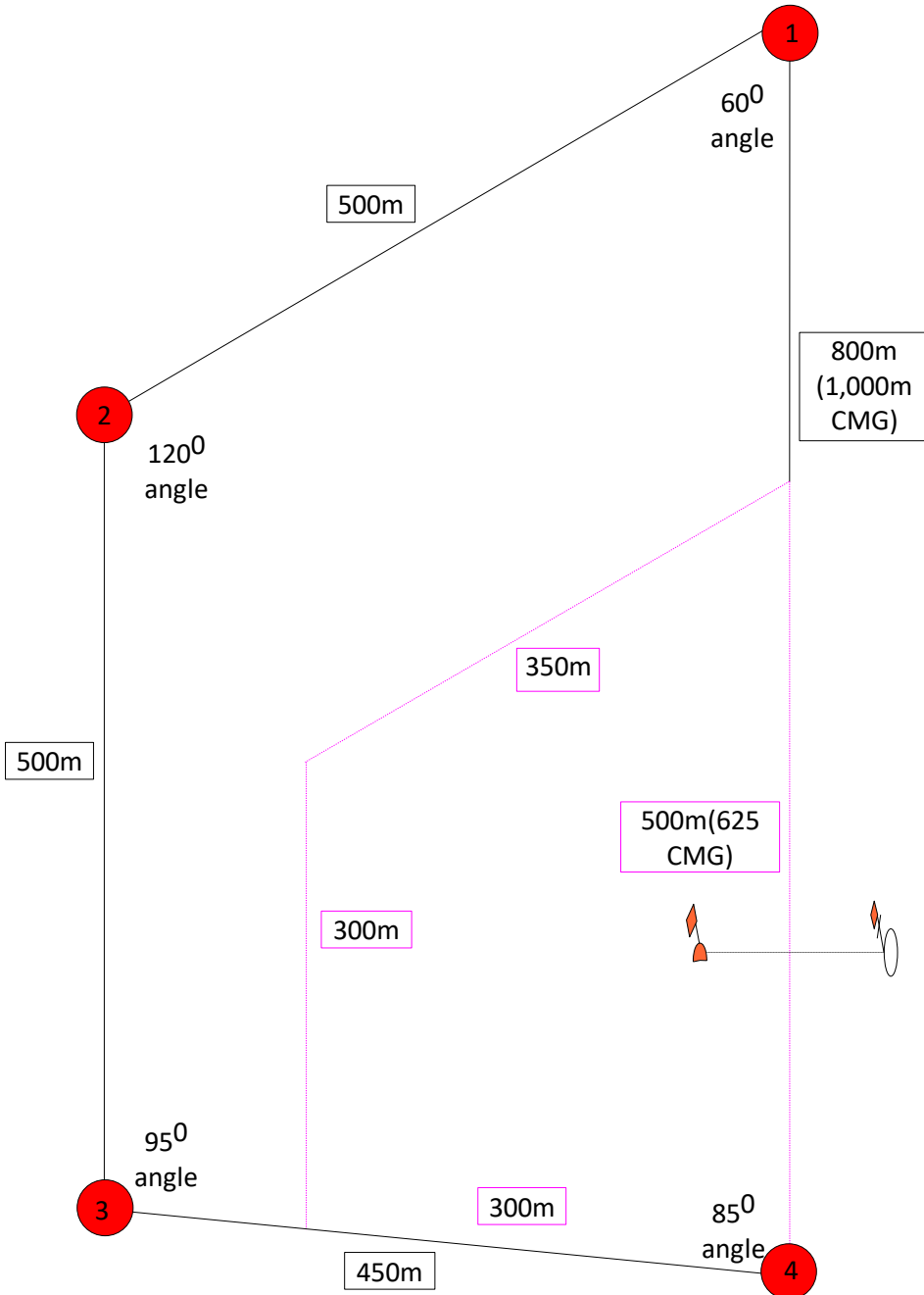
- 9.1 The Exoneration Penalty (and the Advisory Hearing and RYA Arbitration Procedures) of the RYA Rules Disputes Procedures will be available and a summary will be posted on the official notice board as guidance. The penalty will be loss of a minimum one place but shall not result in a score worse than DNF.
- 9.2 If a protest is preferred, forms are available at the race office, location to be identified at the briefing. Protests and requests for redress or reopening shall be delivered there within the appropriate time limit.
- 9.3 The protest time limit is 40 minutes after the last boat has finished the last race of the day.
- 9.4 Notices will be posted no later than 20 minutes after the protest time limit to inform competitors of hearings in which they are parties or witnesses. Location of hearings will be identified on the noticeboard.

10 SCORING

- 10.1 Two races are required to be completed to constitute a series.
- 10.2 When up to 3 races have been completed, a boat's series score will be the total of her race scores.
- 10.3 When 4 or more races have been completed, a boat's series score will be the total of her race scores excluding her worst score (i.e. 1 discard available).
- 10.4 Gold, Silver and Bronze fleet results shall be extracted from overall results and not scored separately.

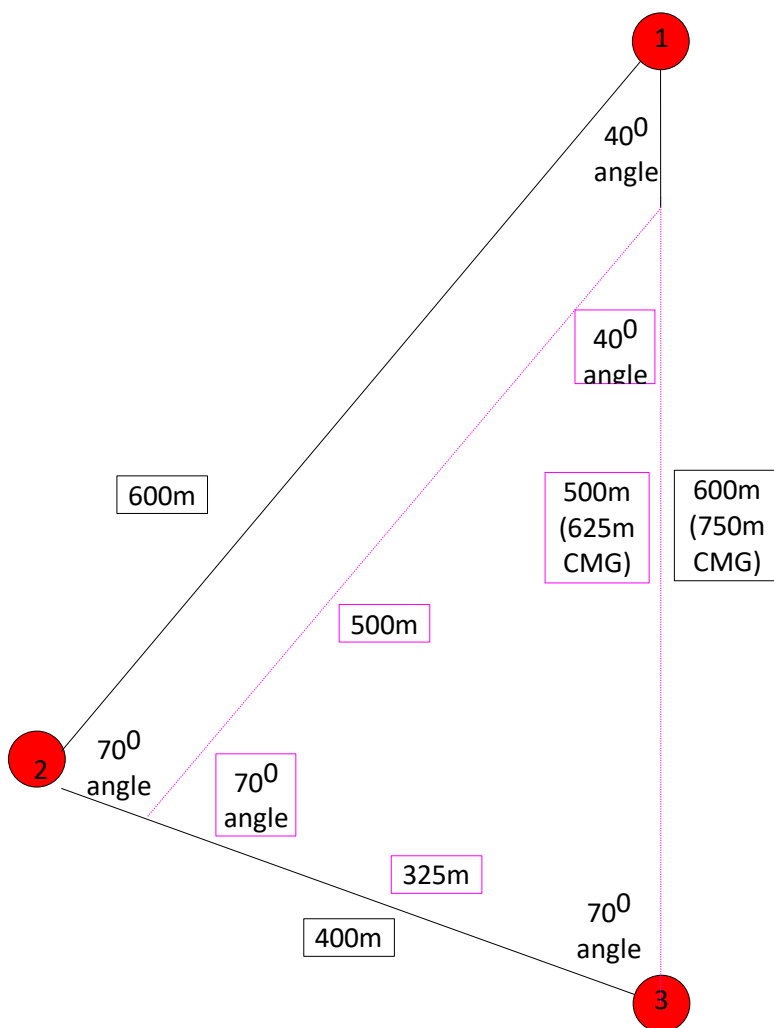
Standard Course Layout :Trapezoid (COURSE 1)

1. Distances are examples to achieve an approximate lap time of 10-15 minutes
2. Black lines indicate distances for moderate to fresh winds
3. Purple lines indicate distances for light winds (0-6 knots)
4. CMG (Course Made Good) shows total distance sailed when beating
5. RED marks should be left to PORT
6. The Start / Finish line is also an upwind gate
7. Start Sequence (Rule 26): 5 min. 4 min. 1 min. GO



Standard Course Layout :Triangle (COURSE 2)

1. Distances are examples to achieve an approximate lap time of 10-15 minutes
2. Black lines indicate distances for light winds (3-6 knots) or more
3. Purple lines indicate distances for very light Winds (0-3 knots)
4. CMG shows total distance sailed when beating
5. RED marks should be left to PORT
6. The Start / Finish line is also an upwind gate
7. Start Sequence (Rule 26): 5 min. 4 min. 1 min. GO



Standard Course Layout : Inverted "P" (COURSE 3)

1. Suitable for any Wind Strength
2. Distances are examples to achieve an approximate lap time of 10-15 minutes
3. CMG shows total distance sailed when beating
4. RED marks should be left to PORT
5. GREEN marks should be left to STARBOARD
6. The Start / Finish line is also an upwind gate
7. Start Sequence (Rule 26) = 5 min. 4 min. 1 min. GO

