

GAMES INFORMATION

Please read if entering the Games

Celebrations

Games Awards Dinner will be held Monday March 19 from 6.30pm at the Establishment. Dinner features special guests presenting the Corporate Awards and cost TBC.

Eligibility

Entrants may represent only ONE organisation in the Games. Entrants do not have to be employed by the organisation represented.

Age Classes

The Official Games Age of an entrant is their age on Dec 31 of the Games year. You can not enter more than one Age Class in an event.

Limited Entries

The Games reserves the right to place entrants into another Age Class to ensure play. However only medals and points from the original class entered will be awarded.

Insurance

Entry fee does not include **Personal Accident Insurance**. It is up to each participant to have their own insurance that covers them in the event of an injury.

If an entrant is responsible for the breakage of equipment at a Games Venue they will be required to pay for the repair or replacement of the equipment. The NSW Corporate Games holds third party public liability insurance only.

Entry Changes

Replacement or Changes after March 2 are at the discretion of the Games and subject to a \$25 fee per change.

Withdrawals and Refunds before March 2 refunds are minus \$25 per person, after March 2 no refund. Withdrawals must be on a Games Form.

Weather

Adverse weather conditions may cause modifications to or cancellation of events. No refunds are made.

Entry Confirmation

Confirmation will be posted to each entrant, only after a complete Entry has been received by the Games with full payment.

Start Times & Draws

Unofficial Draws with start times are available from the Games website ONE week before the Games. Official Draws are only available from a Games SuperCentre.

Games Registration

Registering in person before competing is compulsory. To register, each entrant is required to bring their Entry Confirmation, with photo attached, to a Games SuperCentre and sign a Waiver of Liability, collect their Official Start Times and Games Programme, and be issued their validated Games ID.

Games SuperCentres for registration will be located in Sydney from Friday March 9 to Sunday March 18. Exact times and locations will be sent with Entry Confirmation.

Games ID Card

Before competing each person must have their Games ID Card validated by Registering, see Games Registration. This can't be done at the Sport Venue Control Desk.

NO CARD NO COMPETITION! Before competing entrants must present their validated Games ID Card and be able to show personal photo ID if asked by a Games Official. Don't forget either piece of identification.

You may only compete in events and on teams specified on your Games ID Card. NO new entries or swapping of events or team members at the Sport Venue is allowed.

Sport Venue Check-in

Entrants must be at the Sport Venue **45mins** before their **first** scheduled Official Start Time and must report to Sport Venue Control at least **30mins** prior. Failure to do so may result in a forfeit.

Call **131 500 or sydneybuses.info** for Information on accessing Games Venues by public transport

Health Services

In the case of an emergency requiring medical attention, contact the nearest Games Official. A medical team which may include Red Cross, physiotherapists or sports trainers will be available at most sport venues.

Appeals

There is no appeal against the decision of a match official. Appeals relating to other aspects of play or Games rules are adjudicated by the Sport Coordinator. Appeals must be submitted in writing by the Team Captain, to the Sport Coordinator within 15 minutes of the end of the match in question.

Code of Conduct

Any team/entrant who displays unreasonable behaviour in the opinion of officials or the Sport Coordinator before, during, or after a competition may be disqualified.

Results

Official Results will be available on March 20 after the Games Awards Dinner from the Games website at www.corporategames.net.au/nsw

Post Entry Form to

NSW Corporate Games
PO Box 887
St Ives NSW 2075
Australia

Enter & Pay Online at

www.corporategames.net.au/nsw

Games Contact Details

Tel **02 9440 4847**
Tel 1300 727 194
Fax 02 9440 4768
nswcorporategames@australiandiabetescouncil.com



Sailing

CHAMPIONSHIP



SPORT ENTRY INFORMATION

Please read if entering Sailing

Dates

FRIDAY March 16 • 12:00pm & 3:45pm

SATURDAY March 17 • 1:30pm

SUNDAY March 18 • 8:30am • Finals at 1:30pm

See following for all Series start times

Schedule may change.

Sport Coordinator

EastSail

Sport Venue

EastSail d' Albora Marinas New Beach Rd **RUSHCUTTERS BAY**

Sport Venue Control Location – end of marina

Limited parking in surrounding streets – public transport suggested

Drinks, food and all facilities available

Venue may change

Event

CORPORATE TEAM Open

Entry Fee

\$195 per participant including GST. Entry must be with full payment and at the *NSW Corporate Games* Office by deadline. NO part payments accepted for this team entry.

Entry Deadlines

Guaranteed Entry Deadline February 3

Only complete Entries with payment are guaranteed

Final Entry Deadline February 17

Entries received after the Guaranteed Entry Deadline are taken on a first come basis

Format

A Team is scheduled for one 3 race series to be completed in one day

A race consists of a fleet of up to 6 yachts

Winner of each series qualify for Sunday afternoon finals

Finals consist of a 3 race series

Team size **Minimum 9 Maximum 11** required on Entry Form

Maximum crew on yacht 9

A team forfeits if it does not have 7 crew on board

Additionally an Eastsail Games Official (ESGO) is assigned to each yacht

Regulations

Team may consist of Women, Men or Mixed

Sailing experience required. No spinnakers are used.

Team Captain will be required to sign a damage waiver

All entrants must leave the dock at the scheduled departure time

including crew to be changed between races. Late arrivals will miss out.

Crew changes may be made from the committee boat between races. The

Games must be advised at Check-in of these crew members.

An Individual may enter only one Sailing Team and represent only ONE Organisation in the Games. Entry is NOT limited to employees

Pre Event Practice

Available for an additional fee through EastSail call 02 9327 1166

Rules

RRS as adapted by the Corporate Games

Equipment

Sydney 36's yacht supplied

Uniform

Like kind and colour preferred. White soled or non marking shoes.

Fee Payments

Fees are payable to **Australian Diabetes Council**, by Money Order, Cheque or Credit Card

We accept Visa, MasterCard and American Express.

Start Times & Draws

Series start times Friday • 12noon, 3:45pm

Series start time Saturday • 1:30pm

Series start time Sunday • 8:30am

Final Series start time Sunday • 1:30pm

A preferred start time may be requested on the Entry Form but is not guaranteed. The Games will notify the team captain if the requested Start Time is not possible. Your Sailing start time is on your Games ID Card.

Unofficial Draws with start times are available from the Games website ONE week before the Games. Official Draws are only available from a Games SuperCentre.



Sailing Competition Rules

The regatta will be governed by:-

- i The ISAF Racing Rules of Sailing (RRS) for 2009-2012
- ii The safety regulations and the prescriptions of Yachting Australia
- iii The boating (safety Equipment) regulations - NSW
- iv "Sport Entry & Profile" & "Games Information" (ESGO) refers to the Eastsail Games Official.

Event Format

There is one class: Sydney 36's.

A team is scheduled for a 3 race series. A series is completed in approximately 3 hours on one day.

The winner from each series qualifies for the Final series to be sailed on Sunday afternoon. The Final is a 3 race series.

If there is an insufficient number of boats for the final series a one race qualifier will take place between the lowest ranked series winners.

Competition Schedule

FRIDAY	Group 1	Group 2	SATURDAY	Group 3	SUNDAY	Group 4	Final
Check In from	10:30am	2:15pm	Check In from	12:00noon	Check In from	7:00am	12:00noon
Briefing	11:00am	2:45pm	Briefing	12:30pm	Briefing	7:30am	12:30pm
Depart dock	11:45am	3:30pm	Depart dock	1:15pm	Depart dock	8:15am	1:15pm
Start Time	12noon	3:45pm	Start Time	1:30pm	Start Time	8:30am	1:30pm

Race two & three in each series, start as soon as possible after completion of the proceeding race.

Crews and Race Officials

Sydney 36's: Maximum 9 crew per boat plus ESGO. A team forfeits if it does not have 7 crew on board not including the ESGO. All entrants must leave the dock at the scheduled departure time including crew to be changed between races. **Late arrivals will miss out.**

Each yacht will have a ESGO aboard during racing. The ESGO may take charge of the yacht whenever he/she deems necessary. Failure to immediately relinquish command to the ESGO will result in disqualification from the event and payment for any damage incurred from the incident.

The ESGO may not assist the crew or provide any race or tactical information.

Crew may be changed between races. The Games must be advised at check-in of these entrants. It is the responsibility of the boat's captain to inform the ESGO of a change of crew and bring the yacht close to the committee boat for transfer, in time for the start of the next race.

Liability

Attention is drawn to RRS Fundamental rule - "decision to race" which states "the responsibility for a boat's decision to participate in a race or to continue racing is hers alone".

"Damage to" or "Loss of" boats and equipment

The team captain will be required, at the briefing, to sign on behalf of the team an acknowledgement of the Competition Rules and an acceptance for loss or damage of equipment. It will be the determination of the umpire as to which boat is at fault in the event of a collision. The boats captain will be held at fault and responsible in the event of damage to the boat(s), fixtures or loss of equipment. Damage liability will be up to the excess payable as specified under the terms of the insurance policies of EastSail.

Corporate Signage

Each yacht may display a company banner along the safety line max size 600mm x 2000mm. It is the responsibility of the crew to adequately fasten and to remove them after racing.

Yachts and Sail inventory

Yachts: One class Sydney 36's. Sydney 36's yachts are wheel steered.

Sail Inventory - selection of #2 genoa or #4 jib (can be poled out), mainsail with 2 reef points. There shall be no spinnakers used.

Yachts will be sailed as presented with no alteration or exclusions of any nature.

Team captains will draw for yachts at the Captains Briefing. Captain's not present will forfeit their draw. There will be no pre selection of a yacht.

Point Scoring

For each race in a series:

Sydney 36's

1st place	1 point
2nd place	2 points
3rd place	3 points
4th place	4 points
5th place	5 points
6th place	6 points

Teams not finishing a race receive 7 points

The number of boats in a race may vary.

The points received by each team from each of the 3 races are added to make the result of each series.

The team with the lowest points from each series qualifies for the final.

In the case of a tied points placing ISAF RRS Appendix A will be used.

Changes to Sailing Instructions

Alterations to sailing instructions can be made at the discretion of the Games Sport Organiser and will be published on the Games notice board located at the CYCA until 60 minutes of Race 1 of any series of races. Verbal instructions may also be given on the water by the umpire.

Racing area

The course will be within Sydney Harbour between the Harbour Bridge & Rose Bay.

The Course

As per the course diagram on the next page. The marks are: Start – W(P) – Wing(P) –L(P) –W(P) – Wing(P) –L(P) – W(P) – Wing(P) – Finish

Changes to course

Will be done verbally by the umpire or another race official.

Sailing Competition Rules cont

Shortened Course:

A race can be finished at any mark. The committee vessel will attempt to communicate on VHF Channel 74 and will fly code flag "S" (white flag with blue centre) accompanied by two sound signals.

The Start

Races will be started as follows (this changes RRS 26 and 30). Times shall be taken from visual signals. Failure of sound signal shall be disregarded.

5 minutes before the start	Code flag W (red, white, blue squares) with one sound
4 minutes before the start	Code flag P (blue flag with white centre) or I (yellow flag with black centre) or black flag displayed with one sound
1 minute before the start	Code flag P or I or black flag removed with one long sound
Sydney 36's start	Code flag W removed with one sound

No legs over the side until after a boat has started.

Starting and Finishing Line

The start line will be between the flag mast on the committee vessel and a red mark at the port end of the line.

The finishing line will be between the flag mast on the committee vessel and the relevant Mark at the other end.

A crowding safety mark may be laid near to or streaming from the committee vessel. Yachts shall not touch this mark or sail between it and the committee vessel.

Reporting

All yachts to report to the committee boat prior to the start and in the instance of a retirement

Protests and on water judging

A boat may protest by both displaying a red flag and hailing "protest" immediately and clearly identifying the protest to the protest boat by arm signal.

The umpire will adjudicate the protest by making the following signals, accompanied by a whistle or loud hailer:-

Green flag	No infringement. Incident NOT observed.
Red flag	Upheld - protested boat to make a one turn consisting of a tack and jibe without interfering with other racing boats immediately
Black flag	DSQ

Yachts failing to respond to the umpire's penalty shall be disqualified.

Yachts protesting without observation by the umpire shall have no rights to further protest.

There shall be no racing protests of any nature after the race is over.

The decision made by the umpire is final.

Amends RRS 60.1(b)

Alcohol is not permitted aboard the yachts.

Strong Wind Warning

The umpire may determine and advise any changes of the sail configuration. If Code flag Q (yellow flag) is displayed all boats must reef mainsail and change to jib immediately. Note this flag is not in accordance with the normal RSS rule.

Commercial Shipping

Maritime NSW regulations specify that yachts must not interfere with the commercial shipping of the port.

Yachts must be so navigated as to keep clear of ferries displaying an Orange diamond shape above the wheelhouse.

Yachts found to have been interfering with commercial shipping will be disqualified.

Flags refer to the above for flag usage

Code Flag W	Red, White, Blue squares
Code Flag P	Blue flag with White centre
Code Flag I	Yellow flag with Black centre
Code Flag S	White flag with blue centre
Code Flag J	Blue, white, blue horizontal strips

Code Flag Q Yellow flag

Umpire Flags

Green flag	No infringement. Incident NOT observed.
Red flag	Upheld (see above)
Black flag	DSQ

GOOD LUCK!

Sydney Harbour Course Details

Course location may change depending on wind direction

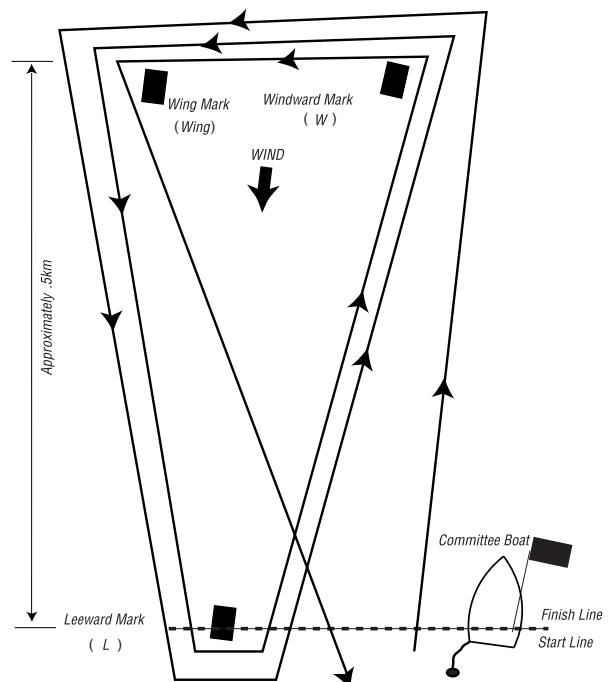


Diagram not to Scale

