

JOG Mondays / PHRF Wednesdays May 13 - October 16, 2025

Sailing Instructions

1 RULES

1.1 These races shall be governed by the racing rules of sailing

2 NOTICES TO COMPETITORS

2.1 Notices to competitors shall be posted on the board inside the LaSalle Mariners Yacht Club clubhouse and on noticeofrace.net

3 SIGNALS MADE ASHORE

3.1 Signals made ashore will be displayed from the flagpole on the RC Tugboat. These will be used for postponement and abandonment of races due to weather and safety concerns.

3.2 If course 10 or 11 will be raced, a VHF announcement on channel 68 will be made and a **PINK** flag will be flown from the RC boat from the time it leaves the shore until it is in position at the start area.

4 SCHEDULE OF RACES

JOG Spring	JOG Summer	JOG Fall		PHRF Spring	PHRF Summer	PHRF Fall
May 12	June 30	Sept 1		May 14	July 2	Sept 3
May 19	July 7	Sept 8		May 21	July 9	Sept 10
May 26	July 28	Sept 15		May 28	July 30	Sept 17
June 2	Aug 4	Sept 22		June 4	Aug 6	Sept 24
June 9	Aug 11	Sept 29		June 11	Aug 13	Oct 1
June 16	Aug 18	Oct 6		June 18	Aug 20	Oct 8
June 24	Aug 25	Oct 14		June 25	Aug 27	Oct 15

4.1 Races for courses 1-9 and 12-18 are scheduled to start at 18:30. The first warning is scheduled at 18:25.

4.2 Races for courses 10 + 11 are scheduled to start at 18:35. The first warning is scheduled at 18:30.

4.3 To alert boats that the races begin soon, there will be a sequence of 5 horns one minute prior to the warning signal.

4.4 For the Fall Series only, C fleet boats will have the first start followed by B fleet then A fleet. For all other seasons the start sequence will be A Fleet followed by B fleet then C Fleet

5 CLASS FLAGS

5.1 The following are the class flag colours and the order in which they will start.

A Class - Yellow Flag

B Class - Green Flag

C Class - Orange Flag

6 COURSES

- 6.1** No later than the warning signal, the race committee will designate the course(s) and display them on the bow of the RC boat, announce them on VHF 68 and send a group what's app text. If 2 course boards are displayed or announced, the longest course shall be sailed by A & B fleet. If 3 course boards are displayed or announced then the longest course shall be sailed by the A fleet, the middle distance course by the B fleet and the shortest distance by the C fleet. The courses will be displayed in the fleet flag colour on the board on the RC boat.
- 6.2** The course diagrams with descriptions are included in the last pages of this SI. They show the courses, the order in which the marks are to be passed, and the side on which each mark is to be left. The course descriptions are written below each diagram. A mark not designated as a course mark may be passed on either side. **The course descriptions shall be used for any course disputes or protests. The maps are a courtesy only.**

7 MARKS

- 7.1** The marks used in these series are the red and green buoys on the Detroit River and other government navigational marks.. They are labelled on each course diagram.

8 THE START

- 8.1** Races will be started using RRS 26
- 8.2** The starting line will be between the orange flag on the Race Committee boat and the course side of the Orange starting mark for courses heading South (downriver). For courses heading North (courses 7,8,9) , The starting line will be between the orange flag on the RC boat and the course side of the bifurcation mark.

The following is scheduled each race day once the Race Committee boat is in position. An example of the starting sequence is below.

Time	Visual Signal	Sound
18:24 Race starts in 6 minutes	Orange Flag is visible showing RC boat anchored and in position.	5 consecutive sounds
18:25 Race starts in 5 minutes	Class flag hoisted A-Yellow or B-Green or C-orange (2 orange flags will be shown for C class start)	1 short sound
18:26 Race starts in 4 minutes	"P" Prep flag up Boats are now considered Racing	1 short sound All engines must be off now per RRS definitions: Racing
18:29 Race starts in 1 minute	"P" Prep flag down	1 long sound
18:30 Start of race	Class Flag down	1 short sound

- 8.3** Rolling starts will be used, therefore the warning signal and hoisting of the class flag for each succeeding class shall be made with the starting signal and lowering of the class flag of the preceding class.
- 8.4** The hoisting and lowering of flags is considered the official time. Sounds and announcements are not considered official time. The Race Committee may make courtesy announcements via VHF radio during the start sequence, when possible.
- 8.5** Boats not engaged in their 5 minute sequence shall **STAY OUT** of the start box or starting area or be subject to protest.
The start box is defined at one end by the starting line and at the other end by channel markers DF15 and DF16 for courses 1-6.
Any boat that is not considered to be RACING that interferes with a boat that is RACING, may be protested and subsequently disqualified.

9 THE FINISH

- 9.1** The finish will be between the blue flag on the RC boat and the course side of the finishing mark.
- 9.2 RRS 32.2** If the course is shortened, the “S” (shortened course) flag shall be hoisted with 2 sounds. The Race Committee will also, when possible, make an announcement on VHF channel 68. The following rounding marks may be used for shortened courses: DF3, DF4, DF6, DF8, DF12. If a shortened course is decided, the RC shall signal as soon as and before the first boat crosses the finish line.
- 9.3** When a course is shortened using a rounding mark, that mark is changed and then designated as an end of the finish line. It is no longer considered a rounding mark. Boats must cross the finish line from the course side, therefore a boat that rounds the mark and crosses the finish line will be scored a DNF, unless it corrects that error and finished from course side. See RRS Definitions: Finish. An example of this would be when racing course 1. If the Race Committee positions itself across from DF3, which is considered a rounding mark in the course, with the “S” (Shortened course) flag hoisted, the finish line would be between the “S” flag on the RC boat and DF3. Racers should not round this mark, and should finish from the course side.

10 TIME LIMITS

- 10.1** The time limit for the first boat to start, sail the course and finish shall be 2 hours. (Race time limit).
- 10.2** The time limit for boats to finish after the first boat starts, sails the course and finishes shall be 10pm (Finishing window). The RC boat will remain on station until no later than 9pm. A boat finishing after the RC boat has left, is responsible for taking its own time and presenting it to the RC as soon as safely possible, so as not to be recorded DNF.
- 10.3** Boats failing to finish within the finishing window be scored DNF without a hearing. This changes RRS 35, A5.1 and A5.2.

11 PROTESTS AND REQUESTS FOR REDRESS.

- 11.1** Hearing request forms are available from the race committee and in the LMYC clubhouse. Protests and requests for redress shall be delivered within 1 hour of the RC boat returning to its berth.
- 11.2** Notices will be posted no later than 30 minutes after the protest time limit to inform competitors of hearings in which they are parties or named as witnesses and where and when the hearings will be held
- 11.3** Notices of protests by the race committee, or protest committee, will be posted to inform boats under RRS 61.1 (b)
- 11.4** A protesting boat shall advise the race committee at or before the finish line of any protest and through hailing or radio communication.

12 MISCONDUCT

- 12.1** Any boat or its members that breach any part of rule 69.1, whether it be toward another boat or member of the Race Committee, may be protested under rule 69.1 by the Race Committee, or any other boat. See RRS 69.2 (h) for penalties if the protest committee decides that a competitor has broken rule 69.1 (a)

COURSE 1



COURSE 1
Green Spar DF3
to PORT
Finish at DGB

From the regular start, head downstream leaving Bifurcation DGB and Turkey Island to Port. Round Green spar DF3 to Port then head upstream leaving Turkey Island to Starboard. Finish between the RC boat and Bifurcation mark DGB.

4.46 Nautical Miles

COURSE 2



COURSE 2
Green Spar DF1
to PORT
Finish at DGB

From the regular start, head downstream leaving bifurcation mark DGB and Turkey Island to Port. Round Green spar DF1 to Port and head upstream leaving Turkey Island to starboard. Finish between the RC boat and Bifurcation mark DGB.

5.43 Nautical Miles



From the regular start, head downstream leaving Bifurcation DGB and Turkey Island to Port then round Green Spar DF1 to Starboard, Red Nun D84 to Port, and Bifurcation DFB to Port. Head upstream leaving Red Spar DF2 to Port then Turkey Island to Starboard and finish between the RC boat and Bifurcation mark DGB.

6.37 Nautical Miles



COURSE 4

Red DF2 to STARBOARD
Bifurcation DFB to STAR
Red D84 to STARBOARD
Green DF1 to PORT
FINISH at DGB

From the regular start, head downstream leaving Bifurcation DGB and Turkey Island to Port, then round Red Spar DF2 to Starboard, Bifurcation DFB to Starboard, Red Nun D84 to Starboard and Green Mark DF1 to Port. Head upstream leaving Turkey Island to Starboard and finish between the RC boat and Bifurcation DGB.

6.37 Nautical Miles

SAILING INSTRUCTIONS

COURSE 5



From the regular start, head downstream leaving Bifurcation DGB and Turkey Island to Port. Round Red Spar DF6 to Port then head upstream leaving Turkey Island to Starboard and finish between the RC boat and Bifurcation DFB.

2.95 Nautical Miles

COURSE 6



From the regular start, head downstream leaving Bifurcation DGB and Turkey Island to Port. Round Red Spar DF2 to Port and head upstream leaving Turkey Island to Starboard finishing between Bifurcation DGB and The RC Boat.

5.43 Nautical Miles

COURSE 7



COURSE 7
Red Spar D27
to STARBOARD

Start between RC and Green DF13. Head upriver on the West side of Grassy Island to DF27. Round DF27 to Starboard. Head Downriver on the East Side of Grassy Island. Finish is between RC and DG6.

3.65 Nautical Miles

COURSE 8



Head downstream from start line leaving DGB then Turkey Island to Port. Round DF3 to Port and head upstream leaving Turkey Island to Port. Head downstream to the finish line between DGB and the RC boat.

4.66 Nautical Miles

COURSE 9



Start between RC and Green Spar DF13. Head upriver on the West side of Grassy Island to DQ. Round DQ (Fighting Island anchorage area lighted buoy) to Starboard. Head downriver on the East Side of Fighting Island then the East Side of Grassy Island. Finish between the RC boat and DG6.

5.55 Nautical Miles

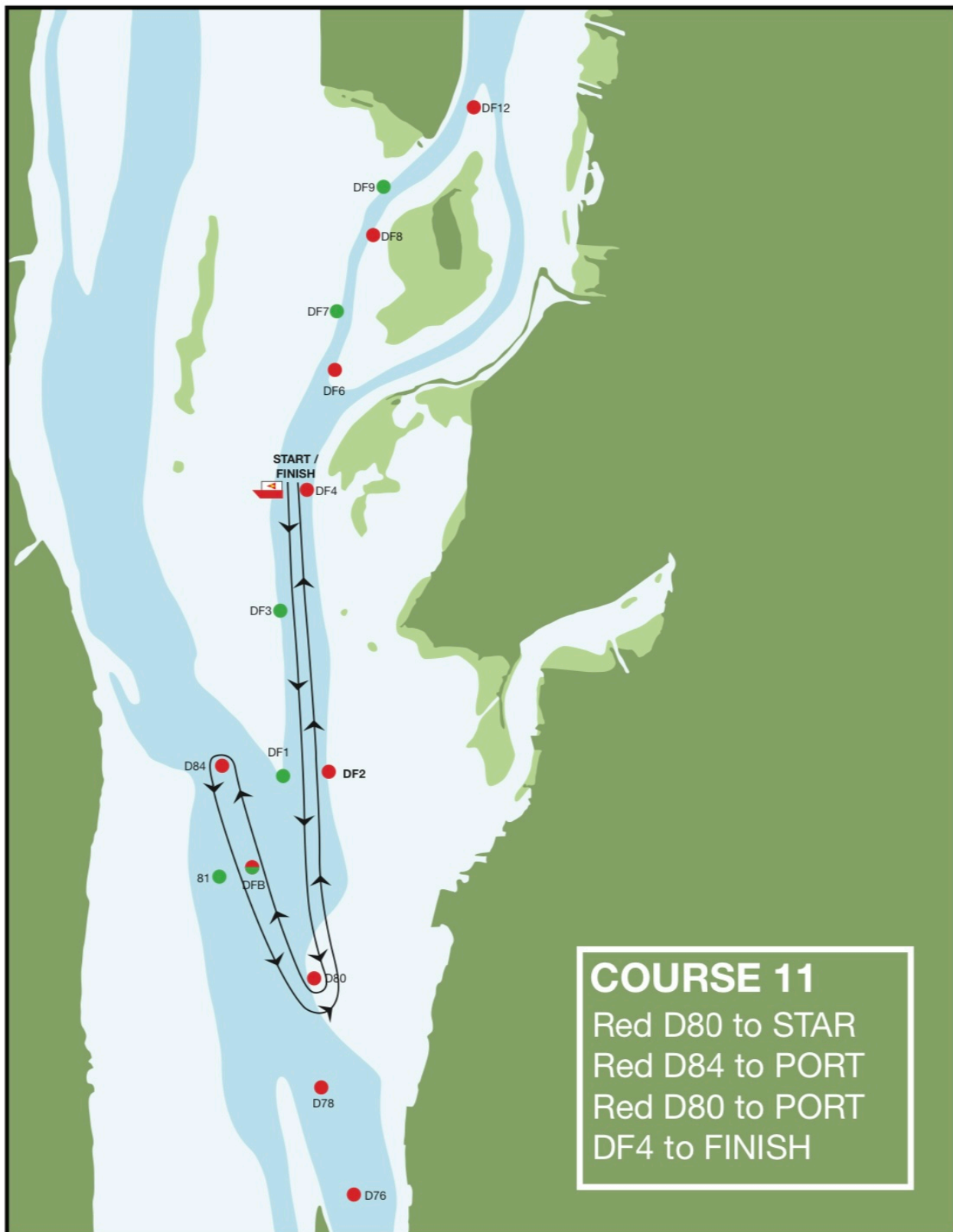
COURSE 10



Start at DF4, rounding D78 to port, upriver to DF1, rounding to port, return down river to D78 rounding to port, return to finish at DF4 and RC Boat.

6.38 Nautical Miles

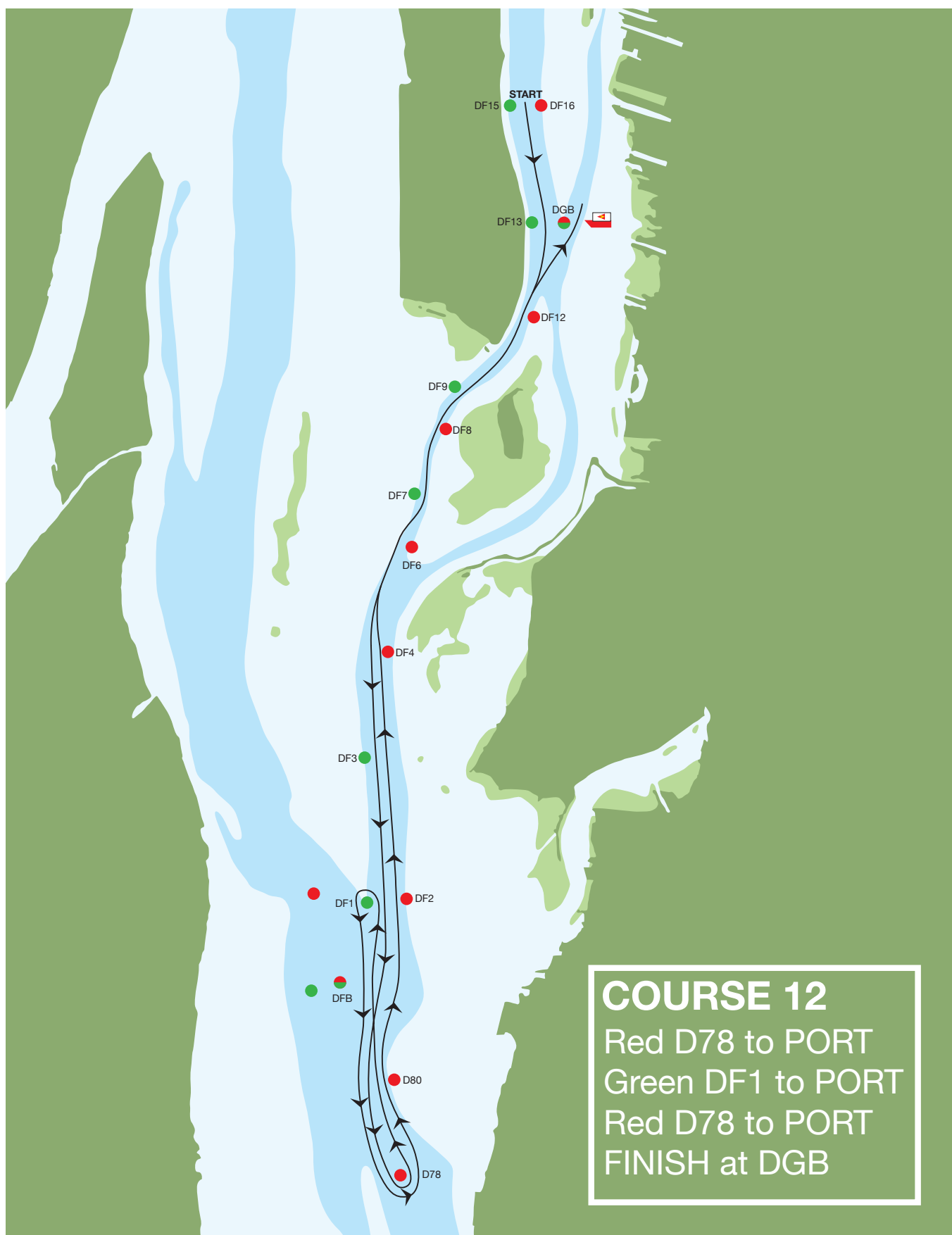
COURSE 11



Start at DF4, rounding D80 to starboard, upriver to D84, rounding to port, return down river to D80 rounding to port, return to finish at DF4 and RC Boat. Be advised that the bifurcation mark for the main channel and Fighting Island is in between D80 and D84.

4.72 Nautical Miles

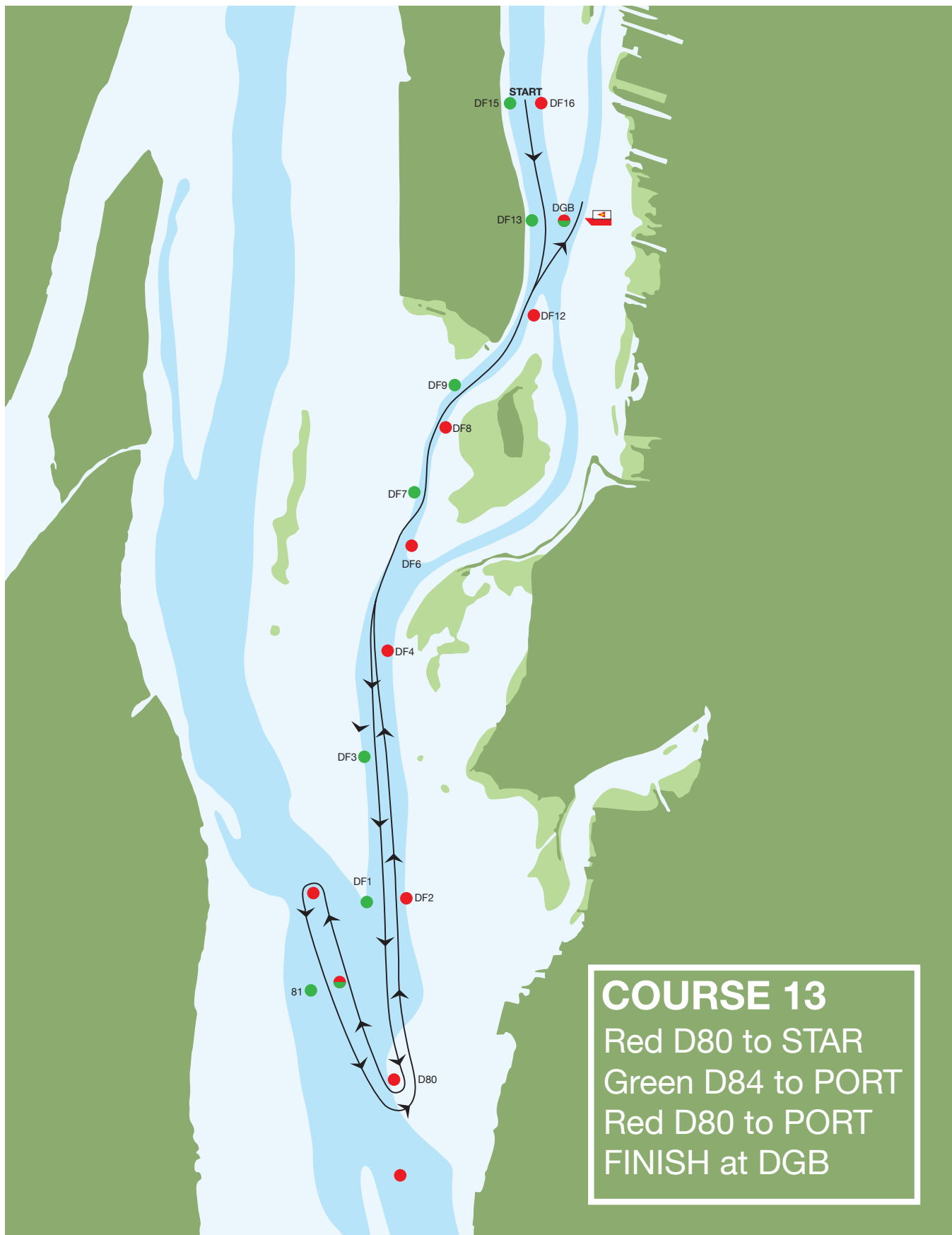
COURSE 12



From the start head downriver and round Red D78 to Port. Head upriver and round Green DF1 to Port then head downriver and round Red D78 to Port next head upriver to finish between the RC boat and DGB.

10.16 Nautical Miles

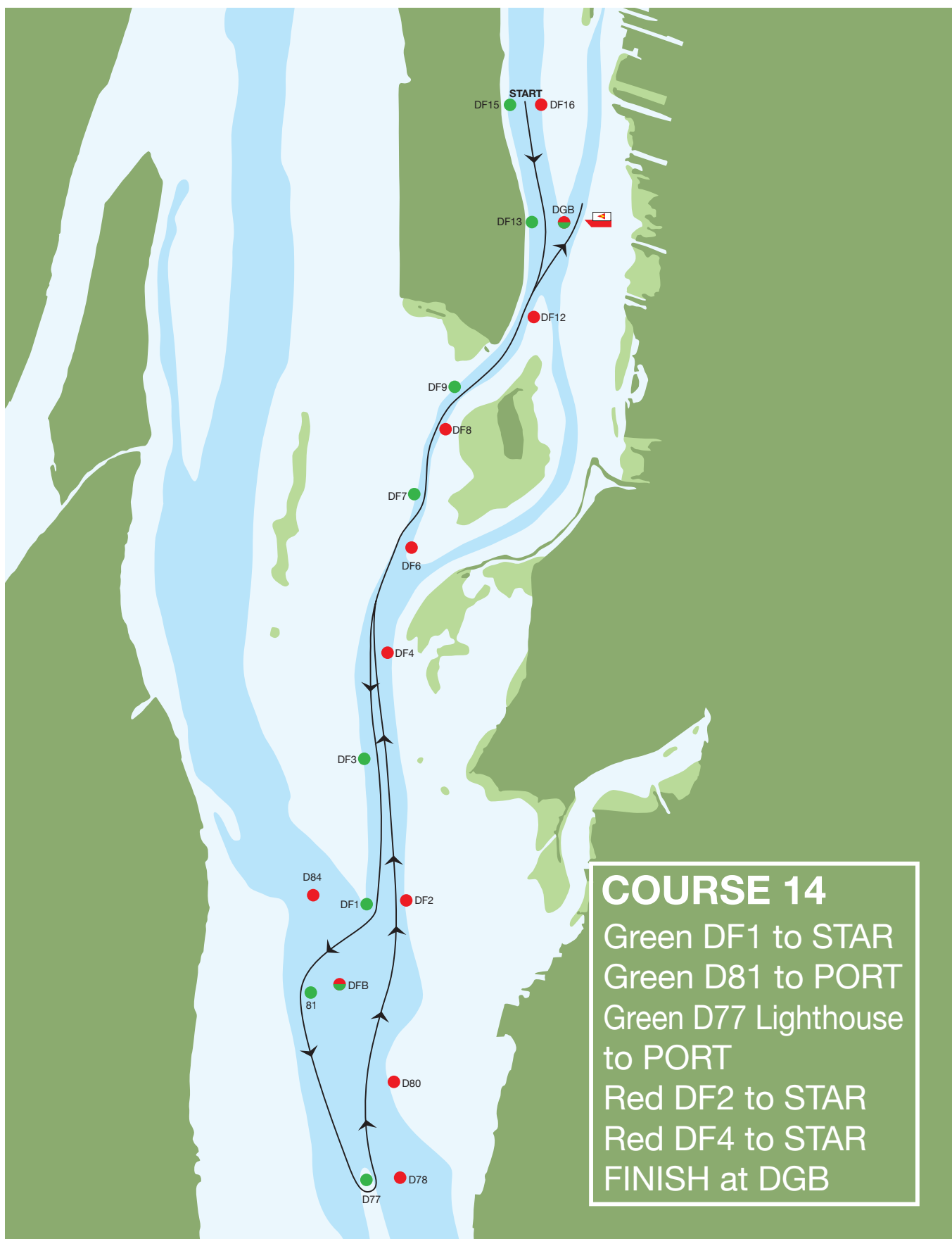
COURSE 13



From the regular start head downriver and round Red D80 to Starboard then head upriver to Round Red D84 to Port. Next head downriver to round Red D80 to Port. Head upriver to the finish line between the RC and DGB.

8.5 Nautical Miles

COURSE 14



From the regular start head downriver and leave Green DF1 to Starboard then leave Green D81 to Port. Next round lighthouse D77 to port and head upriver leaving Red DF2 and Red DF4 to starboard finishing between the RC boat and Bifurcation DGB.

7.55 Nautical Miles

COURSE 15



This course is similar to course 3 with a double triangle
 From the regular start head downriver leaving Green DF1 to Starboard then round Red D84 to Port.
 Continue to Bifurcation DFB and round to port. Head upriver to Red DF2 and round to port then leave
 Green DF1 to Starboard. Next round Red D84 to Port and round DFB to port. Head upriver leaving
 Red DF2 to port and head towards the finish between The RC boat and the Bifurcation mark.

7.36 Nautical Miles

COURSE 16



This course is similar to course 4 with a double triangle.

From the regular start head downriver leaving Red DF2 to Starboard then round Bifurcation DFB to Starboard. Head upriver rounding Red D84 to Starboard then leave Green DF1 to Port and round Red DF2 to Starboard. Head downriver round Bifurcation DFB to starboard then head upriver to round Red D84 to Starboard. Next leave Green DF1 to Port and head upriver to the finish between RC and the Bifurcation mark.

7.36 Nautical Miles

SAILING INSTRUCTIONS

COURSE 17



Start slightly North of DGB between Green DF13 and the RC boat. Head upriver to yellow mark DG and round to starboard. Head downriver and finish between the RC boat and DF6

2.78 Nautical Miles

COURSE 18



From the regular start head downriver to Red DF2 and round to Starboard then head upriver leaving Red DF6, Red DF8, and Red DF12 to Starboard finishing between the RC and DGB.

5.43 Nautical Miles

