Midnight Sun Raid – Raid against displacement sailing

4th to 6th of June 2021

NOTICE OF RACE

Version 1.0

Introduction

The Midnight Sun Raid is a mix of sport, nature and adventure in the perfect F18-playground; the stunning Archipelago sea, largest archipelago in the world by the number of islands. Archipelago's pure waters are dotted with 50 000 islands, making it a winding labyrinth filled with breathtaking scenery and the purest nature. Rocks, skerries and islands offers limitless possibilities for exceptional courses between the Check Points (CP's) on islands, buoys and beaches.

Each day the fleet typically sails between 15 and 40 NM depending on the winds. It is tight, intensive racing between CP's during daytime, sometimes with an early start. After the race there is often time for a sauna and a beer before dinner. Since all sailors eat, live and share an adventure together for a couple of intensive days, the raid is a very social event, even if the competition is also present during races.

Notice of Race

- 1. Rules
- 1.1 The event will be governed by the rules as defined in the Racing Rules of Sailing (RRS). The Finnish formula 18 association ry has the right to change the terms set out in this Notice of Race and sailing instructions based on health and safety reasons.
- 1.2 RRS Appendix S, Standard Sailing Instructions, will apply.
- 1.3 The sailing instructions will consist of the instructions in RRS Appendix S, Standard Sailing Instructions, and Supplementary Sailing Instructions that will be on the Official Notice Board on www.f18.fi
- 1.4 RRS 31 applies only at starting marks.
- 1.5 Competitors shall when afloat wear personal flotation devices. This rule does not apply to short-term replacement or adjustment of clothing or personal equipment. Wet suits and dry suits are not personal flotation devices. This changes RRS 40. A boat that breaks this rule may be warned or penalized at the discretion of the jury.
- 1.6 Special safety regulations and recommendations are listed in Addendum A
- 1.7 All boats may in accordance with ISAF Regulation 20 have to display advertising provided by the event organizer. The area on the boats allocated for the event partners are:
 - The bow inside and outside (front third part of the hull, approximately 1,80 m)
 - The jib
 - The bottom 1/3 of the mainsail (approximately 2,80 m from the bottom)
- 1.8 All boats may be required to display identification numbers.

1.9 Subject to the approval of the Race Committee, a boat chartered or loaned for the events may be declared at the time of entry or registration a sail number which may be different from the registered number of the hull provided that the number declared shall not be the sail number of any other boat competing in the regatta.

2. Eligibility requirements

- 2.1 The event is open to eligible boats of the International Formula 18 Class Association and other classes determined by the Finnish Formula 18 Association ry.
- 2.2 All competitors shall be members of their respective National or of the International Formula 18 Class Association when there is no National Association in their country, and shall have their entry endorsed by the International F18 Class Association.

3. Fees, entry and maximum number of teams

3.1 Sign-up shall be made by paying entry fee and sending registration mail to ilkkasaura@msn.com. Message to be included: Name of helm and crew, Sail number, Copy of entry fee receipt and copy of FF18A membership annual fee receipt (only Finnish sailors)

Entry fee to be paid to the account of Finnish Formula 18 Association, FI21 1020 3000 1384 10. Please use reference: Midnight Sun Raid + sail number

3.2 A maximum number of teams are allowed to participate for logistical reasons. The maximum number of teams is 15 (could be changed by the Organizing Committee at their discretion).

3.3 Fees

- For a F18 boat Entry fee is 600 EUR (including sign-up fee) before the 30th of April 2021.
- For a F18 boat Late entry fee after the 1st of May 2021 is 720 EUR. Latest 25th May

3.4 Included in the entry fee:

- Accommodation in cabins/rooms at Hotel Sandvik
- 2x Breakfast and 2x dinner in Hotel Sandvik
- Race Committee, Security and Event organization service
- Photography / media covering the event
- Welcome and prize giving ceremony
- Sea chart for planning purposes
- GPS live tracking

3.5 Reimbursements:

If a team has paid the entry fee and is for some reason not accepted to participate the whole amount will be reimbursed.

If a team has paid the entry fee and one of the team members is injured or ill (should be able to present medical certificate) they shall let the Event Organization know asap. The whole entry fee except 50 EUR will be reimbursed latest by the 25/5/2021. After that no refund can be made.

4. Registration and measurement

- 4.1 The following documents shall be provided at the time of registration:
 - A copy of a valid Measurement Certificate
 - A proof of membership for both sailors of their respective National or of the International F18 Class Association
 - A proof of valid third party insurance
 - A completed Start declaration form.
- 4.2 No fundamental measurement will be done on regatta site during registration day, unless this is agreed between a competitor and the Technical Committee in advance.
- 4.3 Equipment inspection, including safety inspection, may be carried out each racing day at the discretion of the Race Committee.

5. Time schedule

- 5.1 The raid takes place from the 4th to the 6th of June 2021.
- 5.2 Programme (preliminary)

Thursday 3th of June:

- 20.00 Welcome and briefing, Turun Pursiseura, Pursiseuranranta 1.
- -09:00 Registration, measurement and equipment inspection

Friday 4th of June

- ~ 10.00 Start at northern Airisto
- -2 legs
- Base camp Pensar

After sail Party, sauna and dinner

Saturday 5th of June

- -2-4 legs
- Base camp Pensar

After sail Party, sauna, dinner

Sunday 6th of June

- ~ 2-3 legs
- ~ 17.00 finish in TPS
- ~ 18.00 Price giving ceremony

6. Race format and courses

- 6.1 The Raid consists of 0-4 legs (races) per day with short breaks to eat, drink and repair boat etc between the races. 5 to 7 legs/races are planned.
- 6.2 At the skippers meeting each morning there will be a briefing where the preliminary course for the day is presented, in which order CP's shall be passed and on which side the CP shall be passed.
- 6.3 The Race Committee can decide to shorten a leg for boats arriving to a CP in order to shorten the time between the first and last the boat. The boats will then get a sign to skip a CP or go directly to the finish line without passing the last CP/CPs.

7. Venue and Racing area

- 7.1 The raid takes place in Archipelago sea. Start and finish of the race is in harbor of Turku Yachtclub. Racing area will be inside the triangle of Turku-Hanko-Utö.
- 7.2 The base camp is the places where the teams and Race organisation can rest each night after a long day on the water. Usually there is good food, a sauna and often a good party each night. Base camp is located in the Pensar-island about 20nm south-west from Turku.
- 8. Protests and penalty systems
- 8.1 RRS 44.1 is changed so that the One Turn Penalty replaces the Two Turn Penalty.
- 8.2 In addition to RRS 64.1, the jury may penalize a boat by deducting the boat's score for a leg, but not more than the equivalent of "did not start".
- 8.3 Before a protest hearing, a boat may acknowledge having broken a rule of RRS part 2, except rule 14, by accepting a 6 point scoring penalty in the leg in question.
- 9. Scoring
- 9.1 A high point scoring system will apply. The boat which has accumulated the most points at the end of the raid wins. If 4 legs or fewer have been sailed, all legs will count. If 5 legs or more have been sailed, the worst score of each boat will be discarded.
- 9.2 The first boat of a leg will get points equal to the number of boats starting in any of the legs +5. The second boat gets 1 point less, the third boat gets 2 points less etc.
- 9.3 The Race Committee may decide to shorten a race for the last boats arriving to a checkpoint in order to shorten the time between the first and the last boat. A race can be shortened for the last boats in the race by taking away one or more CPs and letting the boats continue racing directly to the Finish Line. It can also be shortened by setting a new Finish Line at the actual CP for the last boats in the fleet. The boats sailing the shortened course will be placed after all the boats having sailed the original course. They will also get a 2 points penalty for not having sailed the complete course.

- 9.4 A boat that does not finish a leg gets 2 points.
- 9.5 A boat that does not start a leg gets 0 points.
- 9.6 If there is a tie between two or more boats, appendix A8 will be applied
- 10. Prizes
- 10.1 Prizes will be awarded in the following categories subject to entry numbers:
- Best overall team(s)
- 11. Disclaimer of liability and insurance
- 11.1 Competitors participate in the regatta entirely at their own risk. See RRS 4, Decision to Race. The organizing authority will not accept any liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the regatta.
- 11.2 Each participating boat shall be insured with valid third-party liability insurance.
- 12. Media rights, cameras and electronic equipment
- 12.1 By participating in the event automatically grant to the Organizing Authority, the IF18CA and their sponsors the right in perpetuity to make, use and show at their discretion any motion pictures and live, taped or filmed television and other reproductions of the athlete during the period of the competition without compensation.
- 12.2 Boats may be required to carry cameras, sound equipment or positioning equipment provided by the Organizing Authority.
- 12.3 All competitors may be required for interviews at the regatta.

Addendum A

Safety Regulations

- A1 Mandatory equipment on each boat:
- A1.3 1 towing line, minimum 12m * 8 mm with stretch (not a halyard or similar).
- A1.4 1 paddle, at least 120 cm, for example attached to boom using shock cord.
- A1.5 1 First aid kit (containing as a minimum sterile gauze dressings, bandages, plasters in a variety of different sizes) in a waterproof bag available on trampoline (not stoved away in the hull).
- A2 Mandatory equipment on each competitor:
- A2.1 A dry suit or a wet suit worn at all times.
- A2.2 1 mobile phone in waterproof pocket.
- A2.3 1 Life jacket and whistle.
- A2.4 1 red hand-held flare OR 1 waterproof flash light with strobe function attached to life jacket.
- A2.5 1 knife attached to life west OR 1 knife attached to boom and 1 on the Dolphin striker for use when capsized.

A3 Allowed and recommended equipment

A3.1 A GPS with plotter and relevant charts on each boat.

A3.2 1 fully functional waterproof marine VHF in trampoline pocket, lower part of mast or similar to be accessible also when capsized.

A3.3 A camel back or equivalent up to 3.0 liters on each competitor (does not count as water ballast systems)

A3.4 2 extra red hand-held flares on the boat attached under trampoline or behind either beam for easy access when capsized. Not recommended if flares are carried on life jackets.

A4 Other equipment

A3.3 A personal locator beacon (PLB) on each competitor or on the boat may be used.

Addendum B

Useful tips

All teams will get a chart (map) of the Race area and coordinates for all the checkpoints. The coordinates for the checkpoints are typically loaded into a GPS with plotter to facilitate navigation. The charts are suitable for planning and preparations, but are inadequate for precise navigation. It is strongly recommended to have a GPS with plotter and relevant charts on the boat.

Each team is allowed to leave two bags of maximum 45L per team member to the assisting boats.

The bag shall be waterproof and contain the sheets, clothes and other necessary equipment. The space onboard the motor boats are very limited and larger bags will be refused.



Figure 1 Waterproof bag 45 L and small onboard bag for first aid, VHF etc.

Smaller waterproof onboard bags that carries food and clothes can also be used as fenders, for example when we leave the boats in the water for the night or if the boats have to be pulled up on land during lunch stop.



Figure 2 Waterproof bags in hulls for extra clothes can also be used as fenders at the jetty when boats are left in water over night

The following gear is good to carry onboard each boat during racing:

- "Camelback", maximum 3.0L per sailor is allowed and will not be considered as water ballast systems.
- Energy bars and extra water/liquid enough for a full day's sailing.
- Waterproof bag in hull for extra clothes during the day Small tool and repairkit, for example tape for hull damage, chock chord, shackles, Dyneema etc.
- Pocket with string for seachart + waterproof pen.

Make sure to keep clothes and other gear to a minimum in order to fit it all in a 45 L bag. The following is a suggested packing list:

- One set of clothes both for chilly nights and sunny weather
- Towel for sauna / shower
- Chargers and/or batteries to mobile phones, VHF and GPS incl extra power strip since only one
 outlet per team can be guaranteed each night.
- Toothbrush, blinder and anti-snoring ear plugs
- Anti-mosquito product and sun factor
- A flash light for early start preparation.
- Credit card for beer/wine for sauna and dinners.
- Sleeping bag or sheets. Beds are equipped with pillows and blankets.

There will be a big toolbox with all kind of necessary tools, repair kits, plastic padding etc. that can be needed during the race. All tools in this toolkit will be available to all teams. A sail repair kit that can be used by everyone will also be brought along. However tape, cords, ropes, shackles and special gear could be brought by each team themselves to be on the safe side.

Extra dagger boards, sails and other spare equipment should also be coordinated so that not all teams have to bring their own gear. In case of breakage the owner of a spare part lends it to the team in need and owner/lender agrees beforehand on terms of the loan.

All teams are encouraged to use on board cameras and to share their data with the media teams to be used for film production. The organizing authority may also mount a camera (Go-Pro or similar) on any boat during the raid.