

VOLVO OCEAN RACE

ROUND THE WORLD 2008 - 2009

Leg Sailing Instruction Amendment 1

9. SEALING ARRANGEMENTS

Remove

2. The nominated mobile phone shall be sealed in the pouch provided prior to racing. The seal shall be photographed in place and the photograph transmitted back to Race Headquarters within 4 hours of the start of the *Leg*.

Replace with

2. The nominated mobile phone shall be sealed in the plastic container provided prior to racing. The seal shall be photographed in place and the photograph transmitted back to Race Headquarters within 4 hours of the start of the *Leg*.

11. FLAGS AND BANNERS

Remove

(b) A class flag shall be flown from a halyard or running rigging when a *Boat* is in the Assembly.

11. FLAGS AND BANNERS

Replace with

(b) A class flag shall be flown from a halyard or running rigging when a *Boat* is in the Assembly Area.

Remove

29. DUTY BOATS

(a) During a *Leg* each *Boat* shall act as the Duty Boat for a period of 24 hours. The first duty shall commence at the start of each *Leg* and the hand over of duty shall be 24 hours later. The Duty Boat order will be published in the Sailing Instruction Leg Addendum.

(b) The Duty Boat shall:
(i) act as co-ordinator during any local emergency until other arrangements are made,

- (ii) relay to Race Headquarters every 3 hours at the UTC times nominated the position reports, if received, of any *Boats* that have no functioning satellite communications equipment.
 - (iii) maintain a constant DSC watch on HF and VHF frequencies.
 - (iv) hand over, after confirmation, to the next *Boat* on the Duty Boat Schedule (the Standby Duty Boat). Should the next *Boat* in the schedule fail to confirm the hand over, the Duty Boat shall hand over to the next plus one *Boat* in the schedule and so on until a hand over is successful. The hand over can take place over any communication equipment.
- (c) A Duty Boat within 50 miles of finishing shall hand over to the next *Boat* on the Duty Boat Schedule still racing and more than 50 miles from the finish.

Remove

31. POSITION REPORTS AND STEALTH PLAY

- (e) During Legs 1, 2, 5, 6, and 7, boats may use a “StealthPlay”. During a StealthPlay a Boat will not be visible to the rest of fleet or the general public through the fleet position report. Only Race Headquarters will continue to monitor the Boat’s progress with electronic signals. To activate a StealthPlay the Boat shall call the Race Headquarters within 30 minutes of a position report being sent by the Race Headquarters. The play will stay in effect for the next three scheduled position reports released within the following 12 hours. The boat will become visible to the rest of the fleet when its position is released with the next (fourth) scheduled position report. When a Boat using her StealthPlay passes a waypoint or a scoring gate her time of rounding or passing will be made public as it will when she is closer than 50nm from the finish. Accidental releasing of a boats position will not be grounds for redress. This changes RRS 62.1 (a).

Replace with

30. POSITION REPORTS AND STEALTH PLAY

- (d) During Legs 1, 2, 5, 6, and 7, boats may use a “StealthPlay”. During a StealthPlay a Boat will not be visible to the rest of fleet or the general public through the fleet position report. Only Race Headquarters will continue to monitor the Boat’s progress with electronic signals. To activate a StealthPlay the Boat shall call the Race Headquarters during a 30 minute period of either 0100, 0400, 0700, 1000, 1300, 1600, 1900 or 2200 UTC. The play will stay in effect for the next three scheduled position reports released within the following 12 hours. The boat will become visible to the rest of the fleet when its position is released with the next (fourth) scheduled position report. When a Boat using her StealthPlay passes a waypoint or a scoring gate her time of rounding or passing will be made public as it will when she is closer than 50nm from the finish. Accidental releasing of a boats position will not be grounds for redress. This changes RRS 62.1 (a).

32. MEDIA REQUIREMENTS WHILE RACING

Remove

<i>Leg 2</i>	50 minutes	90
<i>Leg 3</i>	30 minutes	50
<i>Leg 4</i>	35 minutes	60
<i>Leg 5</i>	100 minutes	175
<i>Leg 6</i>	45 minutes	80
<i>Leg 7</i>	20 minutes	40
<i>Leg 8</i>	15 minutes	20
<i>Leg 9</i>	10 minutes	15
<i>Leg 10</i>	10 minutes	15

Replace with

Video per days (Sat, Sun, Mon, Tue and Wed)*

Leg	Maximum/minutes	Minimum/minutes
2	4	3.5
3	4	3.5
4	4	3.5
5	4	3.5
6	4	3.5
7	4	3.5
8	4	3.5
9	4	3.5
10**	4	3.5

Digital photographs maximum of 5 per day.

* Unless instructed to supply a different amount by the Race Committee.

**Leg 10 send 4 minutes per day of racing.

END

Jack Lloyd

Race Director

14th November 2008