

Leech Lake Regatta (LLR)
Sailing Instructions update July 2025



1. Rules
 - 1.1. LLR is governed by the current Racing Rules of Sailing as modified by these instructions.
2. Entries
 - 2.1. All boats must check-in at the LLR Headquarters Tent before racing. On race weekend Friday evening, registration will close at 8pm; check-in will close at 9pm.
 - 2.2. All boats must display race number placards provided by the Leech Lake Regatta. Alternative methods for numbering a boat must be approved by the race committee.
 - 2.3. All skippers and crew must sign waiver of liability prior to racing. Non-compliance will result in a DNS. Should skippers experience crew changes from race-to-race, they are responsible for crew signatures prior to race.
3. Notices to competitors
 - 3.1. Notices to competitors are posted in LLR Headquarters Tent.
4. Race Schedule
 - 4.1. LLR is comprised of three daily race segments; Saturday, Sunday, Monday.
 - 4.2. A competitors meeting is held each race morning at the LLR Headquarters Tent. Course maps, start times and sequences are described at the morning race meetings.
5. Courses
 - 5.1. Course maps are handed out and explained at the morning race meetings. Course maps include GPS coordinates. It is the responsibility of the skipper and crew to fully understand the course being sailed.
 - 5.2. Be aware that you may see or pass marks not used for that day's race. Course maps include all LLR marks within the area of that day's race.
 - 5.3. Starting and finish lines will be explained at each morning race meeting.
 - 5.4. At the discretion of the Committee Boat, races may be cancelled, postponed or shortened due to light or heavy conditions. If necessary, the course will be shortened at or in the direction of the next mark as much as possible. If the race has started, this information will be communicated on VHF 18.
 - 5.5. A competitor who attempts to influence the Committee Boat as to the start, continuance, or alteration of a race, whether by radio or in person, will be disqualified from that race.
6. Classes
 - 6.1. Classes will start racing in the following order: Division 1, Division 2, Division 3, Division 4, Division 5, Division 6, etc...
 - 6.2. Final Divisions will be posted/announced at Skipper's meeting
7. Signals
 - 7.1. Signals will be displayed from the Committee Boat.
8. Sound Signal Starting Sequence
 - 8.1. Times below are relative. First Division start time will be announced at morning race meeting.
 - 8.1.1. 9:50 White Flag up and Gun
 - 8.1.2. 9:54 White Flag down
 - 8.1.3. 9:55 Blue Flag and Gun
 - 8.1.4. 9:59 Blue Flag down (last Blue Flag)
 - 8.1.5. 10:00 Red Flag up and Gun. **Keelboat Division 1 Start**
 - 8.1.6. 10:04 Red Flag down
 - 8.1.7. 10:05 Red Flag up and Gun. **Keelboat Division 2 Start**
 - 8.1.8. 10:09 Red Flag down
 - 8.1.9. 10:10 Red Flag up and Gun. **Keelboat Division 3 Start**
 - 8.2. Above sequence repeats until all Divisions are racing.
 - 8.3. The Round-an-End Rule is in effect. A boat with any part of her hull, crew or equipment on the course side of the starting line or its extensions during the minute before her starting signal shall sail to the pre-start side of the line around either end before starting.

8.4. Boats must stay clear of the start area from the time the first white flag goes up until 5 minutes prior to their Division start.

8.4.1. Boats having started or during the 5 minutes prior to their start have right-of-way over boats in Divisions that have not yet started.

8.4.2. The Committee Boat, at its sole discretion, may alter the starting sequence.

9. Penalty System

9.1. A boat that has broken a rule while racing may take a penalty at the time of the incident. Her penalty shall be a 720 degree Turns Penalty. After getting well clear of other boats as soon after the incident as possible, a boat takes a 720 degree Turns Penalty by promptly making two complete 360 degree turns in the same direction, including two tacks and two gibes.

9.2. If a boat acknowledges a rule violation prior to a protest meeting, but did not complete a 720 degree Turns Penalty at the time of the incident, they will be penalized 3 places.

9.3. A rule violation that is not acknowledged by an offender and goes to the Race Director will result in a 6-place penalty, if the offender is found guilty.

10. Protests

10.1. Protests must be submitted in writing.

10.2. A boat that feels they have reason to protest another boat shall immediately hail the offending boat (so she may exonerate herself) and shall fly a red protest flag. Upon finishing the race, they shall notify the Committee Boat at the finish line of their intent to file a Protest.

10.3. Within ½ hour of return of the Committee Boat, the protestor shall present a written narrative explanation and drawing of the incident to the Race Director.

10.4. A hearing may be held with involved parties and witnesses. Protest will be handled with expediency.

11. Time Limit

11.1. Time limits will be imposed on slow finishers. Saturday and Sunday race courses close at 4:30pm. Monday race course closes at 1pm. Boats finishing after the course closes will be assigned DNF.

12. Scoring

12.1. The LLR is comprised of three race segments: Saturday, Sunday, Monday. All race segments count. Only one segment is required to constitute a regatta. Scoring is PHRF time-on-time based upon the PHRF-Average, with limited sail and rig adjustments for keelboats and the Portsmouth system for planing hulls and multi-hulls.

12.2. Race results are posted in the LLR Headquarters Tent.

13. Safety Regulations

13.1. A boat that retires from a race shall notify the Committee Boat as soon as possible.

13.2. LLR Committee Boat is on channel 18, Coast Guard Auxiliary and the Cass County Sherriff monitor channel 16. Shores of Leech Lake phone number is 218-547-1819.

14. Radio Communications

14.1. A boat shall neither make radio transmissions while racing nor receive radio communications not available to other boats. This restriction also applies to cellular telephones.

15. Awards

15.1. Awards will be given to 1st – 4th place in each Division.

16. Special Rules

16.1. The ballast tank of a water-ballasted boat must be full and remain full for all race segments.

16.2. A boat has the option of leaving its outboard motor on the transom or taking it off. However, the motor must remain with the boat. If a boat runs aground, the motor can be used to free the boat as long as it does not create an advantage for the boat sailing its course.

16.3. Boats with retractable keels or boards may adjust their boards up or down throughout the race without penalty.

16.4. No autopilots or self-steering systems may be used at any time while racing, unless the boat is sailed single-handed.