

**Protests 1, 2, 3, 4 5, 6 and 7 heard concurrently.**

	<b>Protestor</b>	<b>Represented by</b>	<b>Protestee</b>	<b>Represented by</b>
1	Concubine	Adam Hawkins	Espresso Forte	Peter Schwartz
2	Merlin	Joe Earl	Concubine	Adam Hawkins
3	Merlin	Joe Earl	Espresso Forte	Peter Schwartz
4	Espresso Forte	Peter Schwartz	Playstation 4	Dean Harrigan
5	Espresso Forte	Peter Schwartz	Concubine	Adam Hawkins
6	Playstation 4	Dean Harrigan	Swish	Murray Gordon
	Playstation 4	Dean Harrigan	Espresso Forte	Peter Schwartz
7	The Goat	Mitchell Gordon	Merlin	Joe Earl

The jury considered the protests valid.

A copy of the diagram endorsed by the Jury is attached.

**Facts**

1. All boats in the incident were on Starboard approaching South Head
2. Swish, overlapped to windward of a group of boats, arrived at SH within 3 BL of the point. She was clear ahead of the other boats involved in the incident.
3. The Goat was overlapped just to windward of Merlin with PlayStation overlapped approximately 1-2 boat lengths to leeward.
4. Concubine was clear astern of The Goat, Merlin, Playstation and Swish.
5. Espresso was clear astern of Concubine and steering a course to leeward of Concubine.
6. The Goat hailed for water to pass the south head reef and a spectator boat
7. Merlin bears away before the spectator boat. Playstation luffs to avoid Swish.
8. Merlin and the Goat pass the spectator boat as Espresso becomes overlapped to leeward of Merlin and to windward of Playstation
9. Merlin and The Goat run aground, causing both boats to immediately move astern
10. Contact occurs between the boom of Merlin and windward side of Espresso. Simultaneously contact occurs between the spinnaker of Espresso and the windward side of Playstation.
11. Contact also occurs between Playstation and Swish.
12. Concubine bears away to avoid Merlin but cannot as she is still overlapped with Espresso. She then luffs and collides with the port side of Merlin, who is still moving astern.
13. The Goat, also moving astern collides with the starboard side of Merlin.
14. Playstation did a two turn penalty.
15. Concubine and Merlin retired from the race due to damage sustained in the incident.

**Conclusions**

1. Swish having arrived a south head clear ahead of the other boats, was not required to give room to the other boats. Once the other boats became overlapped to windward of her, she was unable to give room and unable to avoid contact.
2. When Playstation became overlapped to windward of Swish, there was room between her and Merlin for both Merlin and the Goat to safely avoid the obstruction.
3. Espresso, in establishing an overlap to leeward of Merlin, Concubine and The Goat, was required to give each of the boats room including room to avoid the obstruction. Being to windward of Playstation, Espresso was also required to keep clear of Playstation.

**Sydney Gold Coast Race 2016**  
**Protests 1-7 inclusive**

**3 August 2016 at 7.30am**

4. Espresso failed to keep clear of Playstation and failed to give Merlin room to keep clear.
5. Playstation was unable to keep clear of Swish due to Espresso's actions.
6. The Goat, as windward boat entitled to room, did not keep clear of Merlin but was unable to do so due to Merlin failing to give her room.
7. Merlin failed to give the Goat room to pass the obstruction, but was unable to do so due to the actions of Espresso.
8. Merlin's sudden change course and reversing did not give Concubine room to keep clear, but was unable to do so due to Espresso's actions in failing to give her room.

**Decisions**

1. Playstation broke rule 11, but is exonerated
2. The Goat broke rule 11, but is exonerated
3. Merlin broke rule 11, 16, 19.2, but is exonerated
4. Concubine broke rule 15 but is exonerated
5. Espresso broke rule 11, 14, 15, and 19 and is scored DSQ.

**Jury:**

Steve Hatch (chair), Andrew Baglin, Rosemary Collins

Sydney Gold Coast Race 2016  
Protests 1-7 inclusive

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Diagram endorsed by the Jury:

