



## GFS 2025 - 2026 Season Keelboat Courses for Twilight Series Racing

### Start – Cockatoo - Goat

#### Course 37

Start  
Cockatoo Is (A)  
Goat Is  
Finish

#### Course 38

Start  
Cockatoo Is  
Goat Is (P)  
Finish

#### Course 39

Start  
Cockatoo Is  
Goat Is (A)  
Cockatoo Is  
Goat Is  
Finish

#### Course 40

Start  
Cockatoo Is  
Goat Is (P)  
Cockatoo Is (A)  
Goat Is (P)  
Finish

#### Course 41

Start  
Cockatoo Is  
Goat Is  
Snapper Is  
Spectacle Is (A)  
Goat Is  
Finish

#### Course 42

Start  
Cockatoo Is  
Goat Is (P)  
Snapper Is  
Spectacle Is (A)  
Goat Is (P)  
Finish

#### Course 43

Start  
Cockatoo Is (P)  
Goat Is (A)  
Cockatoo Is (P) (B)  
Goat Is  
Finish

#### Course 44

Start  
Cockatoo Is (P)  
Goat Is (P) (A)  
Cockatoo Is (P) (B)  
Goat Is (P)  
Finish

#### Course 45

Start  
Cockatoo Is (P) (A)  
Goat Is  
Spectacle Is (P)  
Snapper Is (P)  
Cockatoo Is \*\*\*  
Finish

#### Course 46

Start  
Cockatoo Is (P)  
Goat Is (P) (A)  
Spectacle Is (P)  
Snapper Is (P)  
Cockatoo Is (P) \*\*\*  
Finish

#### Course 47

Start  
Cockatoo Is (P)  
Goat Is  
Spectacle Is (P)  
Snapper Is (P)  
Cockatoo Is (P) \*\*\*  
Goat Is  
Finish

#### Course 48

Start  
Cockatoo Is (P)  
Goat Is (P)  
Spectacle Is (P)  
Snapper Is (P)  
Cockatoo Is (P) \*\*\*  
Goat Is (P)  
Finish

### Start – Spectacle - Snapper

#### Course 49

Start  
Spectacle Is (P)  
Snapper Is (P)  
Goat Is (A)  
Cockatoo Is (P)  
Finish

#### Course 50

Start  
Spectacle Is (P)  
Snapper Is (P)  
Goat Is (P) (A)  
Cockatoo Is (P)  
Finish

#### Course 51

Start  
Spectacle Is (P)  
Snapper Is (P) (A)\*\*\*  
Cockatoo Is  
Goat Is  
Spectacle Is (P)  
Snapper Is (P)  
Cockatoo Is \*\*\*  
Finish

#### Course 52

Start  
Spectacle Is (P)  
Snapper Is (P)  
Goat Is (P) (A)  
Cockatoo Is (P)  
Goat Is (P) (B)  
Cockatoo Is (P)  
Finish

#### Course 53

Start  
Spectacle Is (P)  
Snapper Is (P)  
Cockatoo Is (P) (A)\*\*\*  
Spectacle Is (P)  
Snapper Is (P)  
Cockatoo Is (P) \*\*\*  
Finish

### Start - Goat

#### Course 54

Start  
Goat Is (A)  
Snapper Is  
Spectacle Is  
Finish

#### Course 55

Start  
Goat Is  
Snapper Is  
Spectacle Is (A)  
Goat Is (B)  
Snapper Is  
Spectacle Is  
Finish

#### Course 56

Start  
Goat Is (P)  
Cockatoo Is (A)  
Finish

#### Course 57

Start  
Goat Is  
Cockatoo Is (P) (A)  
Goat Is (B)  
Cockatoo Is (P)  
Finish

#### Course 58

Start  
Goat Is  
Cockatoo Is (A)  
Goat Is (B)  
Cockatoo Is  
Finish

#### Course 59

Start  
Goat Is (P)  
Cockatoo Is (A)  
Goat Is (P) (B)  
Cockatoo Is  
Finish

#### Course 60

Start  
Goat Is (P)  
Cockatoo Is (P) (A)  
Goat Is (P)  
Finish

### Start – Cockatoo - Snapper

#### Course 61

Start  
Cockatoo Is  
Snapper Is  
Spectacle Is (A)  
Cockatoo Is  
Snapper Is  
Spectacle Is  
Finish

#### Course 62

Start  
Cockatoo Is  
Snapper Is  
Spectacle Is (A)  
Goat Is  
Cockatoo Is  
Finish

#### Course 63

Start  
Cockatoo Is  
Snapper Is  
Spectacle Is (A)  
Goat Is (P)  
Cockatoo Is  
Finish

#### Course 64

Start  
Cockatoo Is (P) \*\*\*  
Snapper Is  
Spectacle Is  
Goat Is (P) (A)  
Cockatoo Is (P)  
Finish

#### Course 65

Start  
Cockatoo  
Snapper  
Spectacle  
Cockatoo  
Finish

Beware of the exclusion zone to the south of Cockatoo Island.

Refer to GFS Sailing Instruction 25 n (x)

In certain wind conditions Twilight starts may be from the club launch. Code flag 'Q' will be flown from the clubhouse flag mast.

The starting sequence will be at the same time commencing at 1735 hrs.

The start line will set to the East of Cockatoo Island

The order of starting will then follow as per the Sailing Instructions.

The Finish line will be the **Outside Start Finish Line**.

Sail the course indicated and take **all** marks to Starboard, **except** those indicated with **(P)** which are rounded to Port. **All courses may finish at the Outside Start Finish Line.**

**The codes (A) and (B) denote the final rounding mark of an alternative course. Sail the alternative course when the course number displayed is followed by the letter "A" or by the letter "B".**

You must not sail on the wrong side of Lateral Channel Markers (Goat Island, Balls Head, Greenwich Point, Beacon – Spectacle Island) or the wrong side of Cardinal Marks (NE of Snapper Is).

**\*\*\* Denotes that Cockatoo Island must be left on the designated side. When marked \*\*\* you are NOT required to round the island completely. RRS 28 does not apply.**

In Twilight Races the area between a GFS buoy laid at Onions Point and the Onions Point shore is a prohibited area. RRS Rule 19 applies.