

GFS 2025 - 2026 Season Twilight Series Courses

Version: November 4th, 2025



- Text colours **red** and **green** denote a port (**P**) or starboard (**S**) rounding
- 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*.
- *** Denotes that Cockatoo Island must be left on the side shown above. When marked ***, you are NOT required to round the island completely. RRS 28 does not apply.
- SEE MORE NOTES ON THE NEXT PAGE

COURSES 37-48: Start – Cockatoo – Goat.....

<u>Course 37</u>	<u>Course 41</u>	<u>Course 44</u>	<u>Course 47</u>
Start	Start	Start	Start
Cockatoo Is A*	Cockatoo Is	Cockatoo Is (P)	Cockatoo Is (P)
Goat Is	Goat Is	Goat Is (P) A*	Goat Is
Finish	Snapper Is	Cockatoo Is (P) B*	Spectacle Is (P)
<u>Course 38</u>	<u>Spectacle Is A*</u>	<u>Goat Is (P)</u>	<u>Snapper Is (P)</u>
Start	Goat Is	Finish	<u>Cockatoo Is (P) ***</u>
Cockatoo Is	Finish		Goat Is
Goat Is (P)			Finish
Finish			
<u>Course 39</u>	<u>Course 42</u>	<u>Course 45</u>	<u>Course 48</u>
Start	Start	Start	Start
Cockatoo Is	Cockatoo Is	Cockatoo Is (P) A*	Cockatoo Is (P)
Goat Is	Goat Is (P)	Goat Is	Goat Is (P)
Finish	Snapper Is	Spectacle Is (P)	Spectacle Is (P)
<u>Course 40</u>	<u>Spectacle Is A*</u>	<u>Snapper Is (P)</u>	<u>Snapper Is (P)</u>
Start	<u>Goat Is (P)</u>	<u>Cockatoo Is ***</u>	<u>Cockatoo Is (P) ***</u>
Cockatoo Is	Finish	Finish	Goat Is (P)
Goat Is			Finish
Cockatoo Is A*			
Goat Is			
Finish			
<u>Course 40</u>	<u>Course 43</u>	<u>Course 46</u>	<u>Course 49</u>
Start	Start	Start	Start
Cockatoo Is	Cockatoo Is (P)	Cockatoo Is (P)	Spectacle Is (P)
Goat Is (P)	Goat Is A*	Goat Is (P) A*	Snapper Is (P)
Cockatoo Is A*	Cockatoo Is (P) B*	Spectacle Is (P)	Cockatoo Is (P) A*
Goat Is (P)	Goat Is	Snapper Is (P)	Goat Is
Finish	Finish	Cockatoo Is (P) ***	Cockatoo Is (P)
		Finish	Finish

COURSES 49-53: Start – Spectacle Isl.

<u>Course 50</u>	<u>Course 51</u>	<u>Course 52</u>	<u>Course 53</u>
Start	Start	Start	Start
Spectacle Is (P)	Spectacle Is (P)	Spectacle Is (P)	Spectacle Is (P)
Snapper Is (P)	Snapper Is (P)	Snapper Is (P)	Snapper Is (P)
Goat Is (P) A*	Cockatoo Is A***	Goat Is (P) A	Cockatoo Is (P) A***
Cockatoo Is (P)	Goat Is	Cockatoo Is (P)	Spectacle Is (P)
Finish	Spectacle Is (P)	Goat Is (P) B	Snapper Is (P)
	Snapper Is (P)	Cockatoo Is (P)	Cockatoo Is (P) ***
	Cockatoo Is ***	Finish	Finish



COURSES 54-60: Start – Goat....

<u>Course 54</u>	<u>Course 57</u>	<u>Course 58</u>	<u>Course 60</u>
Start	Start	Start	Start
Goat Is A	Goat Is	Goat Is	Goat Is (P)
Snapper Is	Cockatoo Is (P) A*	Cockatoo Is A*	Cockatoo Is (P) A*
Spectacle Is	Goat B*	Goat Is B*	Goat Is (P)
Finish	Cockatoo Is (P)	Cockatoo Is	Finish
<u>Course 55</u>	Finish	Finish	
Start			
Goat Is		<u>Course 59</u>	
Snapper Is		Start	
Spectacle Is A*	<u>Course 56</u>	Goat Is (P)	
Goat Is B*	Start	Cockatoo Is A*	
Snapper Is	Goat Is (P) A*	Goat Is (P) B*	
Spectacle Is	Cockatoo Is	Cockatoo Is	
Finish	Finish	Finish	

COURSES 61-65: Start – Cockatoo Isl. – Snapper Isl....

<u>Course 61</u>	<u>Course 62</u>	<u>Course 63</u>	<u>Course 64</u>
Start	Start	Start	Start
Cockatoo Is	Cockatoo Is	Cockatoo Is	Cockatoo Is (P) ***
Snapper Is	Snapper Is	Snapper Is	Snapper Is
Spectacle Is A*	Spectacle Is	Spectacle Is	Spectacle Is
Cockatoo Is	Goat A*	Goat Is (P) A*	Goat Is (P) A*
Snapper Is	Cockatoo Is	Cockatoo Is	Cockatoo Is (P)
Spectacle Is	Finish	Finish	Finish
Finish			

NOTES: 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 at the Clubhouse deck is followed by the letter (A) or 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 Isl.)

***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.

OUTSIDE START LINE

In certain wind conditions Twilight may start from the club launch, not in front of the clubhouse. Code flag "Q" (yellow flag) will be flown from the Clubhouse flag mast to denote an outside start.

The start line will be set to the east of Cockatoo Island. The starting sequence will be at the same time commencing at 1735 hours. The order of Divisions starting will then follow as per the Sailing Instructions. **The finish line will be the Outside Start - Finish Line.**