

<b>DNF</b> (did not finish)	Points equal to the number of boats starting the race.
<b>DNF</b> (TLE, out of time limit)	Points equal to one more than the last boat finishing.
<b>RAF</b> (retire after finishing)	Points equal to the number of boats starting the race.
<b>DSQ</b> (disqualified)	Points equal to the number of boats starting the race + 10%
<b>OCS</b> (premature starter)	Points equal to the number of boats starting the race + 10%
<b>DNE</b> (disqualification not excusable) One the water judging of kinetic infraction. Not eligible to be discarded in a regatta allowing a drop race.	Awarded points of DSQ

<b>DNC</b> (did not compete)	Points equal to the number of registered boats
<b>RDG</b> (redress given)	Points equal to the average earned in the series, excluding a drop race, if any, and the race in question
<b>CNF</b> (check in failure)	Points are added to the finishing position equal to 10% of the starters in that race. Finish position does not change
<b>ZPF</b> (20% Penalty under Rule 30.2)	Points are added to the finishing position equal to 20% of the boats registered in that series. Finish position does not change.
<b>Tie Breaking</b>	<ul style="list-style-type: none"> <li>a) In case of tie scores, the score of the drop race/races shall first be included to break the tie.</li> <li>b) If the tie persists, the boats that scores better than the other(s) more times shall win the tie.</li> <li>c) If the tie still persists, the boat that scores better in the last race shall win the tie.</li> </ul>

**Definition:**

**Check-in:** A boat that checks in for a race is automatically ranked as a starter for that race.

**Working with Fractions:**

- 1) First place scores.75 points
- 2) YMP and/or breakdown points: Round up to the nearest tenth when = or > .05  
Round down to the nearest tenth when = or < than .04
- 3) In all other cases: Round up to the next whole number