

2018 RUM RACE

Pointe-Claire Yacht Club
Saturday, September 29th

Sailing Instructions

1. RULES

1.1 The races will be governed by the rules as defined in the *Racing Rules of Sailing*.

2. ENTRIES

2.1 The event is open to white sail boats with a current SLVYRA handicap.

2.2 Eligible boats shall register by sailing past the stern of the race committee boat and hailing the boat's **sail number, class and division**.

3. NOTICES TO COMPETITORS

3.1 Notices to Competitors will be posted on the official notice board of the club.

4. CHANGES TO SAILING INSTRUCTIONS

4.1 Any change to the Sailing Instructions will be posted on the official notice board of the club before 0830h on the day it will take effect, except that any change to the schedule will be posted before 2000h on the day before it will take effect.

5. SIGNALS MADE ASHORE

5.1 Signals made ashore will be displayed on the flag pole of the club.

5.2 When flag AP is displayed ashore, "1 minute" is replaced with "not less than 30 minutes" in the race signal AP.

6. SCHEDULE OF RACES

6.1 There will be one race with the warning signal at 1100h.

7. RACING AREA

7.1 The racing will take place approximately 0.75 nautical miles south to southwest of PCYC.

8. THE COURSE

8.1 The course will be twice around a triangle. The starting and finishing lines will be separate from the triangle. See Appendix 1 for the course diagram.

8.2 All mark roundings will be to port.

9. MARKS

9.1 The marks of the triangle will be orange tetrahedrons. The starting and finishing marks will be a red ball.

10. THE START AND CLASS FLAG

10.1 The starting line will be between the mast of the race committee boat displaying an RC flag at the starboard end of the line and the starting mark at the port end.

10.2 The class flag will be white.

11. THE FINISH

11.1 The finish line will be between the mast of the race committee boat displaying the RC flag and a red ball as shown in the diagram.

12. PROTESTS

12.1 To gain satisfaction and restore honour: All protesters will engage in a duel at the park opposite the club house using pistols (at 50 paces). Winner obviously, gets to the rum punch first.

13. PRIZES

There will be two prizes: One bottle of rum to be awarded to the first place finisher and one bottle of rum to be chosen by chance.

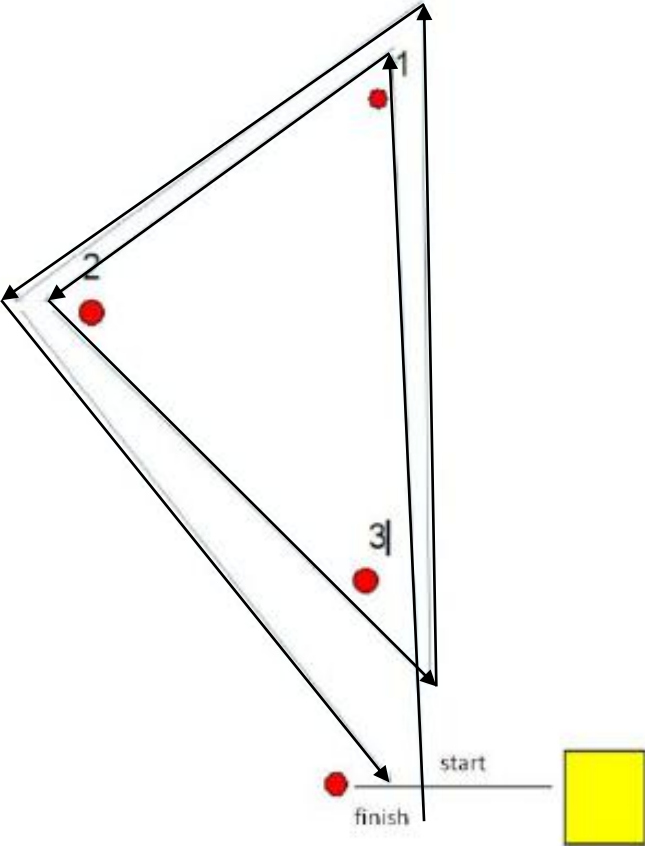
In other words, this is a fun race with no protests.

13. RETIREMENT

13.1 Boats retiring shall notify the race committee on the water.

Appendix 1-Course Diagram

Course: Start-1-2-3-1-2-Finish



Addendum to this
year's RUM RACE



1. Special Rules

Contestants are considered to have rammed a British frigate and therefore must go clear and do a 360 degree penalty turn on the last downwind reach after the gybe mark.

2. Chances in the Draw

- a. One chance per boat to be awarded for participation
- b. One extra chance for pirate attire
- c. One extra chance for flying the Jolly Roger
- d. One extra chance for having a wench aboard

3. Treasure Hunt

After our punch, there will be a treasure hunt for several caches of pirate gold. Maps will be available from the Race Officer.

