



## Sailing Instructions

# The Admiralty Sail

The concept of the Admiralty Sail dates from the time of Nelson, when all ships in the fleet were expected to maintain their positions, no matter how difficult the conditions. Keel hauling was the normal penalty for a skipper who strayed from the line and you would never guess what retribution followed for the crew! Fortunately today the Admiralty Sail is merely a fun test of seamanship and, since our boats are so much easier to control than Nelson's, it should be a "breeze".

### Rule 1

Boats set off in a line at (approximately) 30m intervals - Vice Commodore to decide.

### Rule 2

When the leading boat turns all other boats have to turn at the same geographical spot when they reach it.

### Rule 3

Boats keep the distance between themselves and the boat in front constant at all times. It follows, therefore, that the speed of the slowest boat controls the speed of the fleet, even if it is not at the front - you need eyes in the back of your head.

### Rule 4

All means permitted by the Vice Commodore, in advance, may be used to slow any boat down (engines in reverse have been allowed and certainly sheet anchors and any amount of fiddling with the sails is to be encouraged).

### Rule 5

The skipper of the first boat to pack up, before the designated finish, shouts everyone a drink the next time he/she is seen on the barge.

There are no points for winning or for losing, but it should be fun.