



Sailing Instructions

Seamanship Event

This event is intended to test the skills of skippers and their crews and at the same time provide an entertaining afternoon on the water. Which of the following five activities are selected for the event will depend on weather and tide conditions on the day. Judge(s) will be present to assess performance and record times.

The event starts with a briefing in the Club House at 1230 EST (Winter) or 1330 DST (Summer) and ends with a relaxing get together at the Club House.

1 BERTHING AND KEDGE OFF

Manoeuvre into position close to the Club House barge under motor. Anchor your boat then fall back using the tide and propulsion to take you alongside the barge. When alongside the barge secure your boat and **leave the engine running**. When the judge indicates you are ready to leave, untie the mooring lines and use your anchor to kedge off. Raise the anchor as soon as the skipper is happy that he has control and is in a position to motor away.

Timing

Timing starts at the moment a boat begins to drop its anchor and continues until it is back on deck in its normal sailing position.

Scoring

Score up to three points.

The boat with the least overall time taken earns one point. One point will awarded for not hauling your boat in on the mooring lines used to secure your boat. One point will be awarded for completing the whole manoeuvre safely without injury or damage.

2 NAVIGATORS' CHALLENGE

Place your boat at a specified location on the chart without the aid of electronics. Approved Instruments are hand held, fixed, or binnacle compasses. These can be digital but the use of GPS is not permitted.



Timing

A judge will board each participating boat at a designated location and indicate to the skipper when timing starts. All boats start from the same location.

Scoring

Score up to three points.

One point will be awarded for safely completing the task without loss of equipment damage or injury. One point will be awarded to the boat with the most accurate position fix as determined by the judge using a GPS. One point will be awarded to the boat completing the task accurately in the shortest time.

3 MAN OVERBOARD

A man overboard “dummy” will be dropped from each competing boat while it is under sail. The boat must then return and recover the dummy under sail and/or motor as ordered by the skipper. The yacht may “heave to” or use propulsion to maintain control during the recovery.

Timing

The judge will indicate when the dummy is to be dropped and start timing as soon as it enters the water. Timing will cease when the dummy is safely back on deck.

Scoring

Score up to three points.

One point will be awarded for completing the whole manoeuvre safely without injury or damage to skipper, crew, or the dummy! One point will be awarded for the shortest overall time. One point will be awarded for finesse (*ie. How the boat is handled and how the crew performs throughout the manoeuvre*).

4 LAYING THE MARK

Two marks, a “windward mark” and a “wing mark”, will be set at locations to be determined by the judge(s) on the day. Competitors sail on a beat to leeward of the wing mark. Once passed this mark they tack at any time, as determined by the skipper, to sail fully close hauled to the windward mark, passing it to leeward as well.

Timing

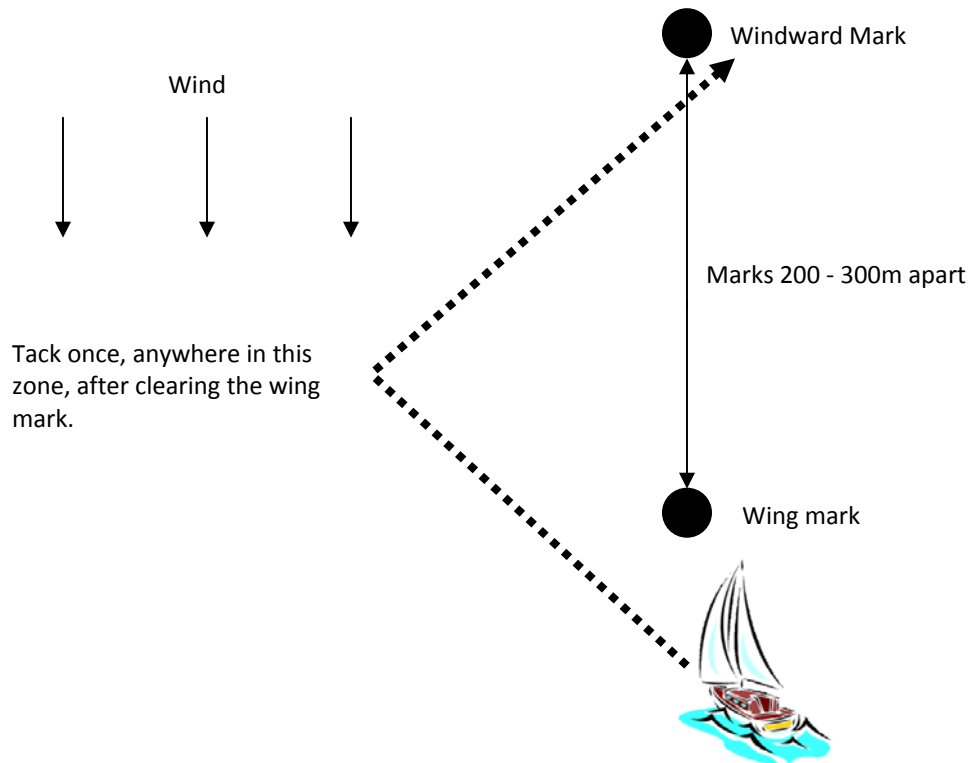
Time is not recorded.



Scoring

Score up to three points.

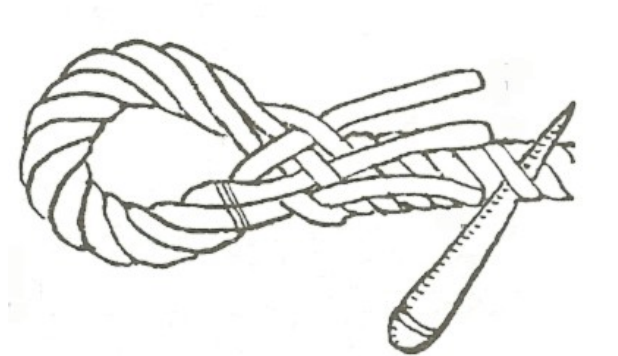
Up to two points will be awarded to boats that sail properly “close hauled” during the final leg (*ie. no luffing, pinching or bearing away*). One point will be awarded to the boat that sails properly “close hauled” and passes closest to the windward mark. A boat that hits the mark will lose one point from its score!



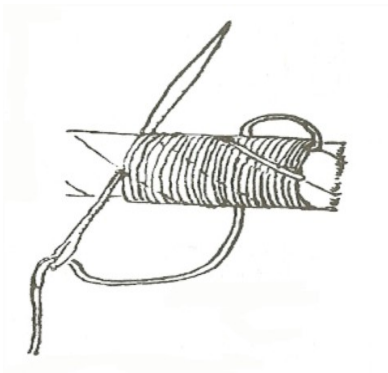


5 ROPE WORK

The judge(s) will provide each boat with a length of rope. During downtime between activities make an eye splice



in one end and whip the "bitter end".



Take the rope back to the barge at the end of the event for scoring.

Timing

Time is not recorded.

Scoring

Up to three marks will be awarded for neatness.