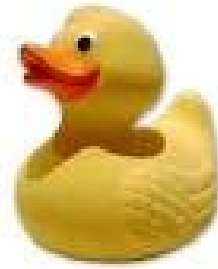
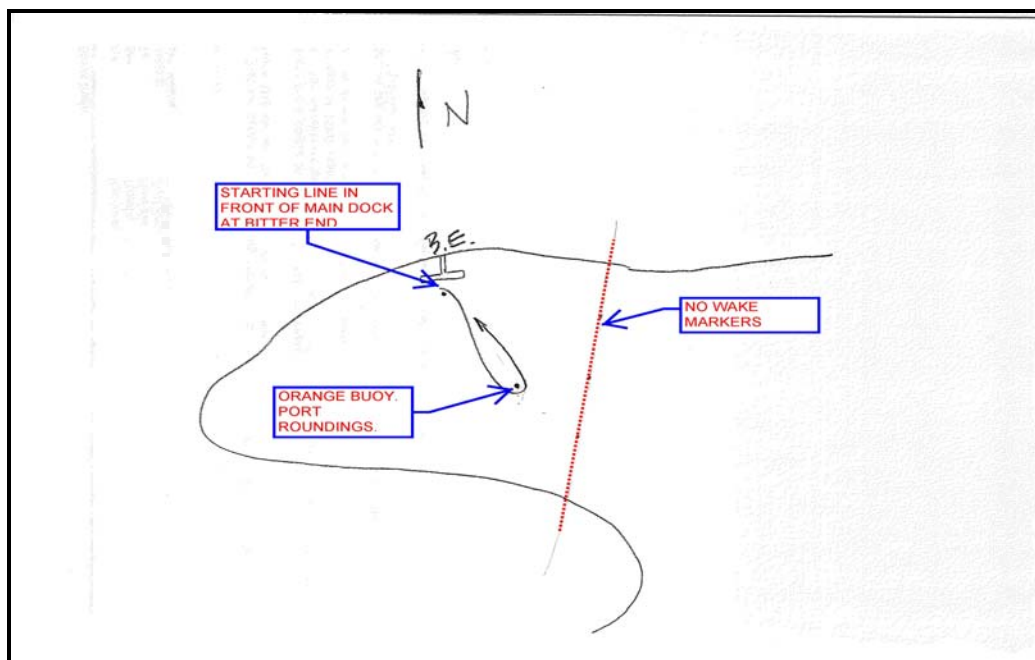


Rubber Ducky Relay Race Race Instructions



1. When - Date - Saturday, July 22th, Race starts @ 11 am
2. Where - Bayview Idaho - - Skippers Meeting 10:00 am @ Bitter End Marina
3. Who - Three-boat teams racing on a short course in Scenic Bay
4. What -
 - a. This is a fun short race.
 - b. The start/finish line is a long line extending from the main dock at the Bitter End Marina to the start mark
 - c. There is only one turning buoy - (see course map below)
5. Teams are made up of three sailboats (any brand and/or model). All boats will race as "cruising" sailboats without use of flying headsails (no spinnakers, cruising spinnakers, etc). All headsails must be attached to the forestay in a regular and continuous fashion from tack to head.
6. The "boat only" handicaps for each team boat will be added together to establish a "team handicap". See below for special "cruising" handicap adjustments. If you don't have a handicap, one will be provided by our quack team of professionals.
7. Conduct of the race...
 - a. Each team of three boats will establish a "seeding" order (first seed, second seed, and third seed). The first seed boats from each team start the race; and these first seed boats will have aboard the team's rubber ducky ring. There will be a "normal" five-minute start sequence established by flags seen from the main dock at the Bitter End.
 - i. White flag up at five minutes to go;
 - ii. White flag down at one minute to go;
 - iii. Red flag up at GO!!
8. The first seed boats will race one lap; from the start/finish line to and around (port roundings) the orange buoy and back thru the start/finish line/
 - a. After clearing the start finish line, the first seed boat will drop the team's rubber ducky ring in the water.
 - b. The second seed boat "rescues" their team's rubber ducky ring prior to starting their first lap. After rescuing the team's rubber ducky ring, the second seed boat sails their lap.
 - i. After clearing the finish line, the second seed boat drops their rubber ducky ring in the water to be "rescued" by the third seed boat.

9. The third seed boat starts their lap and after clearing the finish line drops their team's rubber ducky ring in the water for the first seed boat to "rescue".
10. The sequence of racing the second lap proceeds similarly to the first lap... the first seed clears the finish line and drops the rubber ducky ring for the second seed boat... the second seed boat races their second lap and after clearing the finish line drops the rubber ducky ring for the third seed boat. The team's finish time will be recorded when the any part of the third seed's boat (in normal position) crosses the start/finish line.
11. Adjusted times will be figured immediately after the last third seed boat finishes - finishing places will be announced at the Bitter End club house as soon as possible after the last third seed boat finishes.
12. In the event of no wind, or wind dying away during the course of the race, the "no wind" flag will be raised by the committee boat crew. Upon hoisting the "no wind" flag, competitors may use their engines to complete their lap(s). If a skipper elects to use the engine, all sails must be furled and stowed prior to starting the engine. All racing will be officially finished at 1:30 pm (mercy rule).
13. There will be a \$20 per team entry fee for this race. Fees will be collected at the Skipper's Meeting.
14. Squirt guns/ super soakers are allowed to distract crews at the pick-up point.
15. We will help you fill out your team roster sheets.



COURSE MAP

**RUBBER DUCKY RELAY RACE
TEAM INFORMATION SHEET**

TEAM NAME:			
	Boat 1	Boat 2	Boat 3
Boat Name			
Boat Make/ Size			
Skipper's Name			
Standard Handicap <small>If none, one will be assigned</small>			
ADJUSTMENTS Yes or No			
Hanked on Jib or luff foil jib			
Tall Rig			
Folding or feathered prop			
Dodger up			
Never skippered in a sailboat race			
Best Decorated boat			
Bottom paint more than 5 years			
Entire crew under 25			
Crew member 15 or under			
Full Battened main			
Headsail larger than 135			
Non Dacron sails			
Raced in spring and summer series			
Last years winning team			
Not worthy			
Costumed skipper and crew			
Oldest skipper and crew combo			
TOTAL ADJUSTMENTS			
MODIFIED BOAT HANDICAP			
TEAM HANDICAP			

Adjustments

Hanked on or luff foil jib - - - - -	-20
Tall rig - - - - -	-30
Folding or feathering prop - - - - -	-20
Sail the entire race with the dodger up - - - - -	+15
Never skippered a sailboat race before - - - - -	+60
Best decorated (to be determined before start by committee)- -	+30
Bottom paint more than 5 years old - - - - -	+15
Entire crew (except skipper) younger than age 25 - - - - -	+200
Crew Member under 15 years old- - - - -	+30
Full Battened Main - - - - -	- 20
Headsail larger than 135 - - - - -	-30
Headsail not larger than 135- - - - -	+20
Non-Dacron sails (any) - - - - -	-50
Boat raced in Spring and Summer series - - - - -	-30
Team that won last year - - - - -	-60
Teams deemed to be not worthy - - - - -	-/+40
Skipper and crew in costume - - - - -	+20
Oldest Skipper and Crew combination - - - - -	+ 10