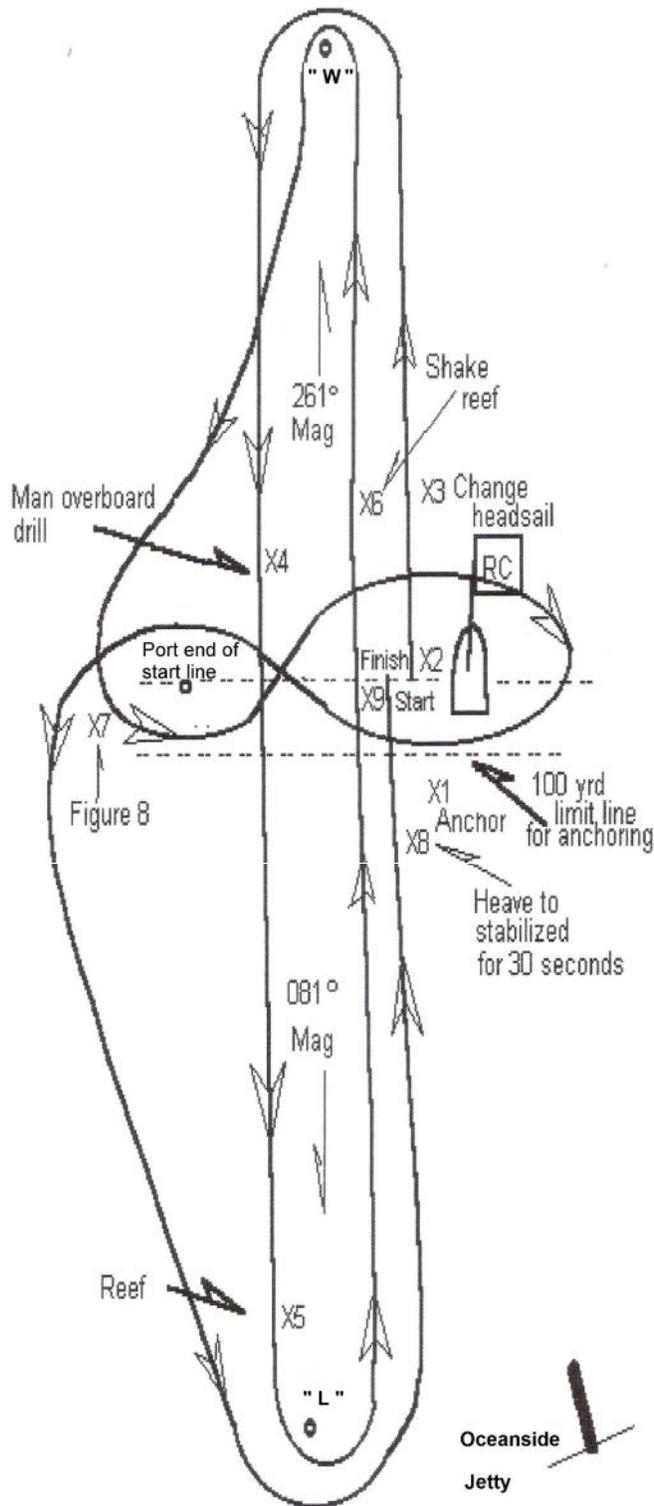


SMYC ANNUAL SEAMANSHIP CONTEST

A race to hone your seamanship & safety skills.



NOTES

1. Boats not accomplishing "Events" (due to lack of equipment or other reasons) will be penalized 3 minutes for each.
2. No spinnakers to be used.
3. PHRF/SMH ratings will be applied.
4. All events except reefing will be performed in the immediate vicinity of the Committee Boat.
5. See attached for description of events numbered X1 through X9

Sequence of events.

- X1. Anchor - prior to Warning signal
- X2. Start
- X3. Change Headsail
Round "W" to Port
- X4. Man Overboard Drill
Through Start/Finish
- X5. Reef
Round "L" to Port
Through Start/Finish
- X6. May Shake out the Reef
Round "W" to Port
- X7. Figure 8
Round "L" to Port
- X8. Heave to
- X9. Finish

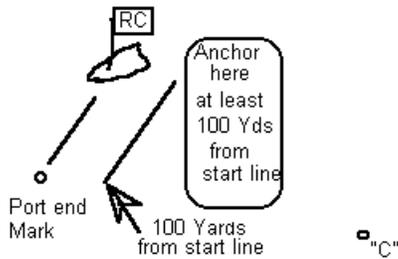
Approximate Bearings & Distances

"Start Line" to "W"	261° M	0.50 NM
"Start Line" to "L"	081° M	0.50 NM

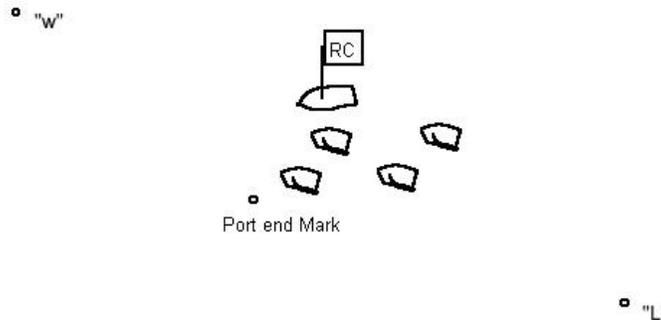
Course Distance for Handicapping
4.1 NM

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Event # X1. All participants will be at anchor at least 100 yards East of the starting line. You must be anchored from the bow with sails furlled or on the deck. You must be at anchor prior to the Warning signal. (numeral pennent one)



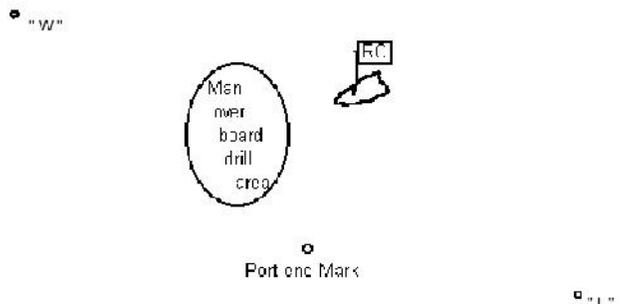
Event # X2. At the starting signal, up anchor and start sailing. You must pass between the Committee Boat and "Port end Mark" on the way to "W".



Event # X3. After getting well clear of the start line, immediately change head sails - you must use the same halyard for both the "before and after" sails. Boats with furling headsails may furl the sail and wait for (3) minutes before unfurling. Replacement sail must remain in a sail bag, in the cabin until across the starting line.

Event # X4. After rounding "K", but before reaching the Committee Boat, drop the supplied object over the side and then recover it, using proper *man over board maneuvers*. That is, retrieve the object with the boat basically dead in the water and approximately head to wind. Do the maneuver in a position that will give you room to operate, but still be observed by the Committee Boat.

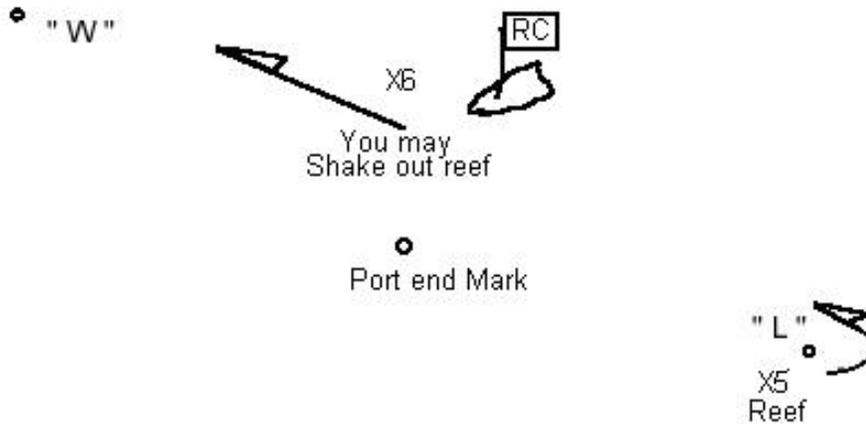
No extra points are awarded for using a crew member as the "object" thrown into the water!



SMSC SEAMANSHIP CONTEST

Event # X5. Before rounding "L" reef down, you must sail reefed the entire leg from "L" to "Start Finish Line".

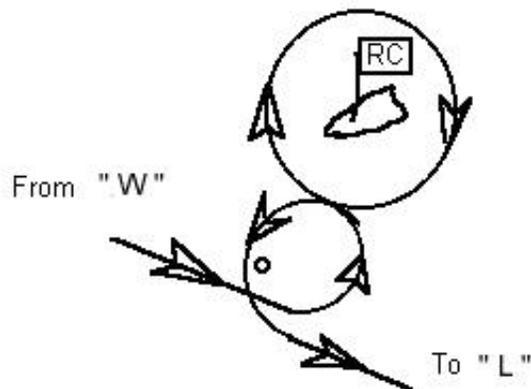
Event # X6. After passing through the start line, You may shake the reef out. Sail to "W" mark and round it to port. Heading back to "Start Finish Line".



Event # X7. The next maneuver is a figure eight (8) around the "Port end Mark" and the Committee Boat. Please keep a sharp look out for other boats and perform the "8" in the direction indicated.

If you hit the Committee Boat, or in any other way frighten the Race Committee, you will be disqualified!

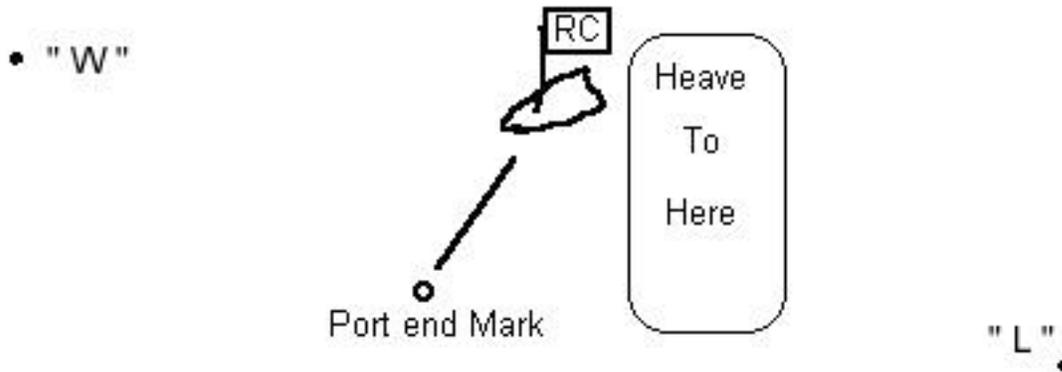
In the interest of safety, there will be no passing "on the inside of the Loops" and there will be no "on purpose" forcing boats to make unnecessarily large loops.



After finishing the figure eight (8), proceed to "L" mark, take it to port and return to the vicinity of the start/finish line.

SMSC SEAMANSHIP CONTEST

Event # X8. Before finishing and in an observable position, but clear of the finish line. *Heave-to.* The jib must be backwinded, the main and helm down. Wait 30 seconds after the boat stabilizes.



Event # X9. *Retrim and finish.*

THE END!