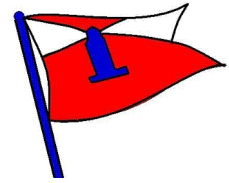


**Cabrillo Beach Yacht Club**  
211 West 22<sup>nd</sup> Street, San Pedro, Ca. 90731  
310-519-1694(office), 310-519-1526 (fax)



# NOTICE OF RACE

## Cal 20 Hurricane Gulch Shootout Saturday July 13, 2019

**RULES:** The regatta will be governed by the *Racing Rules of Sailing*. Changes in sailing instructions shall be made in writing before a race by posting in proper time on the official notice board. The office notice board is outside the CBYC clubhouse. Cal 20 Class rules shall apply.

**ELIGIBILITY:** This regatta is open to members of SCYA or USSA recognized yacht clubs and who are members in good standing of Cal 20 Class Association. All boats shall have a current measurement certificate.

**CLASS:** Cal 20 one design with at least three entries.

**RACE SCHEDULE:** Three races, weather permitting, are planned. One race completed, as a minimum, shall constitute the regatta. There shall be NO throw out. The warning signal will be at 1225 hours.

**SAILORS MEETING:** A sailors meeting will be held on Saturday July 13, 2019 at the CBYC Dry Storage yard at 1000 hours.

**COURSES & SAILING INSTRUCTIONS:** Sailing instructions will be available at registration and on line, plus any posted supplements.

**PROTESTS:** Protests will be heard end of day of racing.

**ENTRIES & FEES:** Entries are on line with Regatta Network at the following web site:  
<http://www.regattanetwork.com/event/18653> All entries must be filed prior to 1000 hours on race day. The entry fee is \$25.

**LAUNCHING:** Two hoists of up to 6,000 pounds capacity are available at the CBYC dry storage facility located along Via Cabrillo adjacent to the main clubhouse.

**TROPHIES:** Trophies will be awarded at the conclusion of the regatta based number of the entries. One for three entries, two for 4 to 7 entries and three for 8 or more entries

**POST RACE ACTIVITIES:** The CBYC bar will be open after racing.

**RACE CHAIRMAN:** Jib Kelly 310-293-5348 C  
**Principle Race Officer:** Jonathan Mitsumori 949-291-9050 C