

NOTICE OF RACE

2014 Slip to Ship Regatta Ocean Springs Yacht Club/Ocean Springs Sailing Squadron Ocean Springs, MS, May 24 & 25 2014

1 RULES

The regatta will be governed by the rules as defined in the Racing Rules of Sailing RSS 2013-2016 except as modified by these instructions

1.1 RRS 44.1 is changed so that the two-turn penalty is replaced by the one-turn penalty

2 ENTRIES

Competitors may enter by online registration at osyc.com on or before the day of the race. Entry fee is \$70 for all boats.

Registering online on or before May 18, 2014 will save you from the dreaded \$10 late fee!

3 PORTSMOUTH RATINGS

All competitors' ratings will be taken from the Table of Portsmouth Number—Multihull Classes updated March 2008 or the latest version available at the time of race. All sailors are responsible for accurately reporting and reflecting penalties and modifications based on crew weight, sail size, boat alterations or other modifications outside of the boat's controlling class rules. Generally, see Portsmouth-MH Modification Factor chart. Any competitor who fails to accurately report such penalties or modifications that results in an unreasonable advantage to that competitor, is subject to disqualification or a lesser penalty at the race director's discretion. Appeals to posted ratings shall be submitted **in writing** to the PRO prior to the start of racing on Sunday.

4 NOTICES TO COMPETITORS

Notices to competitors will be posted on the official notice board which will be located outside the bar entrance.

5 SIGNALS MADE ASHORE

Signals made ashore will be displayed from the 2nd floor, southwest corner of the club. If a postponement is signaled ashore, the warning signal will be made not less than 30 minutes after AP is lowered.

6 SCHEDULE

A competitors' meeting will be held at 0930, under the Building on Saturday and Sunday mornings. The warning signal for the first race each day will be at 1030. The starting flags, classes and order of starts will be described at the competitors' meeting.

7 RACE COURSE

The starting line for Races #1 and #3 will be south of the Ocean Springs Yacht Club between an orange buoy and the staff carrying an orange flag flown on the committee boat. The general course will run between the East and West Biloxi Ship Channels from the Ocean Springs (casino row) channel and the north east corner of Ship Island. (See NOAA Chart 11373)

Race 1: From the start the fleet will round a marker south of the start and head west through the channel between Casino Row and Deer Island (caution, south of the casino row channel is shallow and has oyster beds).

Competitors must **ROUNDCHANNEL MARKER 12 TO PORT** and head south on a course approximately 175 true for a finish to the east end of Ship Island (visually find the tree line, look east on the island to find two small groups of trees, that is approximately the finish line area). The finish line will be between the staff carrying an orange flag flown on the committee boat and an orange buoy approaching the beach on the Island.

Race 2: Race begins at the starting line at Ship Island and is the reverse course of race 1 back to the vicinity of the race #1 starting line. All boats must **ROUND CHANNEL MARKER 12 TO STARBOARD**.

Race 3: The course will run west from the starting line to the channel between Casino Row and Deer Island. Competitors must **ROUND CHANNEL MARKER 12 TO PORT** and head south and next **ROUND CHANNEL MARKER 2 TO PORT**. Turn E on a course approximately 100 true to the Biloxi East Channel and honor the **POSITION OF THE FORMER LARGE RANGE MARKER TO PORT** Proceed north down the East Channel to the finish line near the OSYC.

***See attached diagrams for the general course layout.**

Key GPS waypoints:

OSYC (approx.)

30deg 24.400N

88deg 50.460W

#12

30deg 23.418N

88deg 53.814W

#2

30deg 21.658N

88deg 54.103W

Ship Island (approx.)

30deg 14.923N

88deg 52.741W

Range Marker

30deg 21.011N

88deg 46.796W

8 STARTING AND FINISHING LINES

The starting and finishing lines will be between the staff of an orange flag flown on the Committee Boat and an orange buoy.

9 PROTESTS

Protests must be filed with the PRO within 60 minutes of the committee boat returning to the Yacht Club for each day of sailing. The RC boat dock time will be posted on the notice board.

If a boat screws up, **HAIL THEM**, if you are hailed, **DO WHAT IS RIGHT TO THE BEST OF YOUR KNOWLEDGE**

10 RETIREMENTS

Boats retiring from a race shall make every effort to notify the Race Committee as soon as possible. Failure to do so may result in disqualification.

11 SPECIAL NOTES

11.1 NO QUESTIONS WILL BE ANSWERED BY THE RACE COMMITTEE ON THE WATER.

11.2 Chase boats/rescue boats are there for your safety and assistance. Should you desire a beverage or need assistance, hail the boat, otherwise, they will keep a safe distance from the competitors.

11.3 Any boat receiving "hands-on" assistance from rescue/chase boats will be scored DNF for the race (request for beverages are not considered assistance).

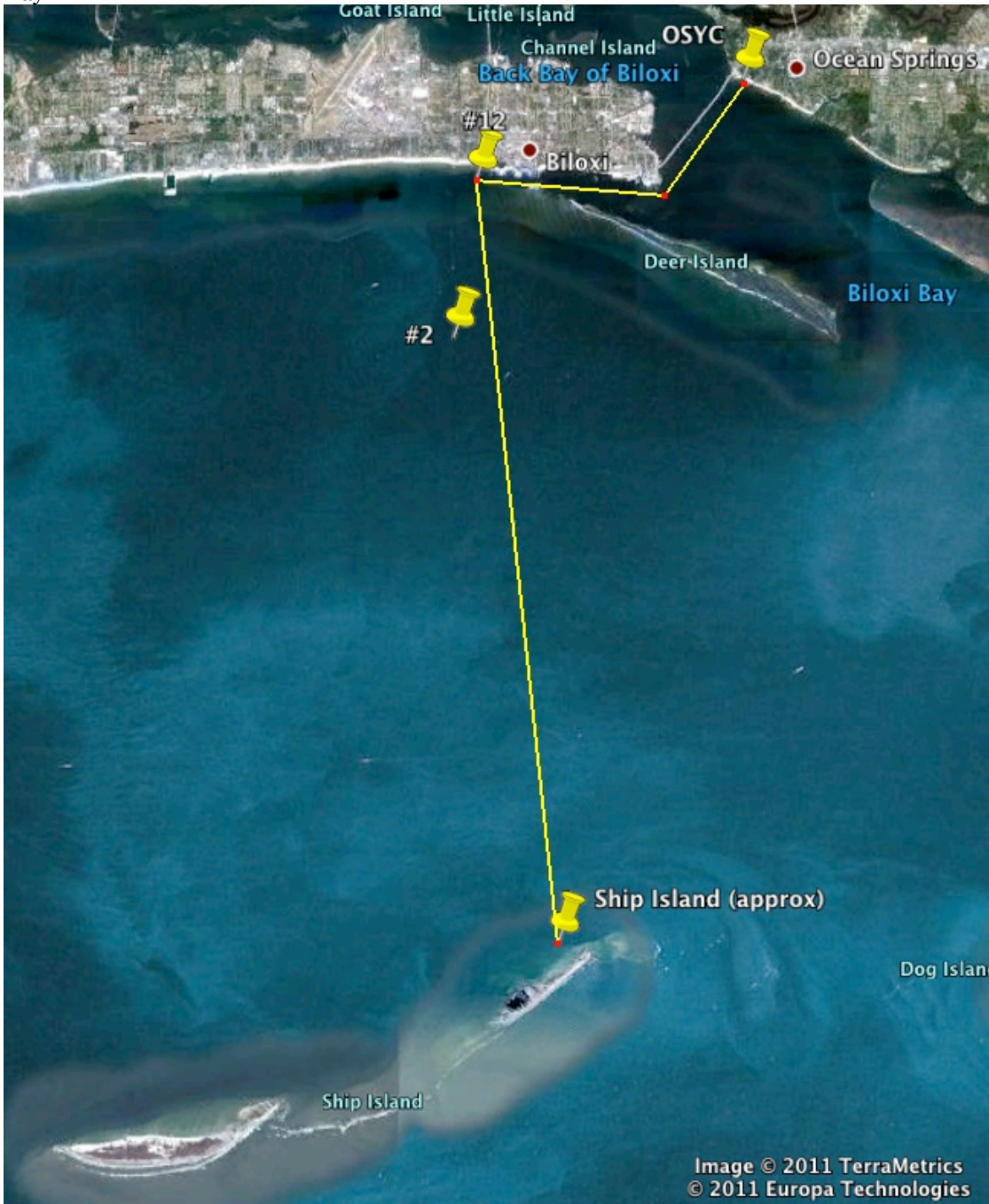
12 TROPHIES

Trophies will be awarded to the top five finishers in each class to be determined as soon as possible after the last boat finishes the Sunday race. In addition, the Round Deer Perpetual will be awarded to the team with the fastest adjusted time around Deer Island (race three). Winners will be announced at the awards ceremony, to be held in the dining room of the Ocean Springs Yacht Club at approximately 1500hrs Sunday, 26 May after the last boat crosses the finish line.

13 SAFETY

This is an offshore race; there will be a time during the race that the nearest land will be a minimum of 4 miles away. It is the responsibility of each skipper to ensure that their boat is seaworthy enough to make this passage.

Day 1



Day 2

