



2018 Drumstick Race

Sunday November 18, 2018

Notice of Race

And

Sailing Instructions

This is an opportunity for DRYC members to compete against each other.
Please join us for the traditional turkey giveaways after the race !

1 RULES

- 1.1 This race is governed by the *rules* as defined in the *Racing Rules of Sailing (RRS)*.
- 1.2 Spinnakers are not allowed inside Marina del Rey harbor. The head of any spinnaker must be below the lowest spreader when the bow passes the extension of the detached breakwater.
- 1.3 Any change to the Sailing Instructions will be posted by 0930 race day on the DRYC Notice Board, located inside the clubhouse.

2 ELIGIBILITY AND ENTRY

- 2.1 PHRF of So. California 2018 buoy ratings apply for keelboats. Non-Spin offsets will only apply to entries racing in the Non-Spin class. The R/C will assign ratings for entries without a valid rating.
- 2.2 Enter at http://www.dryc.org/RACING/Drumstick_Regatta.aspx The entry deadline is 0900 race day. There is **NO** entry fee.

3 CLASSES, CLASS FLAGS AND SCHEDULE

- 3.1 Divisions will be established for PHRF and Cruising, helmed only by DRYC members.
- 3.2 Boats with PHRF of So. Ca. Corinthian ratings are restricted to the Cruising Class.
- 3.3 Class splits, flags and the order of starts will be posted no later than 0930 race day (**see rule 1.3**)
- 3.4 There will be a **mandatory skippers meeting** for all entries in the bar area at 0930 race day.
- 3.5 There will be one race per class. The scheduled time of the Warning Signal for the first start will be 1155. As a courtesy, multiple sound signals will be made at 1154.

4. COURSES AND MARKS

- 4.1 No later than the warning signal, the R/C will signal the course. Courses are described in the chart below. The course signaled may vary from class to class.
- 4.2 Sail the course signaled and then return through the MDR South Entrance ("No Sail" buoys on the north and south sides of the entrance channel shall be considered a continuous obstruction).
- 4.3 Proceed to the finishing line. (center channel markers are not marks of the course).
- 4.4 Any mark of the course that is out of place will be replaced with an orange inflatable tetrahedron.

5 THE START

- 5.1 The starting line will be in the vicinity of S Mark, between an **Orange** flag on the R/C boat and an **Orange** flag in the water.
- 5.2 The Starting Signal for a class will be the Warning Signal for the next class. This changes *RRS 26*.

6 THE FINISH

6.1 The finishing line will be between an **Orange** flag displayed on a boat in the DRYC main channel dock and an **Orange** flag in the water.

6.2 Any boat not finishing by 1700 will be scored DNF (Did Not Finish). This changes *RRS 35*.

7 COMMUNICATION

The RC will attempt to announce starting information and recalls on VHF 68.

8 PROTESTS

Protests shall be filed within 30 minutes of finishing (Protest Time Limit) at the DRYC front desk.

9 SCORING

9.1 The courses described below include the handicap distance used for scoring each class.

10 HOSPITALITY & TROPHIES

Please join us after the race in the clubhouse for appetizers, a no-host bar and awards presentaiton.

11 CONTACT PHONE NUMBERS

Event Chair/PRO - Rick Ruskin	310-990-6326	rickruskin@outlook.com
Del Rey Yacht Club	310-823-4664	www.dryc.org

2018 DRYC Drumstick Regatta Course Chart

(Please see ASMBYC Course Chart 17 for mark bearing and distances)

Course 1

Handicap distance: 11.3 NM

1. Leave T Mark to Port
2. Leave S Mark to Port
3. Leave T Mark to Port
4. Enter the South Entrance of Breakwater
5. Proceed to the finishing line

Course 4

Handicap distance: 6.25 NM

1. Leave DD Mark to Port
2. Leave BB Mark to Port
3. Enter the South Entrance of Breakwater
4. Proceed to the finishing line

Course 2

Handicap distance: 9 NM

1. Leave D Mark to Port
2. Leave El Segundo Buoy 2ES to Port
3. Enter the South Entrance of Breakwater
4. Proceed to the finishing line

Course 5

Handicap distance: 5.3 NM

1. Leave D Mark to Port
2. Enter the South Entrance of Breakwater
3. Proceed to the finishing line

Course 3

Handicap distance 7.4 NM

1. Leave D Mark to Port
2. Leave S Mark to Port
3. Leave BB Mark to Port
4. Enter the South Entrance of Breakwater
5. Proceed to the finishing line