



JUST-FOR-FUN Fleet

Sailing Instructions

1 Rules

The event will be governed by the Rules of Common Sense outlined below:

- a) Don't run into anybody or anything
- b) Have fun
- c) Don't do anything your momma would say was stupid
- d) Don't let anyone get hurt (It makes it hard to have fun)
- e) Did I mention, don't run into anybody or anything?

2 Notices to Competitors ...

will be posted on the official notice board – ground floor of the clubhouse between the Tiki Bar and the front steps. If we post anything, we'll blow a horn and raise a yellow/black checked flag. This isn't likely.

3 Changes to the Sailing Instructions ...

would make things too confusing. Don't worry about it!

4 Signals Made Ashore ...

will be on the flagpole if necessary. The red/white "Cat in the Hat" flag means we're starting later. When it comes down with a horn, it means you can start in 30 minutes. Get some ice on the beer! The blue/white "NASCAR Checkered Flag" means the race is cancelled.

5 The Start

We'll fire the starting cannon at 11:30. Don't leave before then, but you can leave the dock anytime thereafter. There is no "starting line". We ask that you be back to the dock no later than 4:00pm for the awards ceremony.

6 Course

We will give you some suggested marks to sail around, just to give you some sense of purpose. We all need that sometimes. Whether you round some of them, all of them, or none of them is up to you! We could care less. There are some fools out there trying to be serious and it's probably a good idea to try to stay out of their way. Moon them if you like. Rest assured...you're having more fun than they are!

7 Scoring ...

Weren't you paying attention? This isn't a race so everybody wins!

8 Protests and Penalty System

If this is something that really concerns you, then you're in the wrong fleet. Refer to 1a and 1e above and you'll be fine.

