



# DARTMOUTH ROYAL REGATTA SAILING WEEK

Dartmouth Royal Regatta Sailing Week 2021

## **Cruising Skills Competition – *Just for Fun!***

**Saturday 28<sup>th</sup> August**

Organising Authority (OA):  
Joint Regatta Sailing Committee  
Royal Dart Yacht Club Kingswear, Devon, TQ6 0AB  
Tel: 01803 752496 Email: [info@dartmouthsailingweek.com](mailto:info@dartmouthsailingweek.com)

*Please submit your entry form and fee at RDYC or online at [www.dartmouthsailingweek.com](http://www.dartmouthsailingweek.com) before commencing.*

The aim of the day is to collect as many points as possible in a set time of no more than 5 hours. Please be honest in awarding points to yourself.

This competition is open to Sailing Boats. This is a cruising event therefore spinnakers and specialist racing sails are not allowed. Participants *must* keep clear of racing yachts in Start Bay. Safety is of primary importance so please do not take any unnecessary risks.

Boats may commence their cruise from 0830 on Saturday 28<sup>th</sup> August, by taking their time as they pass through the RDYC club house start line on their way out of the harbour. They should return after no more than 5 hours taking their time again as they pass through the club line inbound. The event will be self-timed and yachts should cruise in the area to the North of 50° 19' N

Communication will be on channel 10. A WhatsApp group will be created as an alternative way to share stories, pictures etc

Each mile logged earns a single point if motoring, and 3 points if sailing. Additional points may be claimed for activities as shown overleaf.

Your completed form and any other evidence required should be emailed to [info@dartmouthsailingweek.com](mailto:info@dartmouthsailingweek.com) or delivered in person to RDYC, by 1600; with prize giving at 1800.

Entrant/team name .....

Boat name .....

Start time ..... Finish time .....

Miles sailed x3..... Miles motored ..... Additional points (see over) .....

Total points .....

## Activities for additional points (N.B Activities may be combined to save time)

### 1 Passage Planning:

Where will you go on your cruise? Identify coves, beaches, sands etc from the Wordsearch. Plan a route to visit as many as possible in the time available.

1 point for identifying, 5 points for visiting by boat, 10 points for landing (maximum 3 landings)

J	B	Y	D	K	Z	L	A	Q	U	I	V
F	R	O	W	A	R	D	C	F	A	F	O
R	E	D	A	C	C	G	O	L	T	R	C
O	A	R	R	X	N	B	M	Y	M	E	O
R	K	E	F	O	X	R	V	N	I	D	M
D	W	E	L	A	D	I	E	S	L	L	P
Y	A	L	E	T	O	X	S	U	L	A	A
H	T	B	E	M	O	H	I	G	B	W	S
B	E	E	T	R	O	A	S	A	A	Y	S
L	R	R	I	S	T	M	A	R	Y	S	T
E	G	R	E	E	N	W	A	Y	O	N	E
B	A	Y	A	R	D	S	E	N	B	W	N

Destination from Wordsearch	ID (1)	Visit (5)	Land (10)
Example: Warfleet Creek	1		

Total for Wordsearch Locations.....

## 2 Anchoring

In a suitable location, drop anchor, stow sails. Row ashore in a dinghy (at least 50% of crew) and return with treasure. Weigh anchor and set sail.

10 points if task completed using engine

20 points if all done under sail.

2 points for a nice piece of driftwood

2 points for a shiny pebble

5 points for at least 20 pieces of plastic collected for safe disposal

Total for anchoring.....

## 3 Keeping a look-out

Spot a mammal swimming. 2 points for spotting, 5 points for photograph, 5 for identifying species

..... Total for looking out.....

## 4 Heaving to

Find a safe area, clear of rocks, racing yachts and other obstructions. Heave-to for 10 minutes, using backed jib countering the mainsail, and tiller lashed if necessary. (10 points + 5 if you make a brew).

Total for heaving-to.....

## 5 Swimming

Choose a fit member of the crew to swim around the boat when anchored or moored.

(3 points for 1 lap, 10 points for two) Can be repeated by each under-18 Total for swimming.....

## 6 Sailing without a rudder

Imagine that your steering has failed. With tiller or wheel in a fixed position, sail a straight(ish) course for half a mile. 10 points.

Total for sailing without rudder.....

## 7 Take a fix

Fix your position by noting the bearing of three known points on land (e.g. Start Point, Daymark).

Draw intersecting lines on a paper chart to obtain a "cocked hat". Compare with GPS position or known location (next to Homestone, for instance). 5 points for correct location within cocked hat.

Extra 5 points for cocked hat smaller than half a mile on its biggest side.

Total for fix.....

## 8 Pick up a mooring

Attach a bow line from your boat to a swinging mooring.

5 points by using the engine. 10 points if achieved under sail.

Total for mooring.....

## 9 Refreshments

Buy ice-cream or drink ashore. 3 points per adult, 5 points per child (under 18)

Oldest makes hot drink for youngest; youngest makes cold drink for oldest – 10 points

Total for refreshments.....

## 10 Flags

Hoist flags representing the age of the youngest crew member.

Can be repeated if more than one under-18 on board. 5 points per hoist.

Total for flags.....

### 11 (For the adults) Design a Salcombe Gin Cocktail

Provide a recipe for judging ashore. 15 points, and best one wins a bottle of Gin.

The name of your cocktail (and possibly the recipe!) should be themed on "Navigation marks of the Dart and start bay".

Due to COVID precautions, we will not be able to mix and sample the cocktails this year, but we'll ask an expert to judge the recipes!

Total for cocktail.....

### 12. (For the kids) Fishy menus

Design a menu for dinner with a fishy theme. (5 points per child)

Total for fishy menus.....

### 13. (For the kids) Catch a crab

Catch a crab and take its picture (2 points per crab, max 5 crabs per child)

Total for catching crabs.....

### 14. (For the kids) Make or draw a boat

Make a model boat out of recycled materials (10 points)

Draw or paint a boat (5 points)

Total for boats.....