## Terms and Conditions of Support/ Coach Boat Registration

- 1. All skippers of Coach/Support personnel boats must attend a briefing with Race Management. This is scheduled for 1215 on Sat 10<sup>th</sup> February in the MYC Clubhouse.
- 2. Coaches and other support personnel shall stay 50m from any boats that are racing from the time of the warning signal for any division race until all boats in all divisions have finished, or until the race committee signals a postponement, general recall or abandonment. MYC may have nominated coaches on course side during race times.
- 3. Each coach/support boat is required to carry a working VHF radio and have completed a Coach Boat registration online at the club's website https://www.morningtonyc.net.au/schnapper-point-regatta.html
- 4. All Support/Coach boats shall sign on and off by radio to the MYC Tower and declare the number of persons onboard.
- 5. When Code Flag V (with a long sound signal) is displayed on a Committee vessel all support boats are requested to remain afloat and assist all sailors until Code Flag V is lowered.
- 6. Boats may only be moored temporarily or overnight as directed by an MYC representative. Race Management boats will be given mooring priority.
- 7. Fuel is not available at MYC. Closest fuel by water is available at Martha Cove Marina
- 8. The Race Committee or Jury may protest any boat whose support boat is in breach. Penalties imposed as a result of such a protest may result in a penalty being imposed on the boat(s) supported by the support boat.
- 9. All skippers of Coach/Support personnel boats must hold a current powerboat licence.
- 10. Coach/Support personnel boats must have a current boat insurance policy with a minimum value of \$5,000,000 or more for public liability insurance.
- 11. To comply with best practice, lifejackets (PFDs) are to be worn at all times by the skipper and passengers on Coach/Support personnel boats
- 12. I agree to comply with any reasonable request from the Race Management Team or MYC representative