

Wet Pants Fall Pursuit Race

Wet Pants Sailing Association

Sunday, October 11, 2026



NOTICE OF RACE

Organizing Authority – Wet Pants Sailing Association

1. ENTRIES

The Pursuit Race is an informal fun sail held the day after the Wet Pants Annual Mess and again in the spring. It begins at 12 o'clock noon at an imaginary line drawn between the green day mark on the southwest end of the Browns River rock jetty and southeast corner of the Port O' Call pier where the Bob Gorman bench is located. Each boat starts at the time appointed to its class.

Competitors may enter by crossing the starting line at their appointed starting time shown here.

2. START TIMES

Class	Start Time
Menger 19	12:03
Herreshoff Americat	12:04
Marshall 18	12:14
O'Day Mariner	12:17
Menger 23	12:16
O'Day 22	12:17
Marshall 22	12:21
Catalina 22	12:21
Venture 22	12:20

Sunfish	12:21
O'Day Daysailer	12:22
Club 420	12:22
Freedom 21	12:22
Laser Radial	12:23
Rhodes 19	12:23
O'Day 23	12:23
Tanzer 22	12:26
O'Day 25	12:26
Precision 23	12:26
MacGregor 26	12:27
JY 15	12:29
Moonbeam	12:31
Narrasketuck	12:31
Flying Scot	12:31
Vanguard	12:32
Saber 28	12:32
470	12:35
Saber 34	12:38
Hunter 34 (Shoal Draft)	12:39
Hobie 16	12:45
Hobie 20	12:56

3. COURSE

1. Start at the imaginary Wet Pants starting line drawn between the green day mark on the southwest end of the Browns River jetty and southeast corner of the Port O' Call pier.
2. Sail to Buoy EN and round it to port (left side of your boat).
3. Then sail to Buoy 34 and round it to port (left side of your boat).
4. Finish at the imaginary line between the green day mark on the southwest end of the Browns River jetty and southeast corner of the Port O' Call pier. (This is where you started.)

4. RACING AREA

The racing area will be the waters of the Great South Bay between Wet Pants and the Connetquot River.

5. COURSE and MARKS

The course consists of a starting line (same as the finish line) and government buoys “EN” & “34” All buoys will be rounded to port.

6. STARTING SYSTEM

The starting system will be a pursuit style start with each boat trusted to begin at its appointed time as determined by Atomic Local Time available over the internet and accessed via smartphone.

7. FINISH

The order in which a boat finishes will determine its place in the race. The first boat to cross the finish line will be first. The second boat to cross the finish line will be second, and so on. Record your finish time and email it to NRX500@GMAIL.COM

8. TIME LIMIT

The time limit for the race will be 4 hours. If a boat takes longer than 4 hours to finish its score shall equal the number of boats starting +1 point.

9. FOULS

If a foul is committed the offending boat shall be required to complete a 360-degree turn consisting of a tack and a jibe executed one after the other as close to the place where the foul occurred as is safe to do so.

10. SCORING

The Low Point System of Appendix A of the racing rules will apply. To qualify for a trophy a competitor must skipper the fall and spring pursuit races in his boat or a different boat. The crew does not have to be the same.

11. TROPHIES

This race and the spring pursuit race make a series for which trophies will be presented at the Annual Mess.

12. DISCLAIMER of LIABILITY

Competitors in this series are participating entirely at their own risk and are bound by The Racing Rules of Sailing for 2025-2028, and assume full responsibility for starting or continuing to race – Rule 4, Decision to Race. The organizing authority, host club and/or personnel conducting this event will not accept any liability for material damages or personal injury or death sustained in conjunction with or prior to, during, or after the event.

