



# "Nail and Sail" 2011

Your boatbuilding and sailing skills (or luck)  
Can be showcased on  
Sunday, September 25th  
At this year's "Nail and Sail" event.

APPLICATIONS LIMITED TO 24 ENTRIES ON A FIRST COME, FIRST SERVE BASIS  
**\*Entry fee will be \$90.00 per team if you sign up by September 3, 2011\***

Entry fee is \$125 after September 3rd. Make checks payable to the  
Oceanside Chamber of Commerce and they must be submitted with this application.  
Mail to: "Nail and Sail", Oceanside Chamber of Commerce, 928 North Coast Highway,  
Oceanside, CA 92054.

For further information see, [www.oceansideharbordays.com](http://www.oceansideharbordays.com) or call 760-722-1534.  
*No refunds will be provided.*

## TEAM INFORMATION:

Team Name: \_\_\_\_\_

Number of Years as a "Nail and Sail" participant \_\_\_\_\_

Captain's Name\*: \_\_\_\_\_

Mailing Address\*: \_\_\_\_\_ City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone Number\*: \_\_\_\_\_ Email\*: \_\_\_\_\_

Crew Member #1: \_\_\_\_\_ Crew Member #2: \_\_\_\_\_

Name\*: \_\_\_\_\_ Name\*: \_\_\_\_\_

Address: \_\_\_\_\_ Address: \_\_\_\_\_

City: \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_ City: \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone Number: \_\_\_\_\_ Phone Number: \_\_\_\_\_

Email\*: \_\_\_\_\_ Email\*: \_\_\_\_\_

\* Required Information

**ACKNOWLEDGEMENT OF RULES AND RELEASE OF LIABILITY:** The undersigned captain of this team is responsible for the team as a unit and the team members as individuals knowing and abiding by all "Nail and Sail" rules as outlined in this application packet and/or announced on the day of the event.

The undersigned release all entities of Harbor Days (including the Oceanside Chamber of Commerce, the City of Oceanside and the Oceanside Harbor District) of any and all claim(s) present and future arising from or associated with this event. The undersigned Captain agrees that the assigned construction site will be cleared of all building materials, equipment, remnants and debris within thirty (30) minutes from the conclusion of boat building and prior to the start of the race.

**All participants must sign below before you begin building.**

**\*Any participant under 18 must have a parent or guardian's signed permission. \***

Name: (Print) \_\_\_\_\_ Signature \_\_\_\_\_ Date: \_\_\_\_\_

Name: (Print) \_\_\_\_\_ Signature \_\_\_\_\_ Date: \_\_\_\_\_

Name: (Print) \_\_\_\_\_ Signature \_\_\_\_\_ Date: \_\_\_\_\_



# "Nail and Sail 2010" GUIDELINES

## **GENERAL:**

Boisterous fun is expected. However, unsportsmanlike conduct will be cause of expulsion and forfeiture of team entry fee.

Contestants failing to comply with these guidelines and/or any future guidelines/rules established for the event and announced to the teams are subject to disqualification and forfeiture of team entry fee.

## **PARKING:**

Parking available in nearby parking area, not directly at location of "Nail and Sail".

## **REGISTRATION:**

Contestants must report to the "Nail and Sail" registration table between 9:30 a.m. and 10:15 a.m. on race day. At that time you will be issued a team identification number that corresponds to your building site and official boat designation.

## **BOAT BUILDING:**

We will be building the boats across from the Dolphin Dock.

Only registered team members are allowed inside the building site. (Cheerleaders outside the roped area are okay and encouraged . . . recognition of spirit during the boat building period will be announced!)

Teams are allowed up to three (3) members during the actual boat building process, but only two (2) crewmembers may occupy the vessel during the race.

Jigs and blueprints are permissible, as is a pre-made sail. You can bring these to your building site.

Any team found to be using ANY construction materials not provided to all teams by Harbor Days (including screws, fiberglass, caulking other than that provided, other bonding materials, etc.) will be immediately DISQUALIFIED and forfeit the team entry fee.

No pre-constructed paddles are allowed. Paddles must be made from the materials supplied to you at your building site on race day. (But, don't forget about them. Believe it or not, past teams have finished their boats and then realized they had no wood left from which to make paddles.)

## **DECORATING/COSTUMES:**

To promote the spirit of the event, teams are encouraged to wear costumes that reflect the nautical theme, or to come up with some wacky theme of your own. Awards for costumes and decorations will be determined during the judging period preceding the actual races.

Personal boat/team identification and/or costumes and decorations may be made beforehand and brought to the even for use on the boat—provided they are not judged to increase your entry's seaworthiness.

## **SAILING TEAM:**

Only two (2) crewmembers may occupy the vessel during the race. If your team advances to the final heat, the third member of the team is allowed to replace one of the original sailors if desired.



# "Nail and Sail 2010" GUIDELINES, cont.

## **GENERAL RACING RULES:**

All boats will be staged on the pier adjacent to the Dolphin Dock.

Subject to the number of participants, there will be up to four (4) heats of approximately six (6) teams per heat. The top two (2) finishers of each heat go to the finals.

The two (2) person crew must be located inside their boat during the race (i.e., no surfboards used as a sailing vehicle, no pushing the boat from the outside, etc.). Boats must be paddled and not propelled.

To qualify as a race winner or runner-up, both crewmembers must be inside the boat when it crosses the finish line.

## **THE RACE:**

It is required that your building site be cleared of all tools and/or other building materials, remnants, debris and trash prior to the race. **IF NOT, YOUR TEAM MAY BE DISQUALIFIED!**

Each team will be staged on the Dolphin Dock and at the sound of the gun, the team (all three (3) members) will lift the boat into the water to begin the race. The two (2) members racing the boat will be required to enter the boat while it is in the water and then begin paddling.

Each team will paddle around one of the buoys and return to the dock.

First team to touch the side of the dock wins. The second team to touch the side of the dock is the runner-up.

Winning and runner-up teams will lift their boats out of the water and wait for the final heat. Losers of each heat will be removed from the water and staged for disposal.

The Championship heat will feature the top two (2) finishers in each heat.

***And remember, Rule # 1 is HAVE FUN!!!!***



# "Nail and Sail 2010" INFORMATION

## GENERAL SCHEDULE:

Check-in/Register/Set-up Site	9:30 a.m. – 10:30 a.m.
Boat Building	10:30 a.m. – 12:30 p.m. (Youth division until 1:00)
Decorating and Costumes	12:30 p.m. – 1:00 p.m.
Judging	1:00 p.m. – 1:30 p.m.
Clean-up Construction Area	1:30 p.m. – 2:00 p.m.

## BOAT CONSTRUCTION:

### MATERIALS SUPPLIED:

- \* Two (2) sheets of 4' x 8' 3/8 inch thick plywood
- \* One (1) sheet of 2' x 8' 3/8 inch thick plywood
- \* 40' of 2" x 2" wood
- \* 8' of 1" x 2" wood
- \* Up to six (6) tubes of caulking compound
- \* 2 pounds of 5 penny bright nails
- \* 1 flotation devise (life jacket) for each sailor in the boat

### CONTESTANTS MUST PROVIDE:

- \* Hand tools (saws, hammers, clamps), caulking gun, tape measures, sawhorses, pencils, paint, decorations.
- \* NO POWER TOOLS OR DUCT TAPE ALLOWED.
- \* Sunscreen, hats, chairs and tables are recommended.

## AWARDS:

Boats: Best Craftsmanship  
Best Costume

Race Results:	a) Winner's Trophy	1st Place in the Championship heat
	b) Runner-up Trophy	2nd Place in the Championship heat
	c) Top Qualifier Certificates	1st and 2nd Place in each Qualifying heat
	d) Submarine Special	1st boat to sink in each Qualifying heat

## RACING SCHEDULE: \*\*\*

First Heat 2:00 p.m. *	Second Heat 2:20 p.m. *
Third Heat 2:40 p.m. *	Fourth Heat 3:00 p.m. *
Championship 3:20 p.m. *	

\* Times are approximate and subject to change.

\*\*\* It is required that your building site be cleared of all tools and/or other building materials, remnants, debris and trash prior to the race.

IF NOT, YOUR TEAM MAY BE DISQUALIFIED!