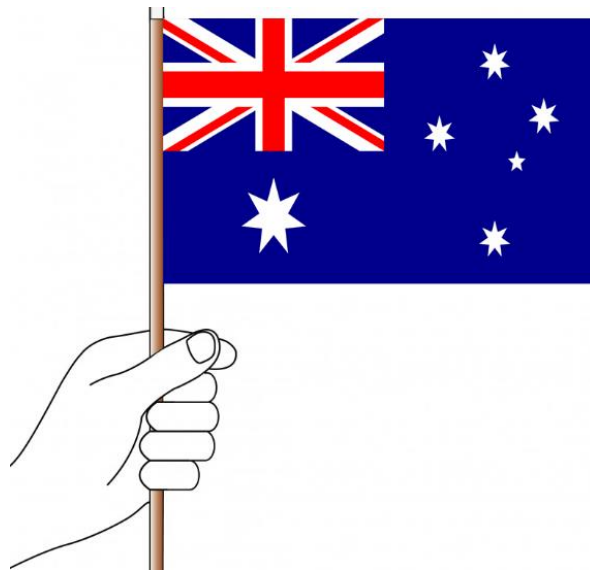


# Combined Powerboat and Sail Cruising Groups

## Australia Day Weekend Canaipa Cruise

Friday 26 to Sunday 28 January 2024



### Sailing Cruise Captains

Dean & Sally Johns – Imoogi  
Mobile – 0419 274 822  
Email – [djohns320@gmail.com](mailto:djohns320@gmail.com)

### Power Boat Cruise Captains

Stewart Cumming, Mobile: 0418 755 567 Email: [stewart@ducticall.com.au](mailto:stewart@ducticall.com.au)  
Greg Quince Mobile: 0412 574 225 Email: [gregq@pothole.com.au](mailto:gregq@pothole.com.au)

Bookings email reception [reception@rqys.com.au](mailto:reception@rqys.com.au)

RSVP 19<sup>th</sup> Jan 2024

2 course Roast dinner and Bacon and egg roll for Breakfast \$42.50 adults \$27.50 Children under 15



# Event Schedule

## Thursday

**1800:** Sail Cruising Group dinner at the RQYS Bistro. Please inform the Sail Cruise Captains if you will be attending so they can book.

**1930:** Cruise Briefing in the auditorium.

## Friday 26<sup>th</sup> January

**AM** Optional attendance at the RQYS Australia day festivities

**AM** Depart from your home port at your leisure and travel to Canaipa. Listening on Channel 77.

**11.10:** Radio sched for Sail Cruising Group. Channel 67 going to Channel 77.

Lunch aboard boats or onshore (do your own thing). Pool available for a swim.

**From 1600:** **Sundowners** – BYO nibbles to share and BYO drinks. Maybe hang around for a BBQ (BYO)

## Saturday 27<sup>th</sup> January

**1330:** The **Ashes Cricket Match**. Sailing vs Powerboats.

**1600:** The '**Greatest Aussie Tosser**' – Thong throwing  
Awards for the teams with total longest throw and award for those that get it closest to the bucket.

**1700:** **Sundowners** – BYO nibbles to share and BYO drinks.  
Dress up as a fair dinkum Aussie. Award for the best dressed couple.

**1800:** **Canaipa Dinner**. Sean and Sheridan are cooking up a 2 course roast meal

**1930:** **Heads and Tails**.  
Sailing and Power group captains will facilitate a game of Heads and Tails.  
Best of three.

## Sunday 28<sup>th</sup> January

**0800:** Flag Raising - Points awarded to team with highest percentage of participants

**0830:** **Breakfast by Sean and Sheridan**. bacon rolls and fruit juice tea and coffee

**0930:** **Tug of War**. Sailing vs Powerboats.

**1100:** Presentations  
Prizes for the games and the RQYS Ashes will be presented to the champion Cruising Group.

**1200:** Lunch (do your own thing) and perhaps more swimming. Depart at your own leisure.



### Important Notice

Skippers of participating vessels need to be aware that participation in the RQYS Cruising Group events has the potential for dangerous circumstances to arise and that the responsibility for taking part in, or continuing to participate in Cruising Group events remains solely with you as the skipper. And that you must exercise appropriate seamanship and discretion as to whether you should participate in, or continue with any cruise.

### Brisbane Bar Tide Times 26 – 28 January 2024

Friday 26th	Saturday 27 <sup>th</sup>	Sunday 28 <sup>th</sup>
0337 - 0.45	0411 - 0.46	0443 - 0.48
1008 - 2.47	1041 - 2.45	1111 - 2.42
1650 - 0.65	1719 - 0.65	1746 - 0.65
2217 - 1.83	2248 - 1.86	2320 - 1.89

The tide heights are in metres above Prediction Datum, red for low water and blue for high water.

The times stated are Australian Eastern Standard Time (24-hour clock). [Daylight Saving Time](#) is not observed.

#### Tide Adjustments:

Manly + 2mins for High Tide & 7mins for Low Tide

Canaipa + 31mins for High Tide & 42mins for Low Tide





# Games Events

## Saturday 27<sup>th</sup> The Ashes

### The Goal

The team that wins the Ashes is the one that scores the highest number of runs in the innings

### Equipment Needed

- Two bats
- Two balls
- Two sets of wickets
- Scoring sheets

### The Rules

1. The two teams represent Power and Sail. There should be an equal number of men and women on each side.
2. A scorer is to be appointed from each of Power and Sail
3. An umpire is to be appointed from each Power and Sail
4. All players must bowl and bat. Where possible men should bowl to men and women should bowl to women.
5. Only 12 players can be on the field of play at any time. Substitutes can be made at the end of any over.
6. A batting pair will bat for two overs. A wicket will result in the loss of 3 runs.
7. An innings is complete when all players have bowled and all players have batted.
8. There will be a change of bowlers when the bowlers have bowled 6 balls.
9. Wides will be re-bowled and score 1 run.
10. The match will consist of one innings each.
11. It's up to the umpires discretion on a fair delivery, e.g. bowling under arm or throwing
12. The Umpires' decisions are final. Arguments with the umpire may result in the loss of 5 runs to the offending team.
13. The pitch will enable the batsman to bat away from the Canaipa Passage.
14. If a batter's bat comes into contact with the ball bowled by the Bowler then the Batter is obliged to run (tippity run) except in the following instances:
  - a. Balls batted over boundary on full is 6 runs provided it does not go into the Canaipa Passage. Balls landing in the pool on the full are out with a loss of 3 runs.
  - b. Balls batted over boundary after bouncing is 4 runs provided it does not go into the Canaipa Passage.
  - c. A ball batted into Canaipa Passage on the full results in the team loosing 6 runs unless the batter retrieves the ball
  - d. A ball batted into Canaipa Passage after first bouncing on the grass results in the team loosing 4 runs unless the batter retrieves the ball
15. A batter cannot be dismissed for LBW unless there is a blatant disregard for the spirit of the game, that is standing in front of the wicket and not allowing the ball to strike the wicket
16. All other rules are those generally enjoyed by cricketers.



## The Great Aussie Tosser - Longest Thong Throw

### The Goal

The team that records the total longest distance will be the winner.

### Equipment Needed

- Single pluggers
- Double pluggers
- Crocs
- Other branded thongs
- Tape measure

### The Rules

1. A men's team and a women's team will represent Power and Sail. There is no minimum or maximum of players and everyone is encouraged to participate
2. Teams are to bring their own thongs.
3. Thongs will be inspected by the judges and must pass scrutiny as a standard Aussie thong.
4. Each member will get two throws.
5. The longest 5 throws will be measured in centimetres and added together to calculate the total distance.
6. The team with the total longest distance will be the winner.

## The Great Aussie Tosser - Closest to the bucket Thong Throw

### The Goal

The team that records the total shortest distance from the pin will be the winner.

### Equipment Needed

- Single pluggers
- Double pluggers
- Crocs
- Tape measure
- Bucket

### The Rules

1. A men's team and a women's team will represent Power and Sail. There is no minimum or maximum of players and everyone is encouraged to participate.
2. Teams are to bring their own thongs.
3. Thongs will be inspected by the judges and must pass scrutiny.
4. A bucket will be placed approximately 10m away from the throwing position.
5. Each member will get two throws.
6. A throw landing in the bucket will be awarded zero centimetres.
7. The closest 5 throws to the pin will be measured in centimetres and added together to calculate the total distance.



8. The team with the total shortest distance will be the winner.

## Heads and Tail Challenge

### The Goal

To determine who is the luckiest cruising group, Sailing or Powerboat at selecting heads or tails.

### Equipment Needed

- Kip
- 3 pennies

### The Rules

1. There will be 2 judges (Boxers); one from Power and one from Sailing.
2. There is no limit on participants for each team.
3. The 'Spinner' will alternate between Sail and Power. The first 'Spinner' will be decided by the toss of a coin.
4. The Spinner will be provided a 'Kip' and three pennies to ensure that there is a result of Heads or Tails.
5. Participant must select Heads by placing both hands on their head or Tails by placing both hands on their tails.
6. When the Boxer determines that everyone is ready, they will call 'Come in Spinner'
7. The Spinner must toss the coins at least above head height.
8. Both judges must agree that the coin toss was legitimate otherwise the Spinner must toss again.  
Reasons for a re-toss include:
  - a. Not tossing the coins high enough,
  - b. Coins landing outside the playing area, and
  - c. No clear result for heads or tails.
9. The judges will call out heads or tails. Participant selecting the wrong outcome must sit down.
10. The last person standing wins the event and will score 1 point for the team.
11. The first team to 2 points will score 2 points towards the overall trophy.

Sunday 29<sup>th</sup>

## Flag Raising Ceremony

### The Goal

Is to have a large attendance at the Flag Raising ceremony on Sunday morning. The team with the highest percentage of participants will gain 2 points for the weekend.

### The Rules

1. There will be a judge selected from each of the Power and Sailing groups



2. The number of participants for each team will be those attending for the weekend as determined by the judges
3. To be counted as attending the ceremony participants must be present at the flagpole by 0800 on Sunday. Late attendees will not be counted.
4. The winner will be the team with the highest percentage of attendees.

## Tug of War

### The Goal

To see which team can pull the other team forward for 4 metres.

### Equipment Needed

- Tug of War rope
- Mark for centre of rope
- Line markings 8 metres apart

### The Rules

1. The series will consist of 3 rounds
  - a. Men
  - b. Woman
  - c. Mixed: Even numbers of men and women in each team
2. Each round will consist of **1 heat**
3. The winner of the competition will be the team winning 2 or more rounds
4. Power and Sail will each nominate a Judge/Starter
5. Power and Sail each select a team
6. The centre of the rope is placed in the centre of the 8 metre line markings
7. Wearing of gloves is not allowed
8. Thongs are not allowed
9. Teams prepare to take up the load
10. When the Starter is satisfied the
  - a. Teams are ready
  - b. Centre of rope is mid-way between line markingsStarter calls
  - a. Take up weight
  - b. Pull
9. The team that pulls the other team forward so the middle of the rope crosses their 8-metre mark is the winner
10. The rope cannot be tied around any restraining fixture including the last person, (anchor).





## Weekend Challenge Scoring

The winner of the weekend will be the team scoring the most points as per the scoring system shown in the table below

<b>Event</b>	<b>Points for a Win</b>	<b>Power</b>	<b>Sailing</b>
Cricket	4		
Heads and Tails	2		
Thong throw longest Men	1		
Thong throw longest Women	1		
Thong throw closest Men	1		
Thong throw closest Women	1		
Flag Raising	1		
Tug of War Men	2		
Tug of War Women	2		
Tug of War Mixed	2		
	Total		

Note: Where there is a draw the points allocated to each team will be half the points of a win