

DARTMOUTH YACHT CLUB

GENERAL RULES

1. Membership is open to all members of the Dartmouth community and residents of the surrounding area at published rates.

A. **Sign In** Members are requested to sign in for themselves and their guests at the boathouse when they arrive.

B. **Guests** Members may bring family and friends to the club and sign them in as guests.

1. A guest who accompanies a member more than five times in a season is expected to join and use the club under their own membership.

2. Member must accompany their guests and be responsible for their compliance with club rules and generally acceptable behavior.

3. Guests are not allowed to use club boats without a "Skipper Qualified" club member aboard.

4. Bringing more than five guests on the same day requires permission from the club manager.

2. Grounds and Facilities

A. **Boat trailers** may not be stored at the facility.

B. **Pets** are not allowed at the facility, either on the grounds or left in cars.

C. **Foot protection** is recommended on the boats or docks.

D. The dock is not to be used for sunbathing. Fishing, swimming or diving are prohibited from or in the vicinity of the dock.

E. **Smoking** is not allowed in or around any building.

F. Please bring **trash** and baby diapers home with you.

G. **Noise** We strive to maintain our good relationship with our neighbors. Parents are responsible for the direct supervision of their children and their guests to maintain noise at reasonable levels.

3. Beach

A. A float line delineates a **swim area**. No boats are allowed within this area.

B. Rocks or sand may not be thrown on the beach.

C. Toys are provided for children's enjoyment. Parents are asked to return toys to the storage area and fill in excavated areas of the beach after children play.

D. Report any **broken glass** to the staff immediately.

E. **Windsurfing** Windsurfers are expected to launch their boards and move beyond the mooring, dock and swimming areas promptly. With swimmers on the left, rocks on the right and the Hobie runway in the middle, novice windsurfers are not allowed to learn to windsurf near the beach when there are swimmers present.

F. Swimmers are not to cling to or board moored boats or swim in the vicinity of the dock.

G. THE DYC PROVIDES NO LIFEGUARDS OR SUPERVISION OF THE SWIMMING AREA. SWIMMING IS AT YOUR OWN RISK.

4. Boats

- A. Only **“Qualified Skippers”** who are current **members** may use club boats.
- B. Sailing is only permitted when weather and wind conditions are deemed safe by the staff.
- C. **PFD’s (Personal Floatation Device) are provided and must be worn by every person aboard boats.** Members are encouraged to bring their own PFD’s for a better fit.
- D. Skippers are expected to be familiar and in compliance with the regulations of the **NH Division of Marine Patrol.** See staff for a copy of these rules.
- E. **Skippers are solely responsible for the safe navigation of their boats.**
- F. If a boat capsizes **do not swim ashore. Remain with the boat.** Send for help from the club rescue boat. See 4E above.
- G. **Sail only within sight of the facility.** Do not go behind the islands to our north or within 150 feet of shore or another boat.
- H. Skippers are responsible to learn to rig, launch, derig and haul their boat. Staff will assist those who need help, especially older or younger members, but **nautical courtesy dictates that members strive to do their own rigging chores.**
- I. Boats are not to be left unattended at the dock with sails up unless specifically approved by staff.
- J. Soft soles shoes are strongly recommended on boats and docks. Bare feet, flip slops or hard sole shoes are discouraged.
- K. Boats are available for use by **“Skipper Qualified”** members, first come, first served. **Reservations are not taken for boats.** Please limit yourself to a one hour sail if other members are waiting. Staff will maintain a waiting list. Scheduled classes have priority in the use of boats.
- L. Please report any missing or broken equipment to staff.
- M. Members are financially responsible for damage that occurs to any boat as a result of their use.

SKIPPER QUALIFICATIONS

- a. **Know the parts of a sailboat, rigging, and basic sailing terminology.**
- b. **Know the rules and procedures for use of boats.**
- c. **Be able to properly rig, unrig, drain, and store the boat and sails.**
- d. **Be able to tie a bowline, figure eight knot, and properly cleat a line.**
- e. **Know what to do if swamped or capsized. Be able to right yourself and get back under sail.**
- f. **Be able to sail a boat in a good breeze and accomplish the following maneuvers safely:**

Tack and jibe

Sail close-hauled, on a reach and running

Get in and out of "irons"

Properly back sail the boat from the dock

Make "soft" landings at the dock

Do the man overboard drill

Be able to launch and recover dollied boats

Wear a life jacket at all times