



# Drummoynes Junior Sailing Club

## Course Sheet 2011-2012



Sabot Gold 2-Up		
1.NE	Start vicinity Snapper Is-7-6-1-Finish	All to P
2.E	Start vicinity crane on S shore of Cockatoo Is-4-1-6-Finish	All to S
3.S/SE	Start vicinity Club-1-9-10-Finish	All to P
4.W	Start vicinity crane on S shore of Cockatoo Is-6-1-4-Finish	All to P
5.NW	Start vicinity Club-10-9-1-Finish	All to S
6.SW	Start vicinity Snapper Is-1-6-4-Finish	All to S

Sabot Gold 1-Up		
1.NE	Start vicinity Snapper Is-7-6-1-7-1-Finish	All to P
2.E	Start vicinity crane on S shore of Cockatoo Is-4-1-6-4-6-Finish	All to S
3.S/SE	Start vicinity Club-1-9-10-1-10-Finish	All to P
4.W	Start vicinity crane on S shore of Cockatoo Is-6-1-4-6-4-Finish	All to P
5.NW	Start vicinity Club-10-9-1-10-1-Finish	All to S
6.SW	Start vicinity Snapper Is-1-6-4-1-4-Finish	All to S

Flying 11, Laser, Cherub, OK Dinghy and Historical 10' Skiff		
1.NE	Start vicinity Snapper Is-7-14-1-7-1-7-14-1-Finish	All to P
2.E	Start vicinity crane on S shore of Cockatoo-4-1-5-7-5-7-1-6-Finish	All to S
3.S/SE	Start vicinity Club-1-9-8-1-8-1-9-8-Finish	All to P
4.W	Start vicinity crane on S shore of Cockatoo-6-1-7-5-7-5-1-4-Finish	All to P
5.NW	Start vicinity Club-10-9-1-10-1-10-9-1-Finish	All to S
6.SW	Start vicinity Snapper Is-1-14-7-1-7-1-14-7-Finish	All to S

**All Sabots shall pass Cockatoo Island to the South**