



PORTSMOUTH BOAT CLUB

MILE MARKER 0 LOOP RACE

OFFICIAL RACE INSTRUCTIONS

START: 10:00 AM — Portsmouth Seawall

ENTRY FEE: \$25 per boat – Registration on-line at Portsmouthboatclub.org

STARTING BANK: \$1,000 per boat

MAXIMUM SPEED: 5 knots

Mandatory Skippers meeting, Friday, October 23rd, at 6pm, at the Clubhouse to pick up your materials and final instructions.

1. THE START

All participating boats will start from the **Portsmouth Seawall at 10:00 AM**. All boat must finish by 12:00 noon.

Before the start, each boat will receive:

- \$1,000 in official Mile Marker 0 cruising cash
- An assigned **first Port Stop**
- Race/course information and any additional instructions

Boats will be assigned different starting Port Stops to help spread the fleet around the harbor.

2. THE COURSE

Each boat must visit **every designated Port Stop**.

After completing all Port Stops, return to the starting area at the Portsmouth Seawall and **Cross Your Wake**.

The order of the remaining Port Stops may be determined by the official race instructions provided on Race day.

3. PORT STOP EXPERIENCE CARDS

At every Port Stop, your crew will collect an **Experience Card** (think of it as like getting a Chance or Community Chest card in Monopoly).

The Card will tell you what happened during that portion of your Great Loop adventure.



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You might:

LOSE MONEY — repairs, fuel, dockage, fines or other cruising disasters.

MAKE MONEY — good fortune occasionally finds a boater!

LOSE TIME — your boat may be required to remain at the Port Stop for **1 to 5 minutes**.

When a card gives you a time delay, **the boat must remain at that Port Stop for the entire stated time before proceeding.**

Write something interesting about your Port Stop on the Port Stop Experience Card for that Stop.

Keep every Experience Card. You'll need them at the finish.

4. THE \$1,000 CRUISING KITTY

Every boat begins with **\$1,000** in Mile Marker 0 “cash”.

Money gained or lost through Experience Cards will be added to or deducted from your total.

Your objective is simple:

Complete the entire Loop with as much money as possible.

This means the first boat back isn't necessarily the winner.

5. HIDDEN GOLD BARS

Somewhere along the Mile Marker 0 route will be **hidden GOLD BARS**.

Keep a sharp lookout as you travel between Port Stops.

Finding a Gold Bar can **add money to your final total**.

Specific rules regarding where Gold Bars may be found, how they may be collected and their value will be provided before the start.

6. THE 5-KNOT RULE

This is not a speed race.

The entire Mile Marker 0 course is being conducted within the **No Wake Zone**.

For this event, **5 KNOTS IS THE MAXIMUM SPEED**.

No wake means **NO WAKE**. Safe boating and courtesy to other vessels come before the game.



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7. CAPTAIN STAYS ABOARD

The Captain must remain aboard the boat at all times during the race.

Crew members may perform any permitted shoreside activities required at a Port Stop, but the Captain stays with the vessel.

8. CROSSING YOUR WAKE

After visiting **every Port Stop** and completing all required Experience Card instructions, return to the Portsmouth Seawall.

When you return to the place where your adventure began, you've officially:

CROSSED YOUR WAKE!

And just like completing the Great Loop, **Crossing Your Wake deserves something to remember it by.**

Every boat that successfully completes the Mile Marker 0 Loop will receive its official MILE MARKER 0 BURGEE.

Fly it proudly — **you've earned it!**

Your finish time will be recorded, but remember — **speed doesn't determine the winner.**

9. THE WINNER

After all boats have finished, each boat's final cruising kitty will be calculated:

**± Money Balance (\$1,000 Starting Bank + additions or subtractions based upon Port Stop Experience Cards
+ Gold Bars
+ Any Other Bonuses
= FINAL TOTAL POINTS**

The eligible boat completing the entire course with the **highest Final Total Points wins the Mile Marker 0 Loop.**

10. BEST DRESSED

This is a **YACHTING /YACHT ROCK** event.

Dress accordingly!

Best-dressed crew may receive a **cash bonus added to its final race total**, so looking ridiculous could actually be a sound financial strategy (but “best dressed” points will not be added to your Final Total Points).



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11. THE CROSSING YOUR WAKE PARTY

After finishing, head to the Portsmouth Boat Club clubhouse.

We'll celebrate with **champagne, food, Yacht Rock and the telling of your Great Loop adventures.**

Each boat must bring its collected Experience Cards and be prepared to **read its adventures aloud.**

Some crews will return richer.

Some will return poorer.

Some will spend half the day waiting for imaginary marine repairs.

But everybody who finishes will have **Crossed Their Wake at Mile Marker 0** — and will leave flying the official **Mile Marker 0 Burgee** to prove it!

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COMPLETE THE LOOP. CROSS YOUR WAKE. EARN YOUR BURGEE.

MILE MARKER 0 LOOP — You don't have to go 6,000 miles to have a Great Loop adventure.

