

Four Island Classic, course details



The start line will be between the start buoy and the official start boat. The race starter will be in the official start boat and will align and start the fields. There are only two starts, the first being for sea-kayaks, outriggers, surf boats and plastic skis. The second being for spec skis and ocean racers. Competitors will then do a right angle turn around the "start turn" in an anti clockwise direction.



Having rounded the turn buoy, competitors will head for gate 1. Gate 1 will be between a clearly marked official craft "as identified at the race briefing" and Seal Rock. So, from the start turn, head for the Northern side of Seal Rock. **Failure to pass through gate 1 will result in disqualification.**



From gate 1, competitors will head for Port Elliot and enter Horseshoe Bay via "The Gap" between the breakwater and Pullen Island. Beware the shallow rocks just before the breakwater. The tide will be low this year and wave troughs can leave these unmarked reefs exposed. Once past the breakwater, head for the finish gate. Your finishing time will be taken as you run through the gate.

Important; If you choose to withdraw during the event, be sure to advise officials or you will cause an unnecessary search.