

FYC Rental Program

FYC sailing will host 2 J22's well equipped with Main, Roller furling Jib, Torqeedo electric engine, 2 Torqeedo batteries, Radio and Life jackets.

All participants must have the following

- 1) A CT safe boating Certificate
- 2) FYC certification to sail the boats
- 3) Signed Liability Waiver

The boats will be kept on a mooring in the mooring field, all registered sailors will be able to use the Club Launch to get to and from the boat.

Launch radio is Channel 14

For Sailors who want to use the boat for an extended sail, we will have Gas outboards available. The Torqeedo Electric engines are primarily to get in and out of the Harbor. The Torqeedo engines will run a full 45 mins at full power per battery. Each boat will be equipped with two batteries.

There will be a sign-up sheet available on the FYCCT.org web site. To be eligible to sign up for a boat you must be pre-certified to sail the boat. Only FYC Members and Auxiliary will be allowed to rent FYC boats. The Sign-up sheet will be available forward for two weeks only.

There will be 3 options for FYC Sailboat Rentals

- 1) Half Day – 4 hours, \$50
 - a. 9am – 1PM
 - b. 2PM to 6PM
 - c. Wed Night Racing 6PM – 9 PM
- 2) Full Day - \$100
- 3) Sailing Membership - \$1000 per year
 - a. Unlimited use of the boats
 - b. No charge for half day or full day
 - c. Can use for local regattas

Procedures for Check out

- 1) Meet a Dock hand at the FYC Dock house
 - a. Check in on the sign-up database
 - b. Confirm signed Waiver
 - c. Take two Torqeedo batteries
 - d. Radio
 - e. Confirm payment of Rental
- 2) Gather Crew and take the FYC Launch to a Sailboat
 - a. Sailboats will be on a first come first serve basis, a sailboat will not be assigned.

Procedures for Return

- 1) De Rig the boat
- 2) All lines should be properly tied
- 3) Raise the Torqeedo Engine out of the water by raising the engine bracket
- 4) Confirm you have the 2 Torqeedo Batteries
- 5) Confirm you have the FYC Radio
 - a. Call the Launch channel 14
- 6) Bring Torqeedo batteries back to the FYC Dock House
- 7) Alert the FYC Dock house of any broken items on the sailboat
- 8) Check out of the system