



## PRIVATEER DAYS RUM RUN APPLICATION

Team Name: \_\_\_\_\_

Team Members:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Team Contact Person: \_\_\_\_\_

Contact #: \_\_\_\_\_

Email: \_\_\_\_\_

Address: \_\_\_\_\_

Registration fee \$50 / Paid – YES or NO

Please return completed registration form to:

Privateer Days Commission, Po Box 1780, Liverpool NS, B0T 1K0

Phone: 902-350-1990 or email [privateerdays1780@hotmail.com](mailto:privateerdays1780@hotmail.com)

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*WAIVER / ASSUMPTION OF RISK FORM*

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This document is a waiver of liability. By signing it you waive legal rights, including the right to sue, should you or any participant be injured while participating in this or any other event during Privateer Days, organized by the Privateer Days Commission. As a participant in the Privateer Rum Run, and Privateer Days, you hereby acknowledge the following risks associated with these events – by signing you assume all responsibility for incident or injury including:

- Strained or injured muscles or other physical strain
- Falling inside the boat may result in physical injury
- Collision with another boat which may result in injury
- Collision with a wharf, mooring, or grounding which may result in injury
- Rope burns from handling 'rum traps' or becoming entangled in the rope attached to a 'rum trap' resulting in the possibility of physical harm or drowning
- Capsizing resulting in the possibility of physical harm or drowning

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Signature of Participant 1

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Signature of Participant 2

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Signature of Participant 3

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Signature of Participant 4

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Signature of Participant 5

Please send your completed application to:  
Privateer Days Commission  
Po Box 1780  
Liverpool, NS B0T 1K0  
or email  
privateerdays1780@hotmail.com



## PRIVATEERS DAYS RUM RUN RULES & PROCEDURES

1. Team Waivers – each team member must sign
2. Teams of 5 – each team has 4 rowers and 1 coxswain
3. Draw numbers – each team Captain draws a number to determine race opponents
  - a. A piece of paper with team name put in hat to choose at random
4. Coin toss for lane preference – Pre-race opposing Captains call a coin toss
  - a. Winner of coin toss picks inner lane (closest to VIC) or outer lane, and dory boat
5. Timing – races are timed with two (2) timekeepers – winner is determined by best time
6. Starting Position – each team starts parallel to wharf, sterns evenly aligned
7. Starting Gun – teams begin upon sound of gun fire or whistle
8. Race Direction – teams can choose to pick up rum barrels from slips or pull “rum traps” first
  - a. Each team pulls three (3) “rum traps” in their lane and retrieves one (1) bottle from each (size doesn’t matter)
  - b. Each team is free to decide what order to pull their traps but may only pull traps in their own lane
  - c. “Rum traps” for each lane will contain a different color liquid (food coloring and water), enabling judges/timekeepers to ensure correct traps are pulled
9. End of Race – Each team to have one mooring line secured to the wharf and rum barrels stacked in pyramid fashion (3 on bottom, 2 on top) and all five (5) team members on dock SIGNALS END OF RACE
10. Aide for docking provided by volunteer
  - a. Prevent collision with wharf and help stabilize dory
  - b. Does not help handle the mooring line or rum barrels
11. **Any team found to have failed to procure three (3) different colored rum bottles will be disqualified!**
12. A broken rum bottle equals a penalty – addition of thirty (30) seconds added to time
  - a. Leave rum bottles on bottom of dory to decrease breakage