

Skippers Instructions:

Parade Captain: Jack Wittmann 617-4051 or 324-2724 VHF Channel 68

Formation at 5pm Gulfport Lake

The parade begins at 6pm in Gulfport Lake and continues through Bayou Bernard and down the Seaway to The Dock at Seaway Marine Center in Gulfport Lake for the awards presentation.

- ⊗ **All boats MUST remain in formation down the Industrial Seaway; there may be barges in several locations. The Seaway is dark and this is for your safety and the safety of others.**
- ⊗ **Your numbers should be well lit and on both sides of your vessel so the judges will be able to identify you.**
- ⊗ **The parade will start in front of viewing stands at Gulfport Lake and will travel along the south bank before entering Bayou Bernard.**
- ⊗ **The Mississippi Department of Marine Resources will be the lead boat followed by the “Christmas on the Bayou” boat and the 2009 COTB Grand Prize Winner. All other boats will fall in line behind them.**
- ⊗ **Judges will have a lighted sign in their yard. PLEASE DO NOT PASS OR GET OUT OF LINE ONCE THE PARADE HAS STARTED AND REMEMBER NO THROWS!**
- ⊗ **DMR, City of Gulfport and Harrison County Sheriff’s Dept. will have patrol boats along the route. THEY ARE THE LAW - HEED THEM!**
- ⊗ **There are several areas along the route with numerous turns and no lights. We suggest that you have a hand-held spotlight on board to aid you in these areas.**
- ⊗ **All vessels must complete the parade route.**
 - ⊗ **Boats that are not able to pass under the Cowan/Lorraine Bridge should line up at the end of the parade. There will be escort boat that will fall in the parade line in front of the larger boats. This boat will turn the larger boats at the bridge and lead them back through the bayou to Gulfport Lake for the awards presentation. It is very important for the larger boats to follow this escort and not attempt to turn around on their own!**
- ⊗ **BE AWARE! The first bend to the port once inside the bayou is shallow on the inside. TAKE THIS TURN WIDE!**

THANKS AND HAVE FUN!