

Summarized Simplified Rules of Sailing and Racing On 'Cruiser Racing' events

Basic Rules:

- Boats on opposite tacks: **Starboard** tack has right-of-way. **Port** tack have to give-way.
- Boats on same tack: **Windward** boat keep clear of leeward boat when overlapped.
- **Overtaking** boat keep clear.
- **While tacking** you must **keep clear**
- **For cruising race:** absolutely no contact and absolutely no aggression on the race course.
- **For cruising race:** absolutely have fun

Limitations of Rules:

- **No contact** allowed. No aggression allowed. Contact must be avoided even if you have the right of way.
- When changing course give others room, when tacking make sure you give others room to keep clear.

Mark-rounding:

- At mark rounding (**mark-room**): {round marks so that you pass them on your port (left) side}.
- Within a 3 (three) boat length circle at mark, a boat that is overlapping your stern on your inside (between you and the mark) on the same tack must be given room to round the mark. (The overlap must be established before 3-boat lengths from the mark).
- Note: **do not approach the windward mark on port tack within the 3 boat zone.**
- **For cruising race:** generally if someone needs room, give them room. Avoid contact and avoid conflict.

Obstructions:

- **Give room at an obstruction** when boats overlapped, the outside boat shall give inside boat room to pass an obstruction;
- **At an obstruction, give boat on same tack room to tack.**

Penalties:

- **Touching a mark:** A vessel can absolve herself by doing one penalty turn including one gybe and one tack (keep clear of other boats during this manoeuvre).
- **Right-of-way** penalties: If you break a right-of-way penalty, you can absolve yourself by doing a 2-turn penalty (turn in the same direction 2 tacks and 2 gybes).
- If you are over the start line early, you must return completely to the pre-start side of the line.
- **For cruising race:** if someone breaks a rule, discuss it after the race with them so that we can all learn. If you know you have broken a rule do the penalty turns as indicated above.

Starting Signals:

Warning: 5 minutes to start: Fleet identification flag up: 1 sound signal.

Preparatory: 4 minutes to start: 'P' flag up: 1 sound signal.

1 minute to start: 'P' flag down: 1 long sound signal.

start: fleet identification flag down: 1 sound signal.

The 5 minute sequence is repeated for required number of fleets starting.

(Note: times are taken from visual signals and not sound signals)

Definitions:

Proper Course: Any course that you sail to finish as soon as possible in the absence of other boats (after the starting signal only).

Finish: When any part of the boat or equipment (in its normal position) crosses the line.

Racing: A boat is racing from the Preparatory signal until she finishes.

three-Length Zone: The area around a mark etc. within a distance of three boat lengths (the length is that of the boat nearest the mark).

Leeward: Leeward is the side of your boat that is away from the wind; the other is your *windward* side. When sailing down wind, your leeward side is the side your boom is on.

Clear Astern: When your boat is completely behind an imaginary line projected abeam of (perpendicular to) the aftermost part of the other boat. (then the other boat is clear ahead).

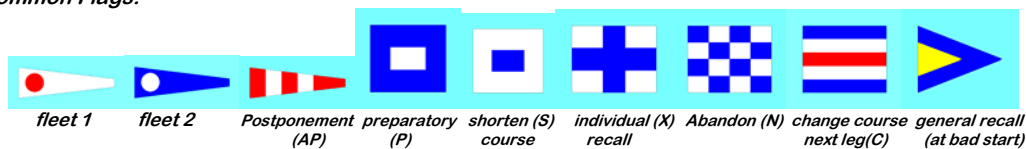
Overlapped: Two boats are overlapped when neither boat is clear astern.

To Luff: Luffing a boat is the act of turning the boat towards the eye of the wind. In the case of a Leeward boat, luffing will force a boat to windward to do the same.

Port Tack: the wind is over your port (left) side, {usually the boom is on starboard (right) side}

Starboard Tack: the wind is over your starboard side, {usually the boom is on port side}

Common Flags:



Note: these rules are not complete and are provided for guidance. For the complete rules the Racing Rules of Sailing 2009-2012 published by CYA should be consulted.

