

Summarized Simplified Rules of Sailing and Racing

Basic Rules:

- Boats on opposite tacks: **Starboard** tack has right-of-way. **Port** tack have to give-way. (rule 10)
- Boats on same tack: **Windward boat keep clear** of leeward boat when overlapped. (rule 11)
- **Overtaking boat keep clear.** (rule 12)
- **While tacking you must keep clear** (rule 13).

Limitations of Rules:

- **No contact** allowed. Contact must be avoided even if you have the right of way (rule 14)
- When acquiring right of way you must initially give the other boat **room to keep clear** {rule15}
- When a right of way boat changes course she shall give the other boat room to keep clear (rule 16)

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 overlapped on your inside (between you and the mark) on the same tack must be given room to round the mark.(rule 18, 18.2); (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**, since you have no rights to room. (see rule 18.3).

Obstructions:

- **Give room at an obstruction** when boats overlapped the outside boat shall give inside boat room to pass an obstruction; {Note: not applicable at the start; **no barging** in at the Race Committee boat at the start}
- **At an obstruction, give boat on same tack room to tack.** (rule 20)

Penalties:

- **Touching a mark:** (rule 31); A vessel can absolve herself by doing one penalty turn including one gybe and one tack (keep clear of other boats during this manoeuvre).(rule 21).
- **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). (rule 44).
- **Protest:** If you think a boat has broken a rule, you must inform them as soon as possible and fly a red protest flag. (rule 61)
- If you are over the start line early, you must return completely to the pre-start side of the line.(rule 29)

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.(rule 26)

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).

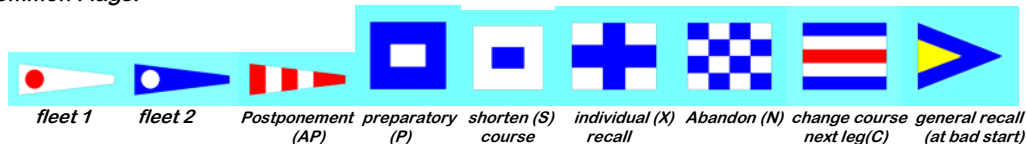
Overlapped: Two boats are overlapped when neither boat is clear astern.

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. (see limitations Rule 17).

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.

