

Basic Rules of Sailboat Racing

2013 - 2016

There are three guiding principles that underlie the Racing Rules. All competitors are expected to compete within the framework of sportsmanship, fair sailing and helping those in danger. If you're new to racing, you only need to know 10 basic rules that will handle most situations you'll encounter on the race course. As you gain more experience, you'll learn more about the subtleties and limitations of these and other rules.

The basic rules are summarized below. A boat has right of way when another boat is required to *keep clear*. You can read the actual wording of the rule in the rules book, "Racing Rules of Sailing,".

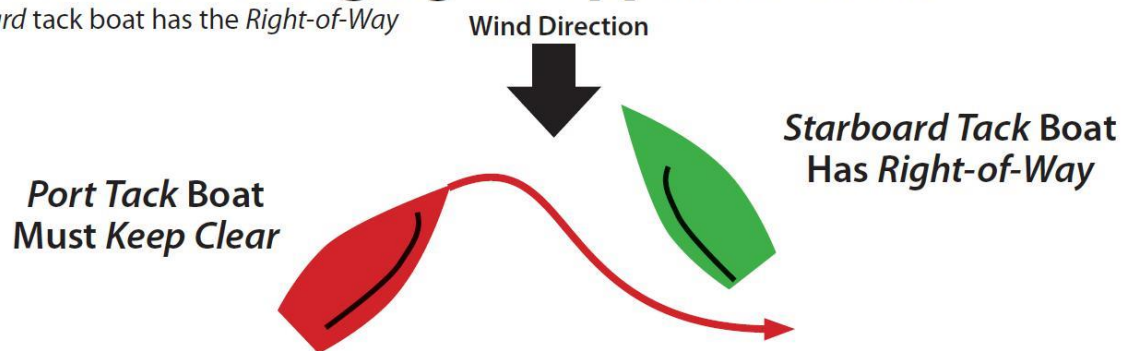
There are some words in racing that have special meaning and they are identified in italics

Opposite Tacks

When boats approach each other on **opposite tacks**, the boat on *port tack* shall *keep clear* of the boat on *starboard tack* (**Racing Rule 10**). The *port-tack* boat keeps clear, if the *starboard-tack* boat does not have to change course to avoid a collision. If your boom is on the starboard (right) side, you are on *port tack*; if it's on the port (left) side, you are on *starboard tack*.

Two Boats Converging on Opposite Tacks

A *Starboard tack* boat has the *Right-of-Way*



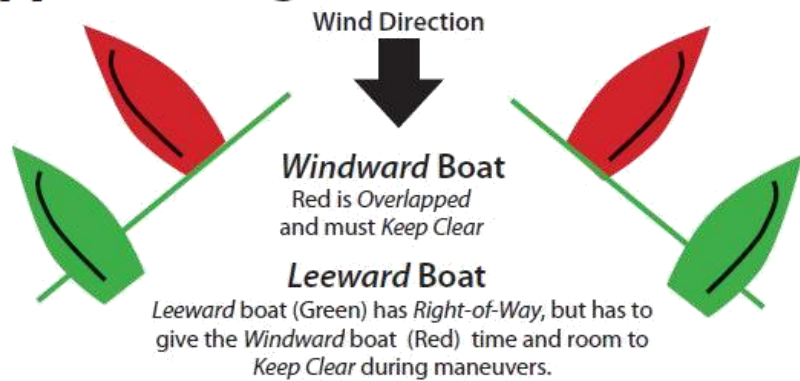
Windward/Leeward

When boats are on the **same tack** and *overlap* each other, the *windward* boat shall *keep clear* of the *leeward* boat (**Racing Rule 11**). If your boom is on the side next to the other boat, you are the *windward* boat.

Two Boats Overlapped Sailing On the Same Tack

Leeward boat has the Right-of-Way

NOTE: This Rule applies for two boats near each other on the same tack. However, remember that any approaching *Starboard Tack* boat will have *Right-of-Way* over all *Port Tack* boats



Same Tack Not Overlapped

When boats are on the **same tack** and don't *overlap* each other, a boat that is overtaking from behind shall *keep clear* of the boat that is *clear ahead* (**Racing Rule 12**). It must change course to avoid running into the back of the other boat. If the boat from behind continues to overtake the other boat and they become *overlapped* then the windward-leeward rule switches on where the *windward* boat must keep clear of the *leeward* boat.

While Tacking

When you're tacking, you must *keep clear* of all other boats from the time your boat passes head to wind until it is on a close-hauled course (**Racing Rule 13**). Look around before you tack to make sure you don't tack in the way of another boat.

Avoid Contact

You must avoid contact with other boats if possible. Even if your boat has right of way you must avoid contact, but you don't need to act until it becomes obvious that the other boat is not going to *keep clear* (**Racing Rule 14**).

Changing course

Whenever you are the right-of-way boat and want to turn, you must give the other boat a chance to *keep clear* (**Racing Rule 16**). You cannot make an abrupt turn that allows no opportunity for the other boat to stay out of your way.

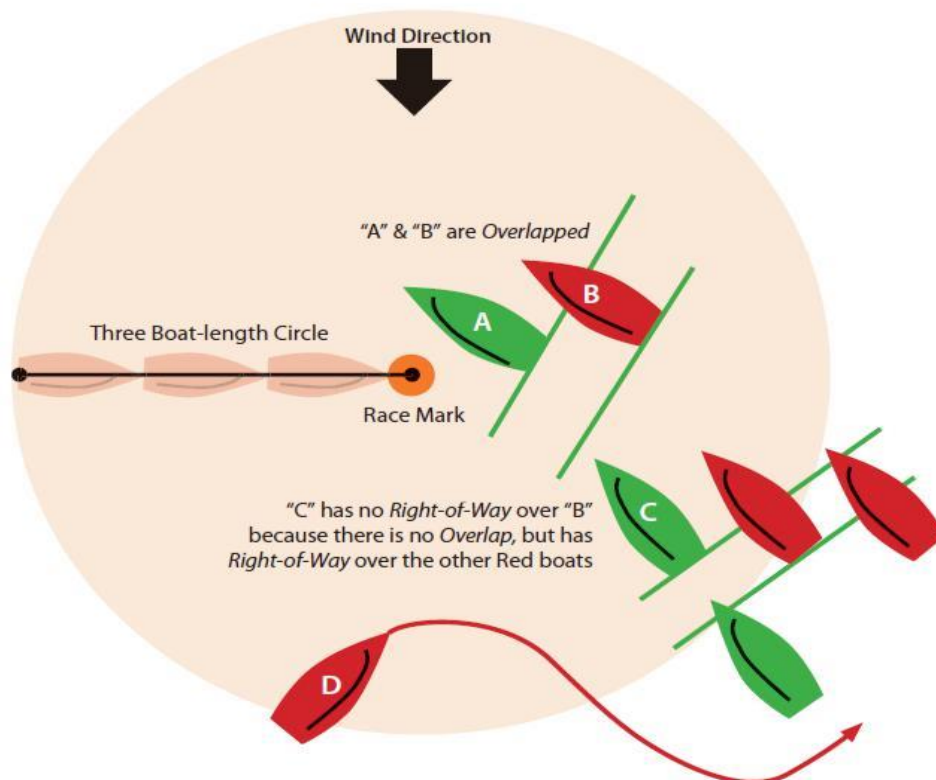
Mark Room

When a boat reaches the *three-length zone* from a *mark* or *obstruction*, it has to give boats *overlapped* inside it *room* to round or pass the *obstruction* (**Racing Rule 18**). The outer edge of this zone is three hull lengths from the *mark*. This Rule is switched off at starting *marks*, and between boats on **opposite tacks** at the *windward* mark.

Boats Converging at Mark

An *Inside* and *Overlapped* boat (Green A) within three boat-lengths of the mark has the *Right-of-Way*. In general, any *Overlapped* outside boat (Red B) must *Keep Clear* and give room to any boat between them and the mark.

A boat coming into the mark on *Port Tack* (Red D) must be able to complete its tack without obstructing the progress of an incoming *Starboard Tack* boat. If a *Starboard Tack* boat has to adjust course, you fouled them.



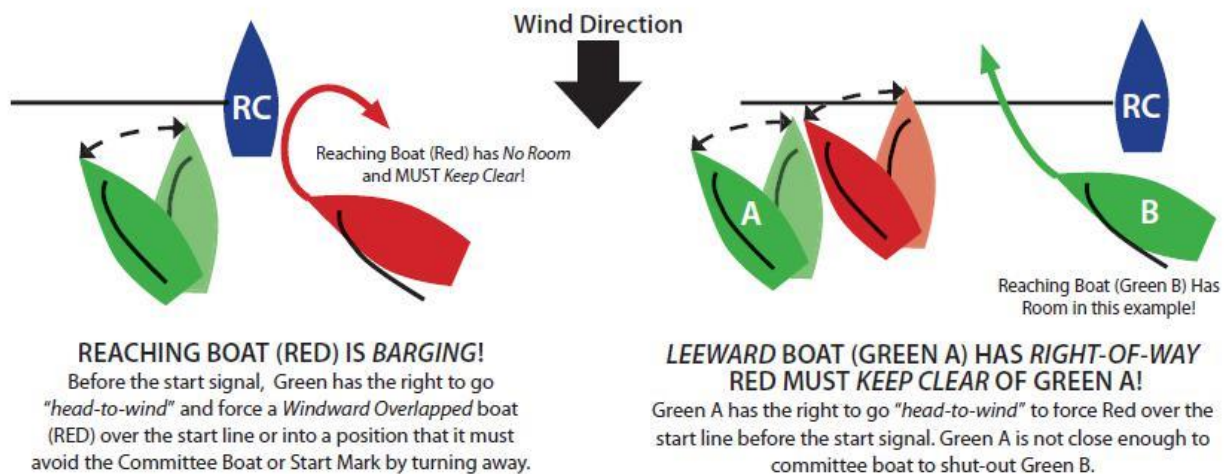
Starting Errors

If you cross the starting line too soon before the start, you have to go back behind the line and start again. While going back, you have to *keep clear* of all boats that have started (**Racing Rule 21**). If a boat starts prematurely, the race committee boat displays the code flag for the letter "X" and sounds one blast of a horn

No Barging at Start

A *Leeward* boat has *Right-of-Way* at the start and is allowed to sail above her *Proper Course* to shut-out any boat heading into the start before the start signal. After the start signal, the *Leeward* boat must assume her proper course.

Basically, any boat to leeward that you can potentially hit should be considered a brick wall.



Hitting a Mark – One Turn

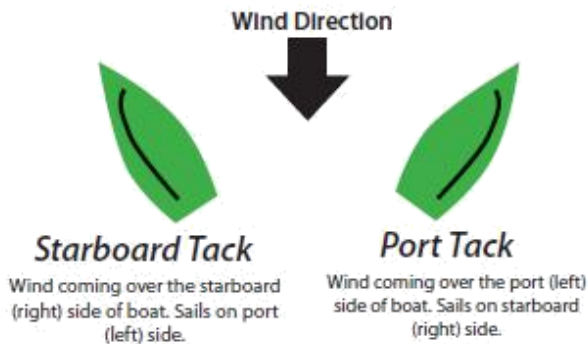
If you hit a *mark* while *racing*, you must take a penalty as soon as possible by making one turn, including one tack and one jibe (or one jibe and one tack) (**Racing Rule 31**). While doing your One-Turn Penalty, you must stay clear of all other boats.

Taking a penalty – Two Turns

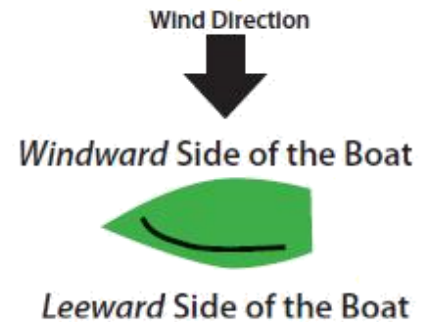
If you foul another boat while *racing*, you must take a penalty as soon as possible by making two turns in the same direction, including two tacks and two jibes (**Racing Rule 44**). While doing your Two-Turns Penalty, you must stay clear of all other boats.

BASIC TERMS

Starboard Tack vs Port Tack



Windward vs Leeward



Right-of-Way

When one boat has the *Right-of-Way*, the other boats is required to *Keep Clear*.



Green Boats
Have "*Right-of-way*"

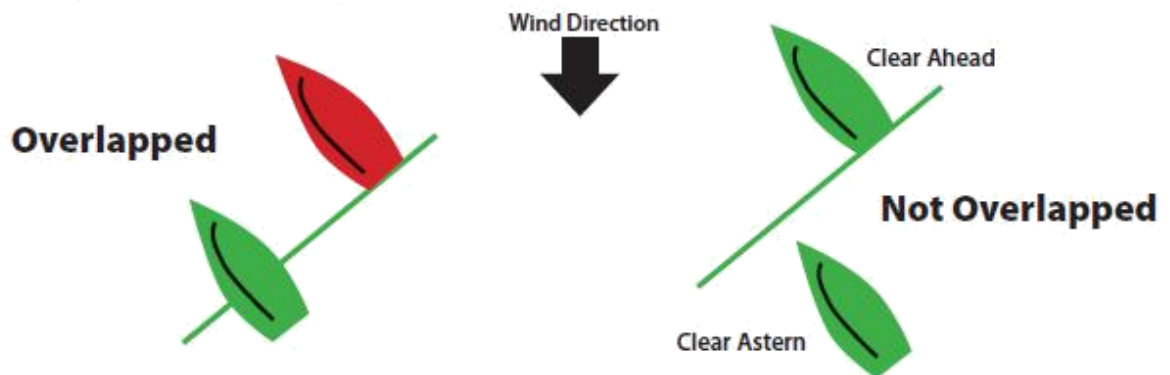


Red Boats
Must "*Keep Clear*"

Avoiding Collisions - All boats are required by rule to avoid a collision if possible!
Right-of-Way is no excuse to cause a collision.

Overlapped Boats

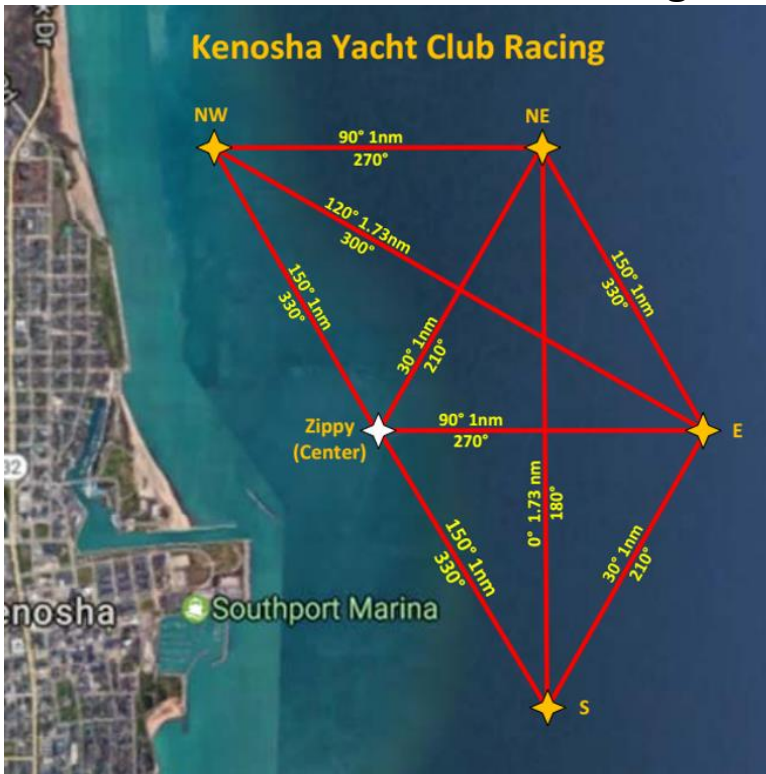
A boat *Overlapped* to *Leeward* has *Right-of-Way*. Overlaps are established from the transom.



Other Terms Used In This Discussion

- Close Hauled** - A boat sailing as close to the wind direction as possible
- Head-to-Wind** - A boat pointed straight into the wind. Sails will be luffing.
- Inside** - A boat positioned between the mark and another boat
- Outside** - A boat positioned with another boat between them and the mark
- Proper Course** - The course a boat would sail to get to the next mark as quickly as possible
- Room** - The space a boat needs to maneuver properly given conditions

KYC Racing



GPS Coordinates:

Zippy/C:	42.592483 -87.798380	42° 35.54900 N	87° 47.90283 W
NW:	42.606972 -87.809706	42° 36.41833 N	87° 48.58233 W
NE:	42.606973 -87.787056	42° 36.41833 N	87° 47.22333 W
E:	42.592482 -87.775735	42° 35.54900 N	87° 46.54416 W
S:	42.577993 -87.787059	42° 34.67950 N	87° 47.22350 W

Before the Start:

- Sail past the committee boat so they can check you in by your sail number.
- Communication and race course description will be on Radio Channel 68

Starting Times:

- First warning signal for the race will normally be at 18:25 for the Thursday Night Series.
- First warning signal for the 1st race will normally be a 10:55 for the Sunday Series.

Races will be started as follows.

- Warning Signal – 5 minutes before the start – Class flag up, horn and courtesy announcement on Channel 68.
- Preparatory Signal – 4 minutes before the start – [P, I, Z, Z with I or black flag up], Class flag up, 1 horn, and courtesy announcement on Channel 68.
- One Minute Signal – 1 minute before the start – Preparatory flag removed, Class flag up, 1 long horn and courtesy announcement on Channel 68
- Start Signal – Class flag removed, horn and courtesy announcement on Channel 68
- The start will be between the two marks designated as the starting line

Time Limit

- All boats shall finish within 3hrs of the start. Any boats not finishing by this time will be scored DNF.
- Any boat not finishing within one hour of the first boat shall be scored DNF.