

Introduction

Having a solid understanding of the Racing Rules of Sailing is essential for all who race – skippers and crew. Understanding your situation and the rules that apply will enable you to use tactics to good advantage over your rivals and to hopefully avoid trouble.

This seminar is designed to give participants a solid understanding of the Definitions, Sportsmanship, and Rules of Part 2 – When Boats Meet. Part 2 includes 4 Sections:

Section A – Right of Way, Rules 10-13

Section B – General Limitations, Rules 14-17

Section C – At Marks and Obstructions, Rules 18-20

Section D – Other Rules, Rules 21-24

We will cover the most common situations you are likely to experience on the water. We will also cover what you must do to protest another boat for breaking a Rule of Racing to include initial notification and recording facts. Everyone will complete a Protest Form and participate in/observe a mock hearing in an effort to demystify the protest hearing process.

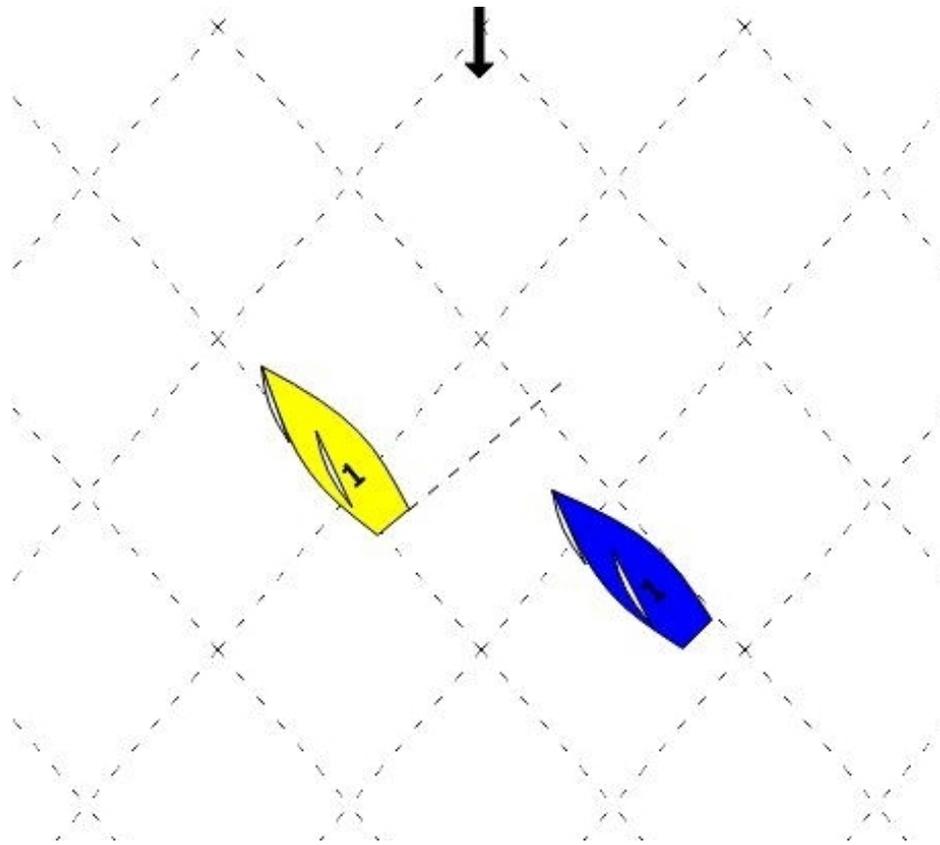
Definitions

From this point forward everything in black text is straight from the Racing Rules of Sailing. I use purple text to add my own comments.

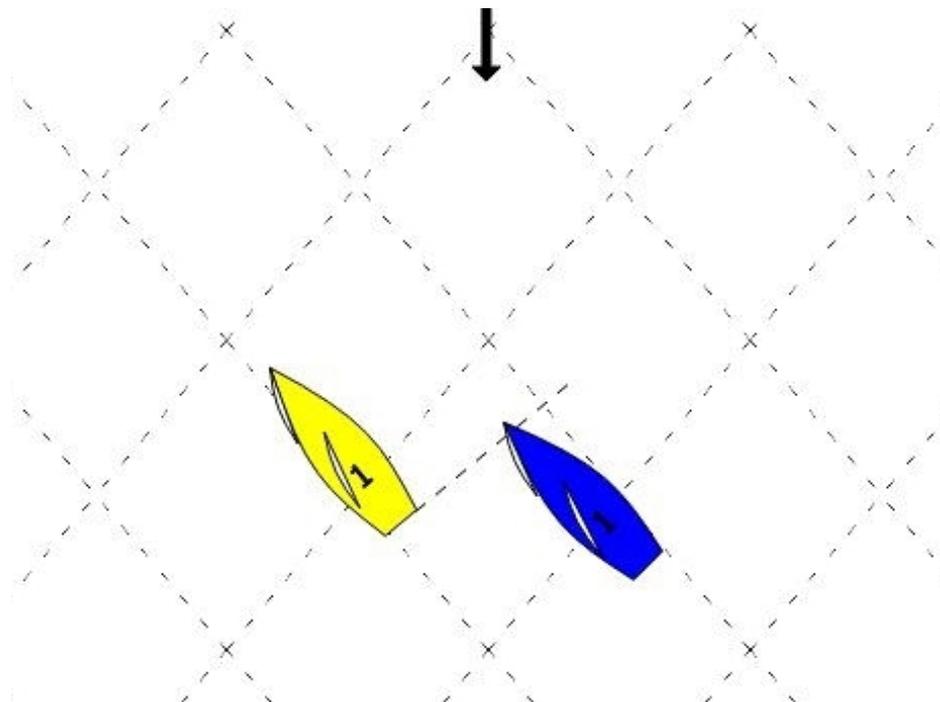
Underlined sections indicate a change from the previous Racing Rules of Sailing.

A term used as stated below is shown in *italic* type or, in preambles, in **bold italic** type.

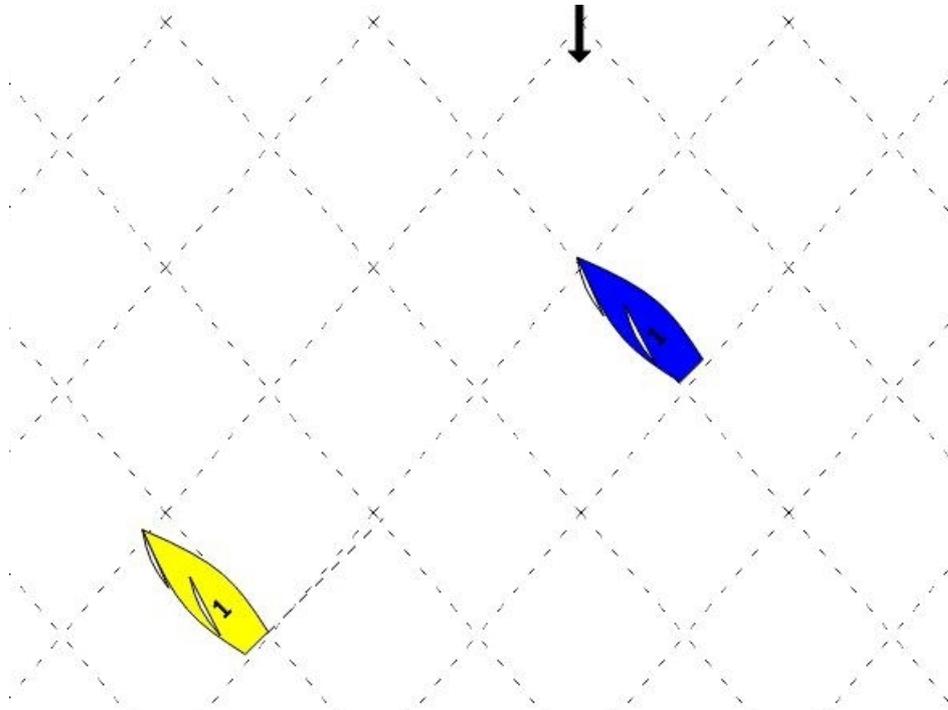
Clear Astern and Clear Ahead; Overlap One boat is *clear astern* of another when her hull and equipment in normal position are behind a line abeam from the aftermost point of the other boat's hull and equipment in normal position. The other boat is *clear ahead*. They *overlap* when neither is *clear astern*. However, they also *overlap* when a boat between them *overlaps* both. These terms always apply to boats on the same *tack*. They apply to boats on opposite tacks only when rule 18 applies between them or when both boats are sailing more than ninety degrees from the true wind.



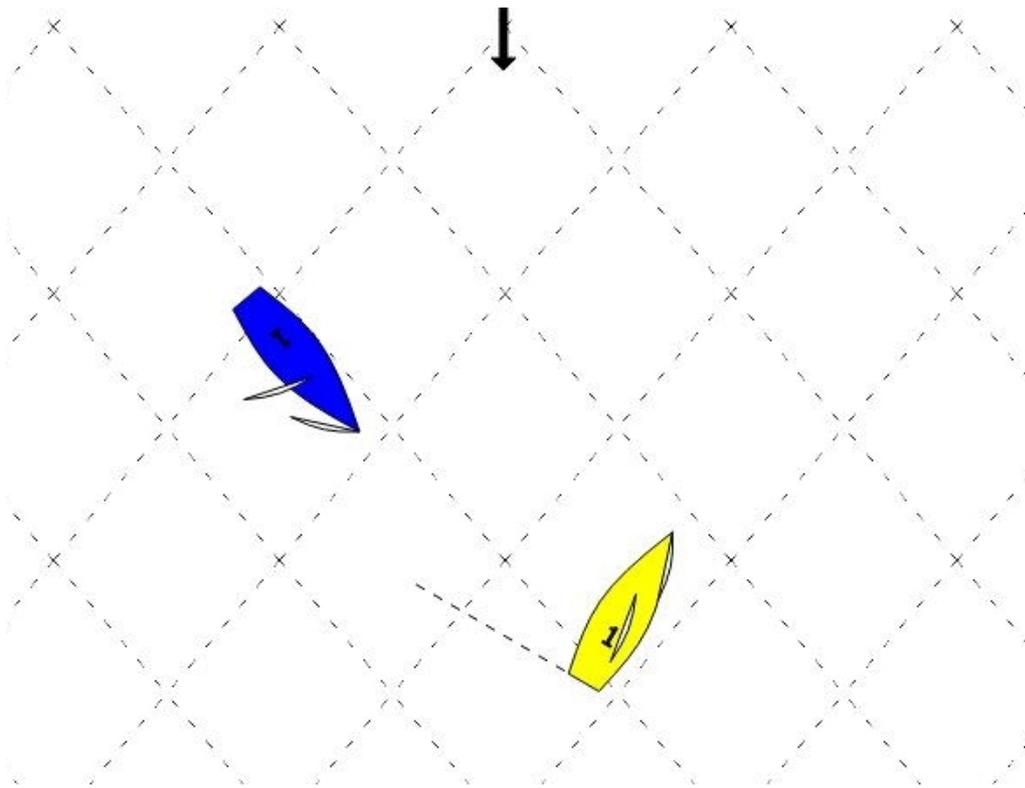
Yellow Clear Ahead – Blue Clear Astern



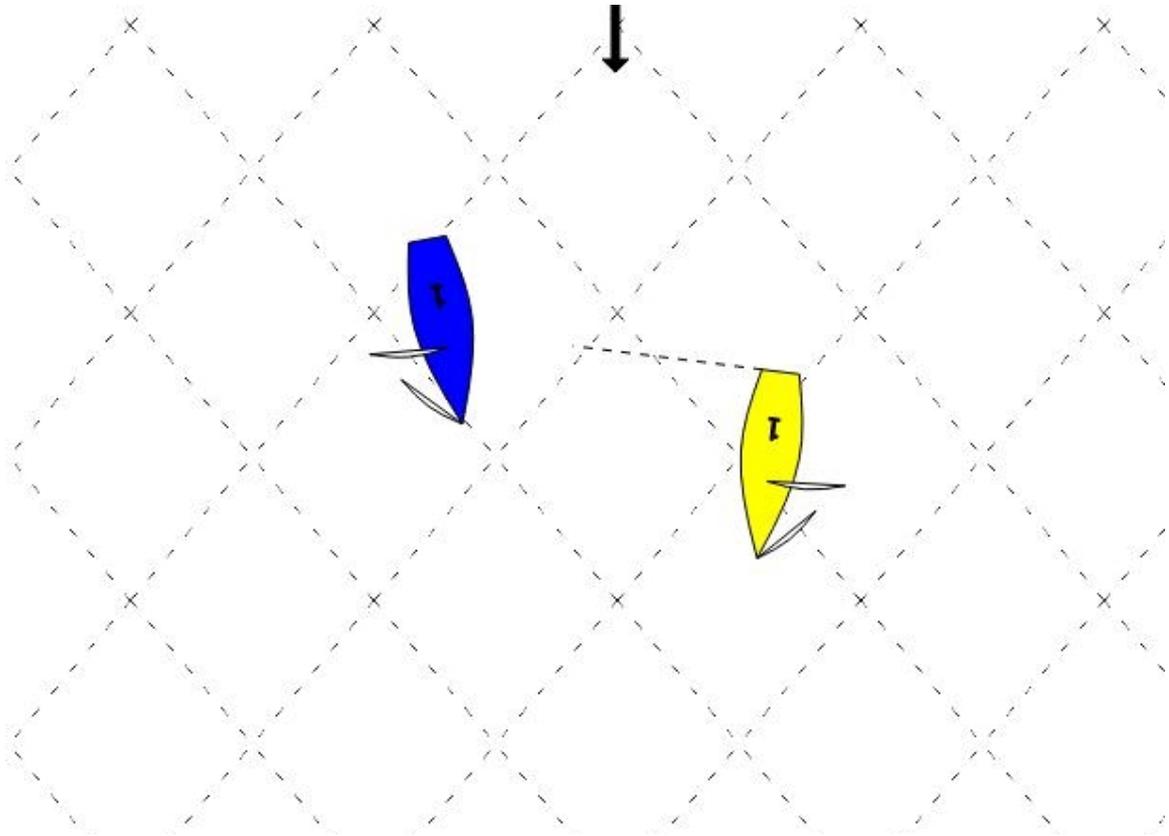
Overlapped – Neither is Clear Ahead or Clear Astern



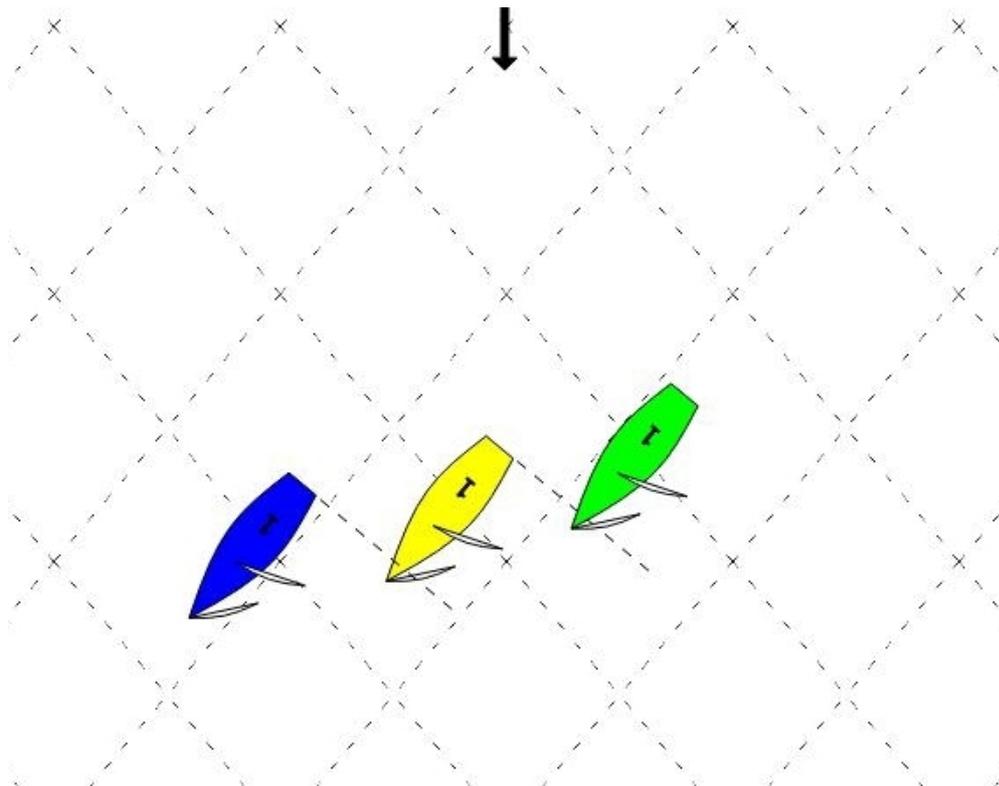
Same tack – Overlapped



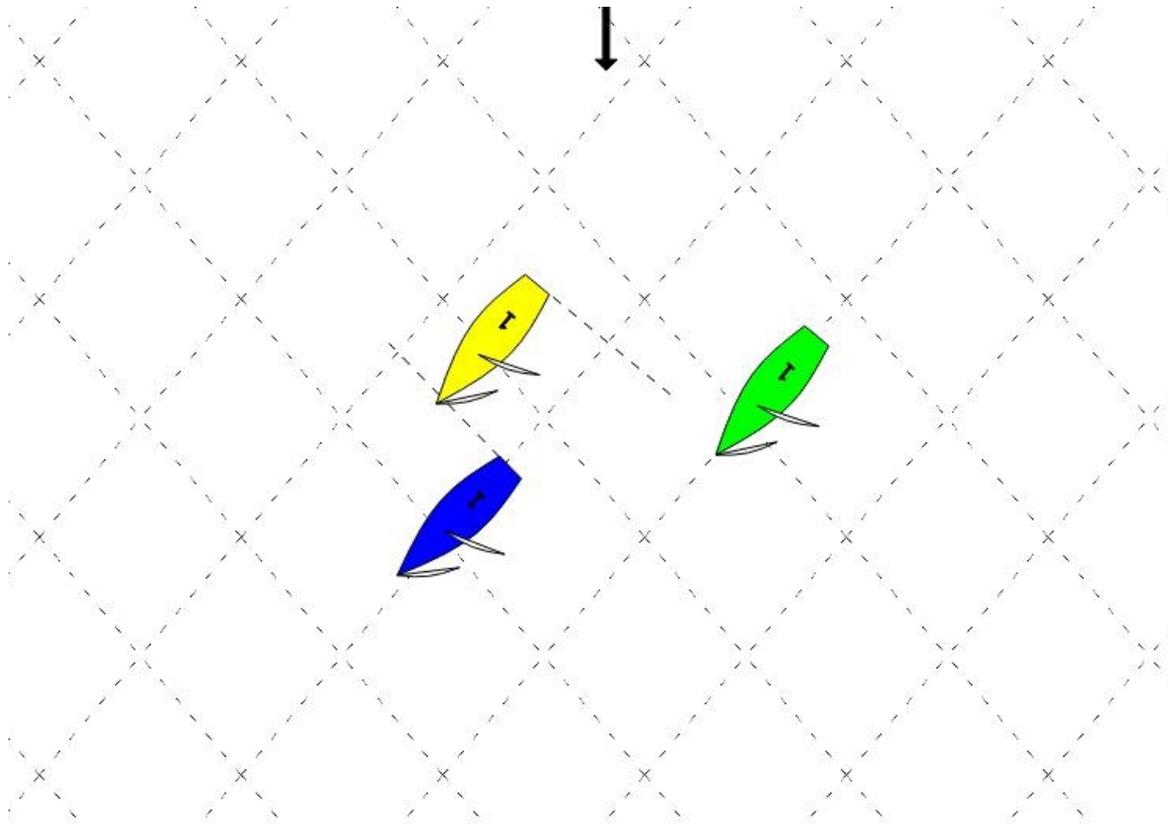
Same tack – Overlapped



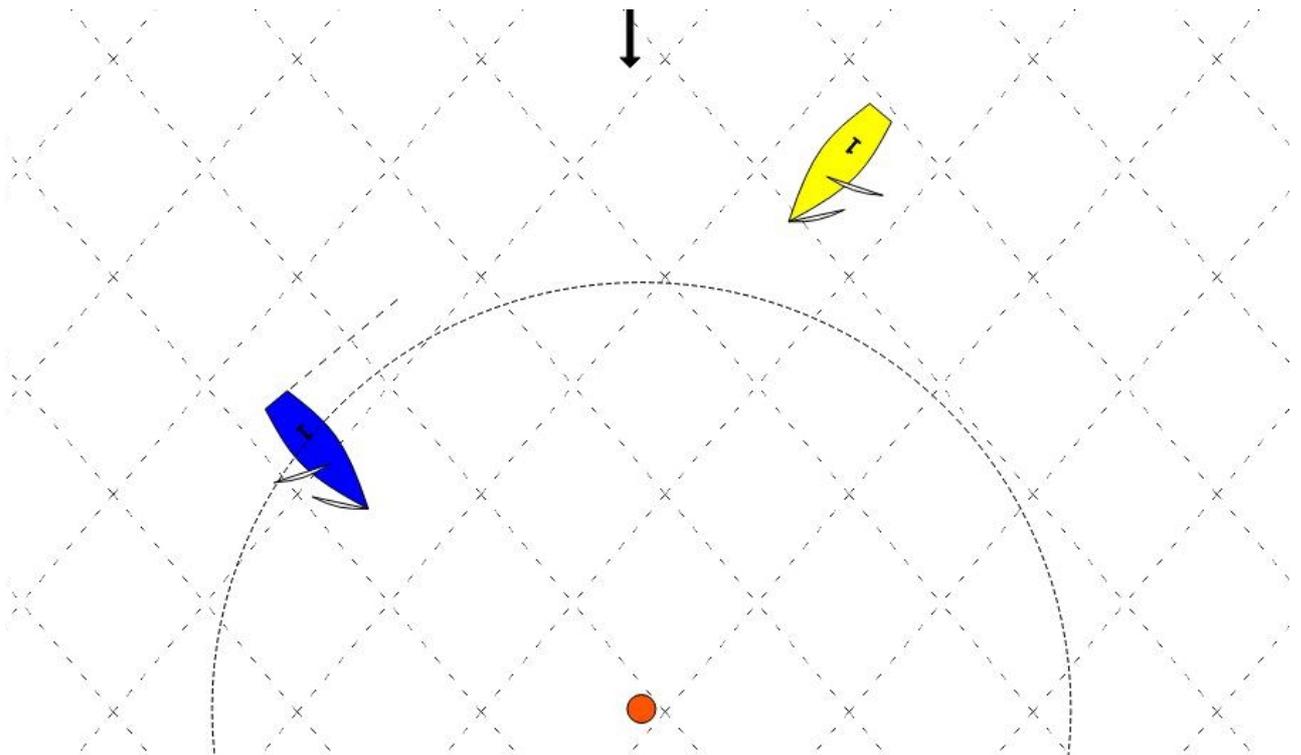
Opposite tack, 90 degrees or more off the wind – Overlapped



Same tack, 90 degrees or more off the wind - Blue is overlapped with Yellow and Green

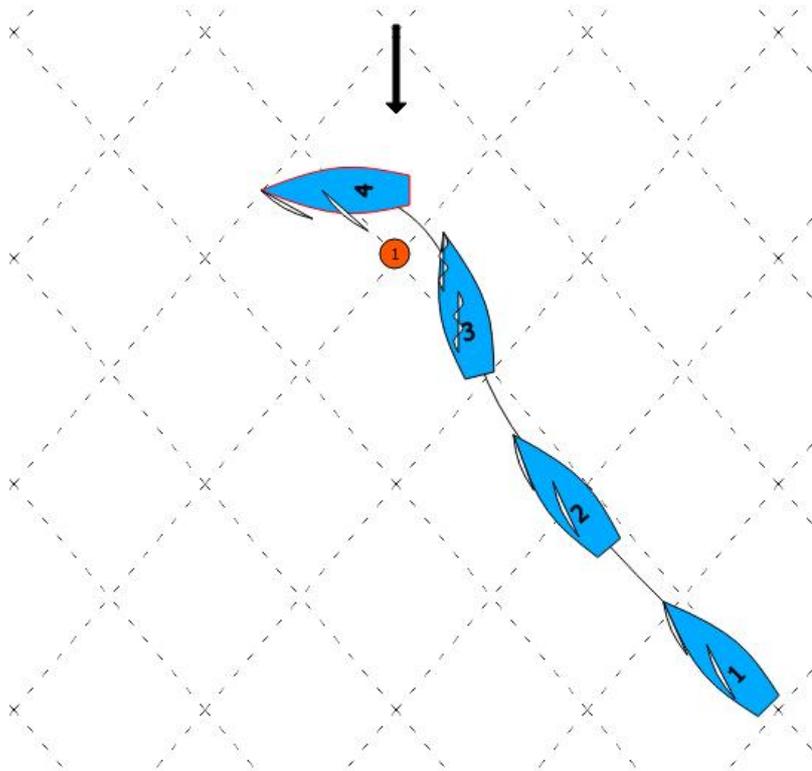
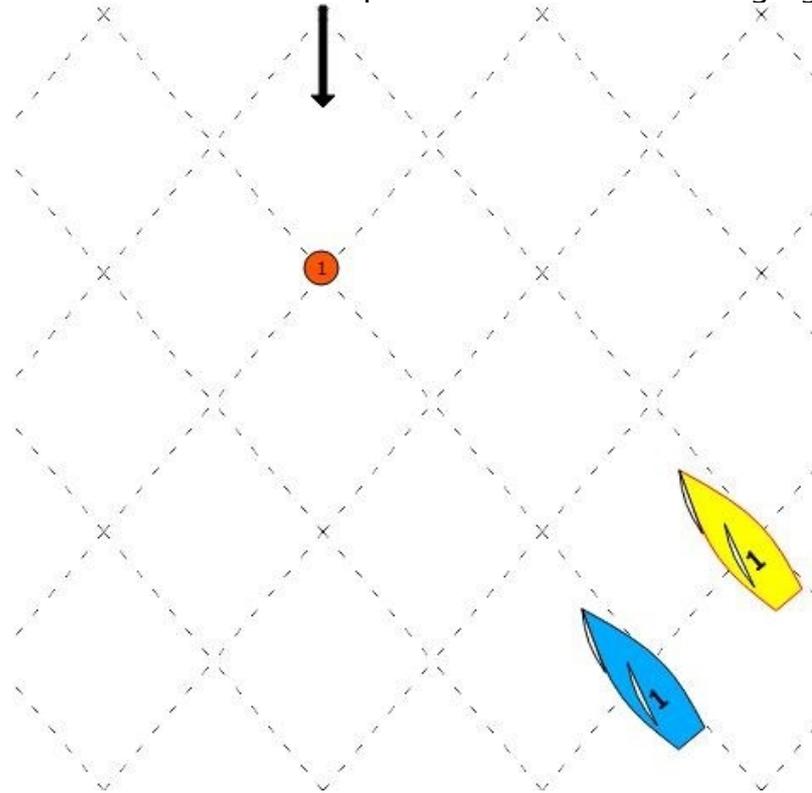


Same tack, 90 degrees or more off the wind - Blue is overlapped with Yellow, but not Green



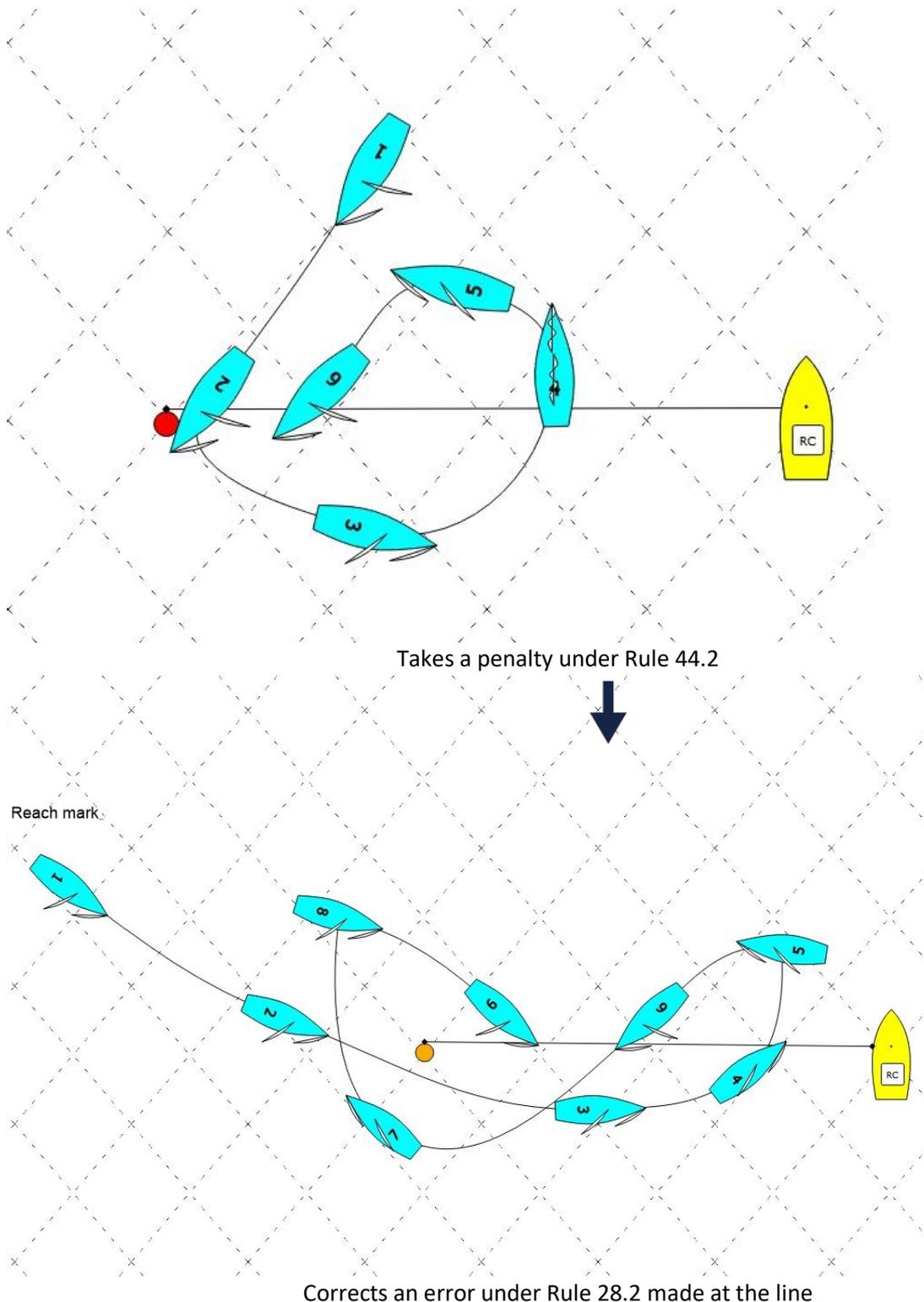
Opposite tack, 90 degrees or more off the wind – Overlapped

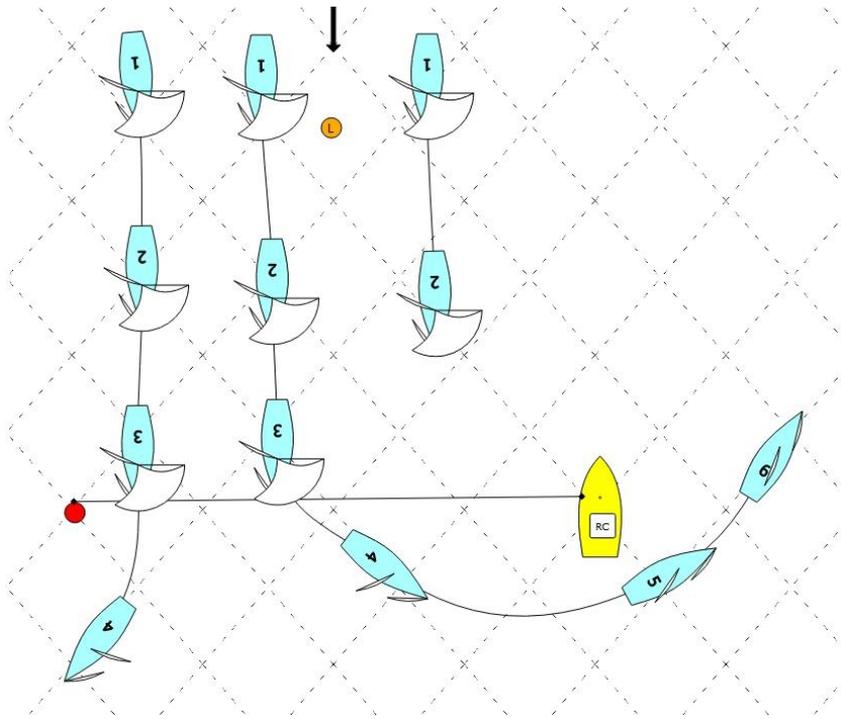
Fetching A boat is fetching a mark when she is in a position to pass to windward of it and leave it on the required side without changing tack.



Finish A boat *finishes* when any part of her hull, or crew, or equipment in normal position, crosses the finishing line from the course side. However, she has not *finished* if after crossing the finishing line she

- (a) takes a penalty under rule 44.2
- (b) corrects an error under rule 28.2 made at the line, or
- (c) continues to sail the course.





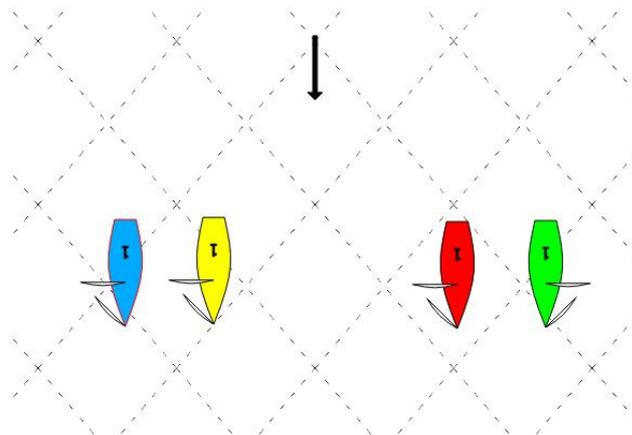
Left returns to marina – Finished,
 Middle realizes error and continues
 to sail the course – Not Finished,
 Right needs to properly round the
 leeward mark if she continues or
 breaks 28.2.

Keep Clear A boat *keeps clear* of a right-of-way boat

(a) if the right-of-way boat can sail her course with no need to take avoiding action and,

(b) when the boats are *overlapped*, if the right-of-way boat can also change course in both directions without immediately making contact.

Leeward and Windward A boat's *leeward* side is the side that is or, when she is head to wind, was away from the wind. However, when sailing by the lee or directly downwind, her *leeward* side is the side on which her mainsail lies. The other side is her *windward* side. When two boats on the same *tack overlap*, the one on the *leeward* side of the other is the *leeward* boat. The other is the *windward* boat.



Mark An object the sailing instructions require a boat to leave on a specified side, and a race committee vessel surrounded by navigable water from which the starting or finishing line extends. An anchor line or an object attached accidentally to a *mark* is not part of it.

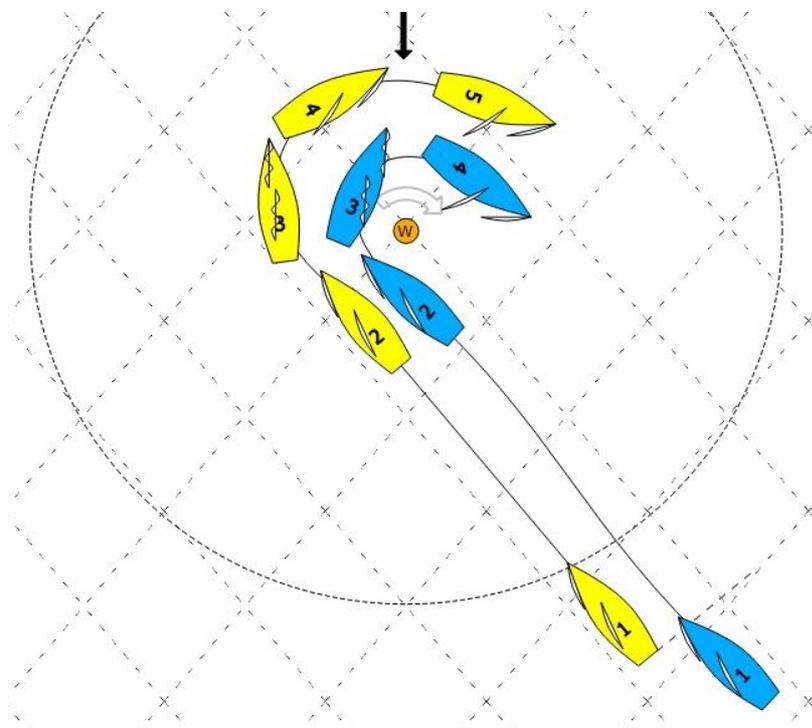
You may touch the anchor line and proceed without taking a penalty turn.

Mark-Room Room for a boat to leave a *mark* on the required side. Also,

(a) *room* to sail to the *mark* when her *proper course* is to sail close to it, and

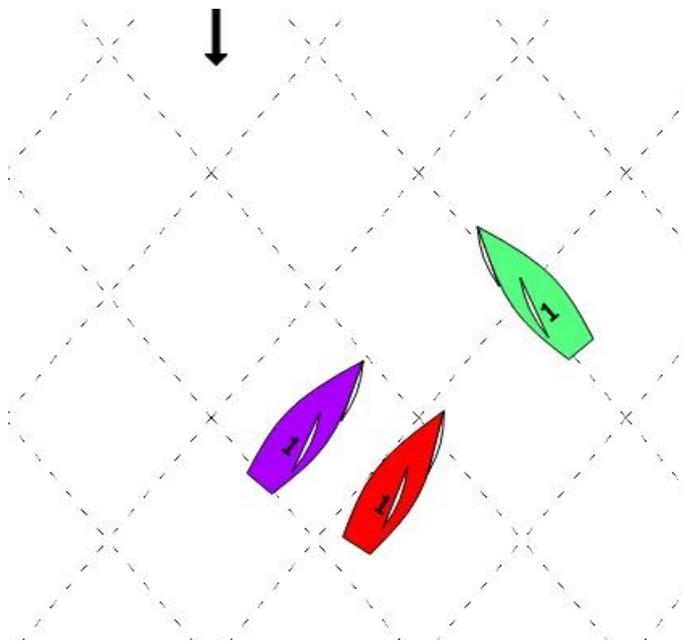
(b) *room* to round the *mark* as necessary to sail the course.

However, *mark-room* for a boat does not include *room* to tack unless she is *overlapped* inside and to *windward* of the boat required to give *mark-room* and she would be *fetching* the *mark* after her tack.



Mark-Room, room to tack

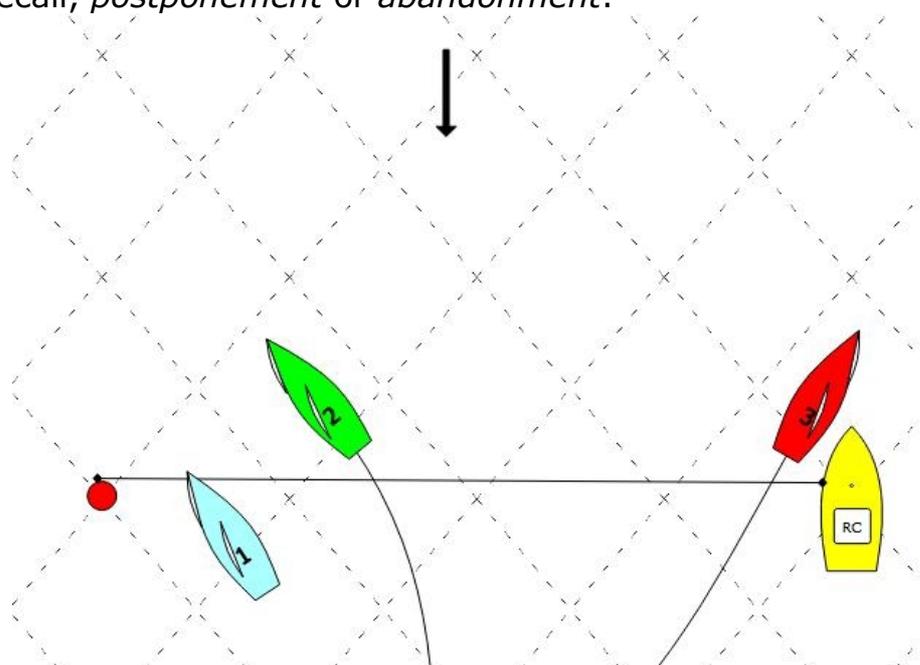
Obstruction An object that a boat could not pass without changing course substantially, if she were sailing directly towards it and one of her hull lengths from it. An object that can be safely passed on only one side and an area so designated by the sailing instructions are also *obstructions*. However, a boat *racing* is not an *obstruction* to other boats unless they are required to *keep clear* of her or, if rule 23 applies, avoid her. A vessel under way, including a boat *racing*, is never a continuing *obstruction*.



Common obstruction – ROW boat

Proper Course A course a boat would sail to *finish* as soon as possible in the absence of the other boats referred to in the rule using the term. **A boat has no proper course before her starting signal.**

Racing A boat is *racing* from her **preparatory signal** until she *finishes* and **clears the finishing line and marks** or retires, or until the race committee signals a general recall, *postponement* or *abandonment*.



Boat 1 – Finished? Racing? Boat 2 – Finished? Racing? Boat 3 - Finished? Racing?

Room The space a boat needs in the existing conditions, including space to comply with her obligations under the rules of Part 2 and rule 31, while maneuvering promptly in a seamanlike way.

Rule (a) The rules in this book, including the Definitions, Race Signals, Introduction, preambles and the rules of relevant appendices, but not titles;

(b) World Sailing Advertising Code, Anti-Doping Code, Betting and Anti-Corruption Code, Disciplinary Code, Eligibility Code, Sailor Classification Code, respectively Regulations 20, 21, 37, 35, 19 and 22;

(c) the prescriptions of the national authority, unless they are changed by the sailing instructions in compliance with the national authority's prescription, if any, to rule 88.2;

(d) the class rules (for a boat racing under a handicap or rating system, the rules of that system are 'class rules');

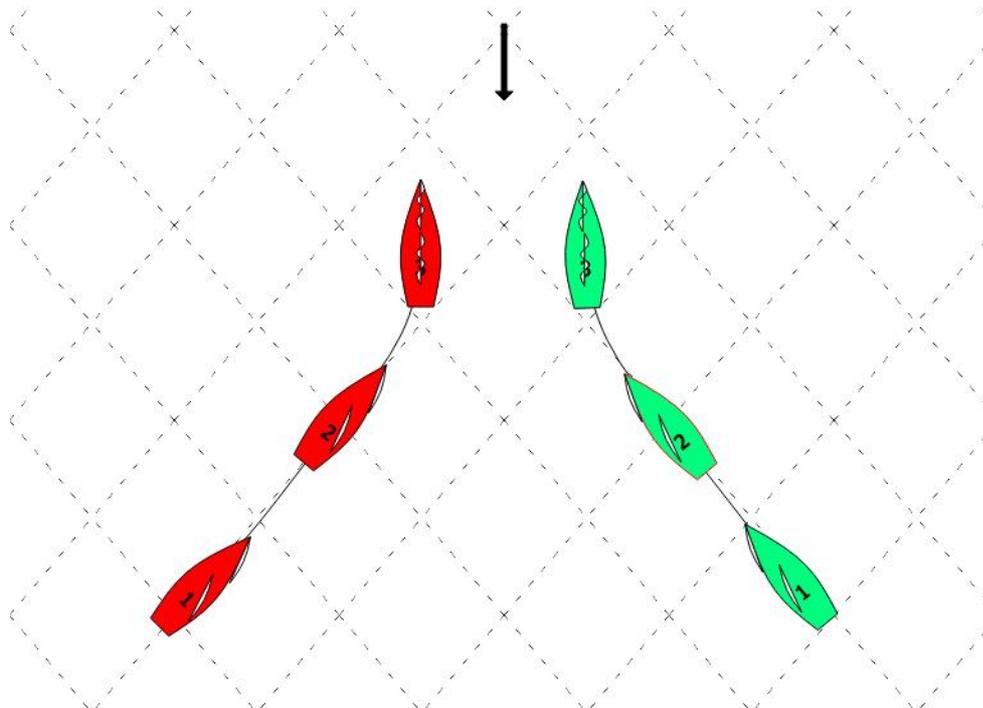
(e) the notice of race;

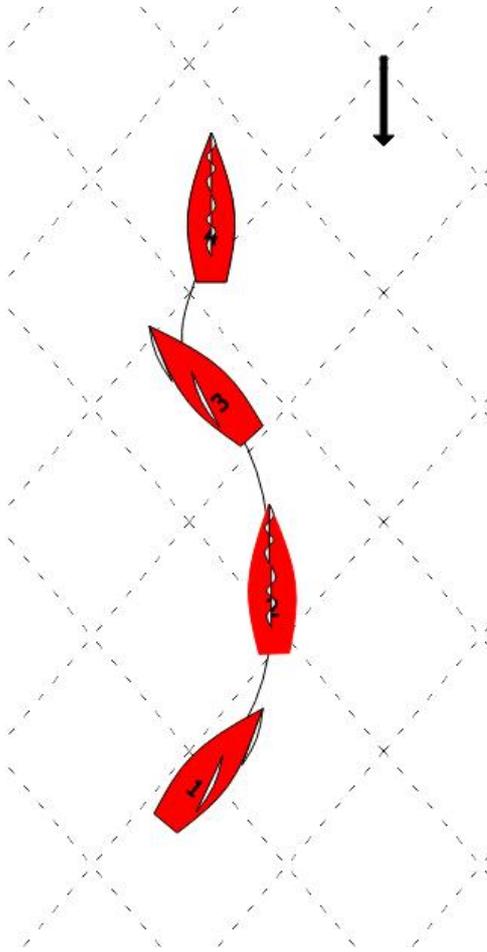
(f) the sailing instructions; and

(g) any other documents that govern the event.

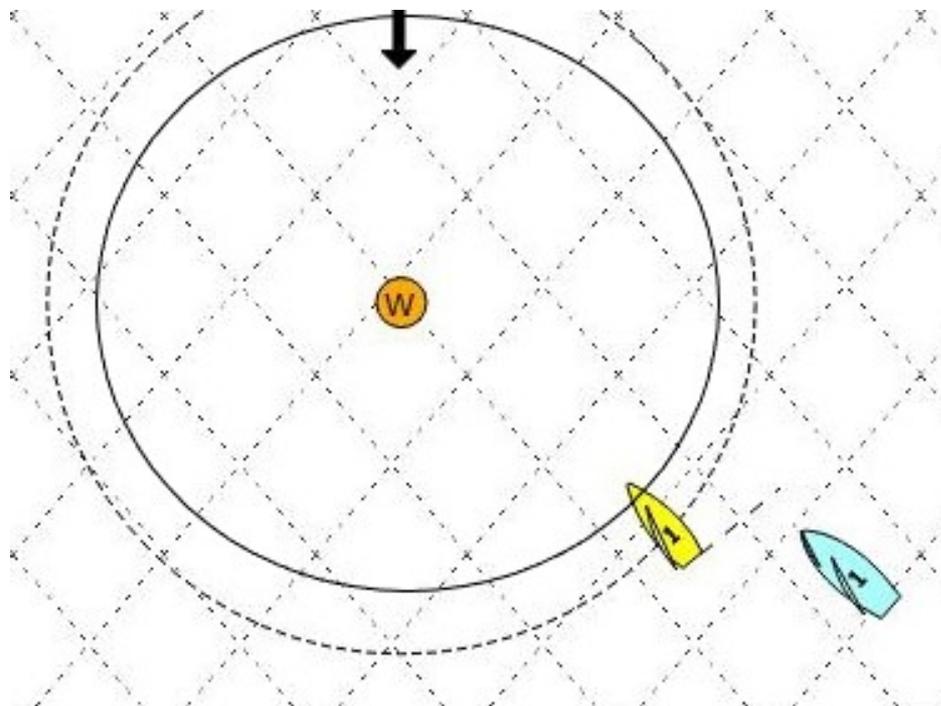
Start A boat starts when, having been entirely on the pre-start side of the starting line at or after her starting signal, and having complied with rule 30.1 if it applies, any part of her hull, crew or equipment crosses the starting line in the direction of the first mark.

Tack, Starboard or Port A boat is on the *tack*, *starboard* or *port*, corresponding to her *windward* side.





Zone The area around a *mark* within a distance of **three hull lengths of the boat nearer to it.** A boat is in the *zone* when any part of her hull is in the zone.



Solid line Laser zone, dotted line Flying Scot zone

Barging???? Seamanlike???? Tacking????