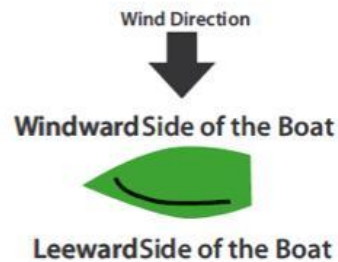


# BASIC TERMS

## 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"



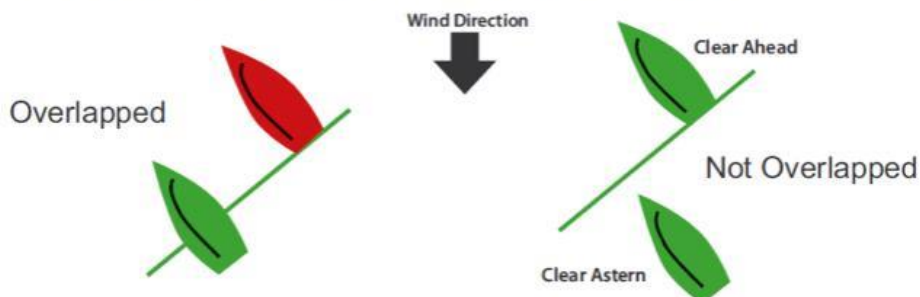
Red Boats  
Must "Keep Clear"

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

1.

## Overlapped Boats

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



## Other Terms Used In This Discussion

**Point of Sail** -

**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.

**Reaching** - A boat sailing between closed hauled and running.

**Running** - A boat sailing with wind behind.

**Inside** - A boat positioned between the mark and another boat

**Outside** - A boat positioned with another boat between them and the mark

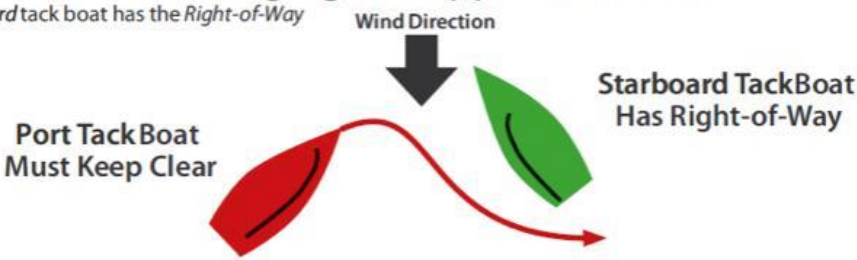
**Proper Course** - The course a boat would sail to get to the next mark as quickly as possible

**Room** - The space a boat needs to manoeuvre properly given conditions

# BASIC RIGHT-OF-WAY SITUATIONS

## Two Boats Converging on Opposite Tacks

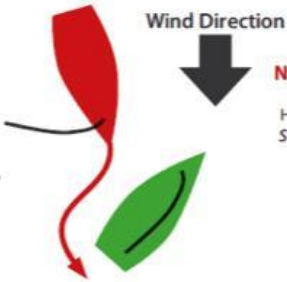
A Starboard tack boat has the *Right-of-Way*



## Same Tack Boats Converging on Different Points-of-Sail

### Leeward Boat has Right-of-Way

In this example, both boats are on *Port Tack*. As they converge, the *windward* boat (Red), which is sailing downwind, has to *Keep Clear* of the *leeward* boat (Green).



**NOTE:** Once again 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.

2.

## 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



# STARTING

## Premature start

A boat over the start line at the starting signal must return and clear herself. A returning boat has no rights and must keep clear of all others.

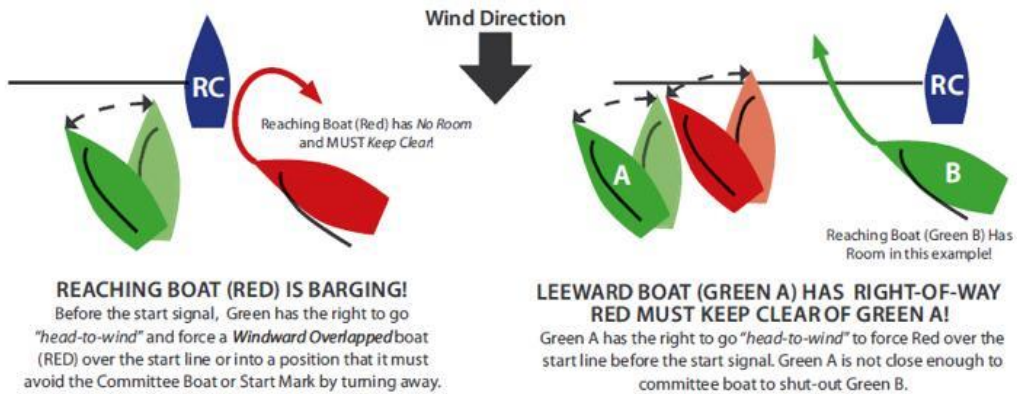
## Hitting a starting mark

Boats that hit a starting mark must do a penalty turn promptly having got clear of all other boats.

## 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.

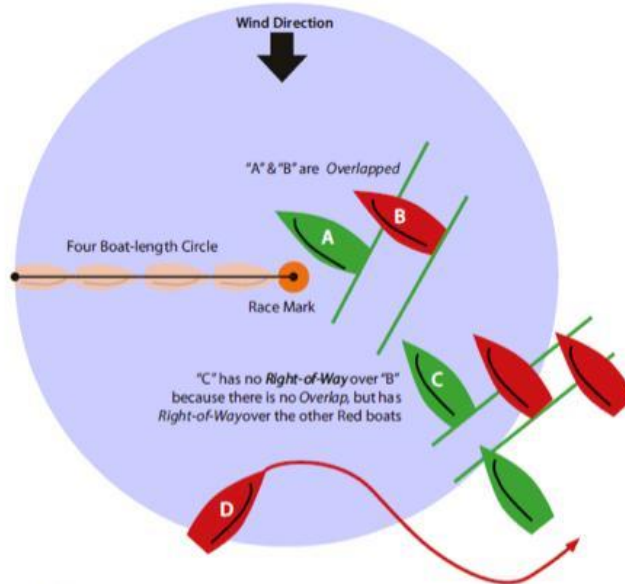
Basically, any boat to leeward that you can potentially hit should be considered a brick wall.



## Boats Converging at Mark

An *Inside* and *Overlapped* boat (Green A) within four 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.



### Mark Room - Overlaps

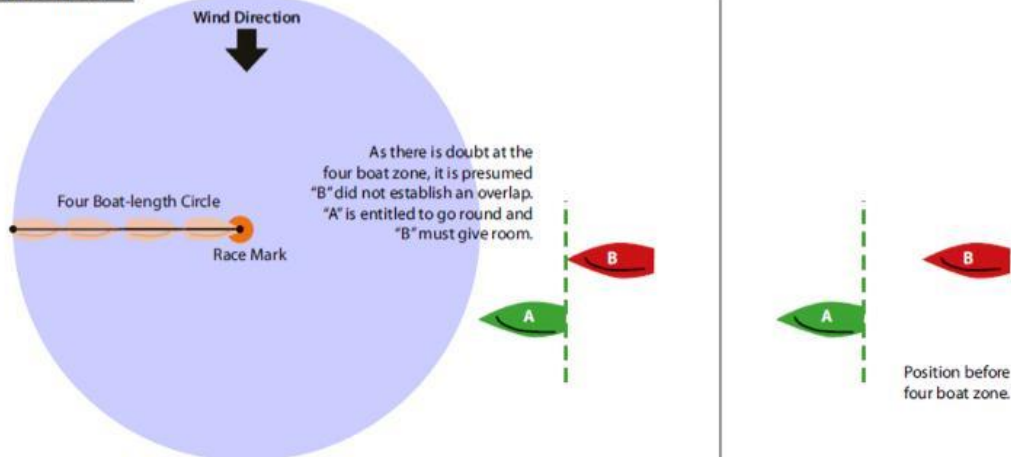
**If there is reasonable doubt a boat obtained or broke an overlap in time it shall be presumed that she did not.**

**(Boats should be aware of developing situations when approaching the 4 boat zone and call early to establish intentions).**

**NB - This is a key rule for clarifying who is entitled to room.**

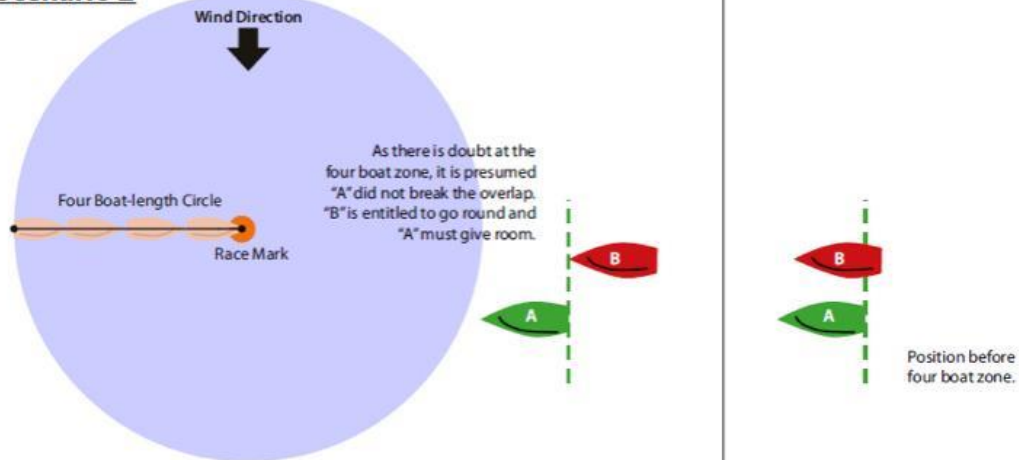
Disputed overlap at four boat zone.

### Scenario 1



Disputed overlap at four boat zone.

### Scenario 2



### Obstructions

A boat may hail for room to tack for obstructions. The hailed boat must give room or shout you tack and then keep clear.

### Tacking

While tacking a boat shall keep clear of other boats and only regains rights when closed hauled on new tack. When boat has acquired right of way she must give room to other boats to keep clear.

## WHAT TO DO IF A FOUL OCCURS

### IF YOU ARE FOULED

1. Avoid Contact!
2. Request a penalty / turn from the boat that has fouled you.

### IF YOU FOUL ANOTHER BOAT

1. Avoid Contact!
2. If you believe you fouled another boat, promptly get clear of all other boats and do one circle consisting of one tack and one gybe. Once the circles are complete, you can rejoin the race without further penalty.

### IF YOU HIT A MARK

1. Promptly get clear of all other boats and do one circle consisting of one tack and one gybe.

NOTE- You have NO rights over any other boat during the time you are doing penalty circles. Make sure you are clear in both time and distance from all other racers during starting your circles.