

Introduction to the Sailboat Racing Rules

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Introduction

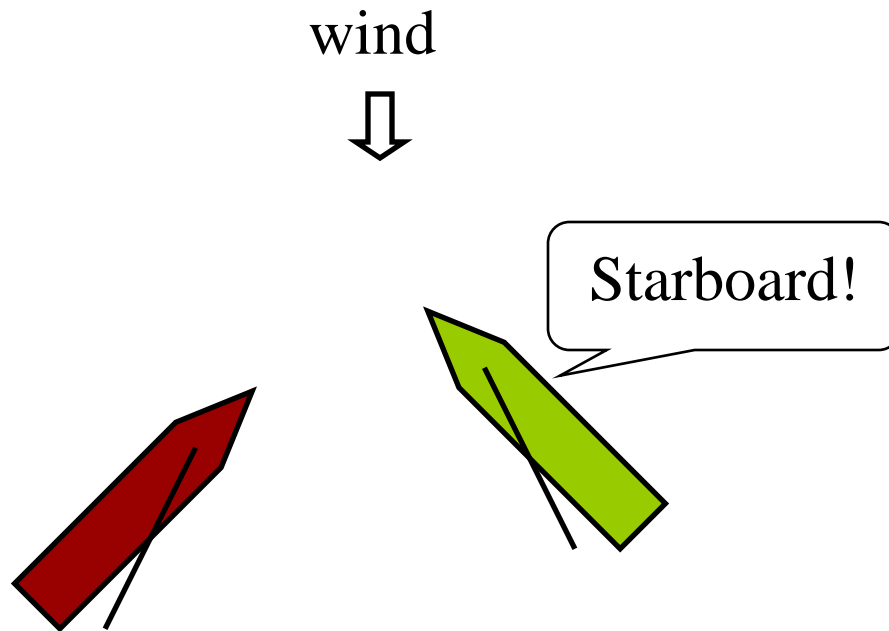
Is uncertainty about the rules keeping you from racing?
Don't let it! Knowing just a few basic rules will take care of almost all of the situations on the race course. This presentation gives you those basics plus a little more. You'll then be ready to join the fleet!

Overview

- Basic rules everyone should know
- Passing situations
- Meeting situations
- Mark roundings
- How a race is run by the Wilson Harbor Yacht Racing Association

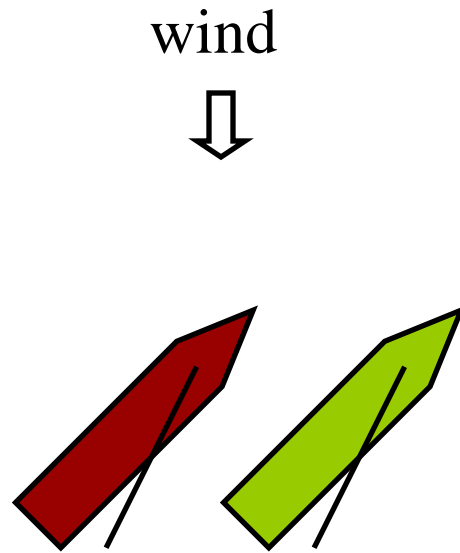
Basic Rules 1

- A boat on starboard tack has right of way over a port tack boat



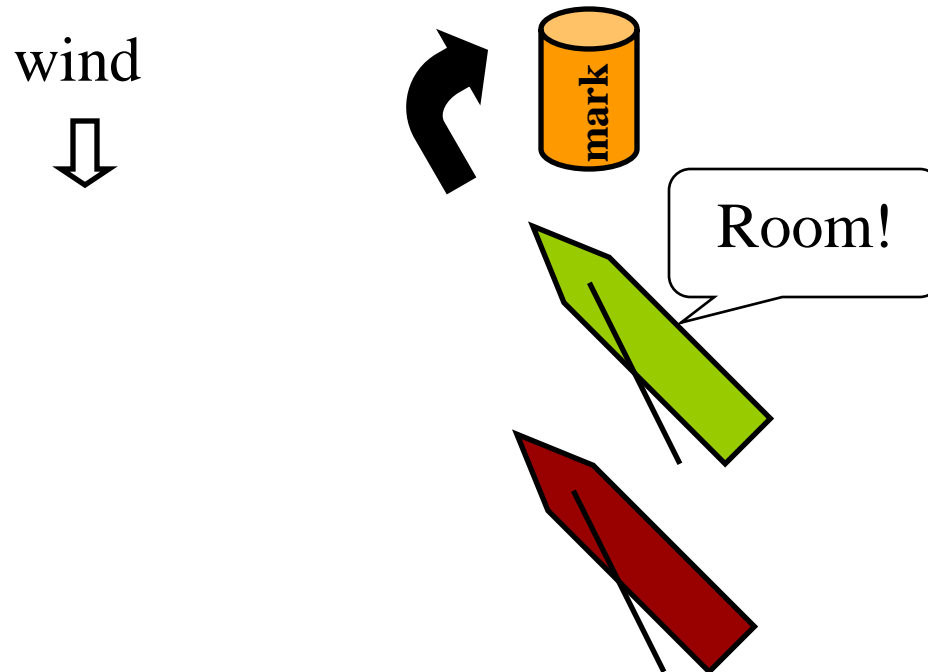
Basic Rules 2

- A boat to leeward has right of way over a windward boat on the same tack



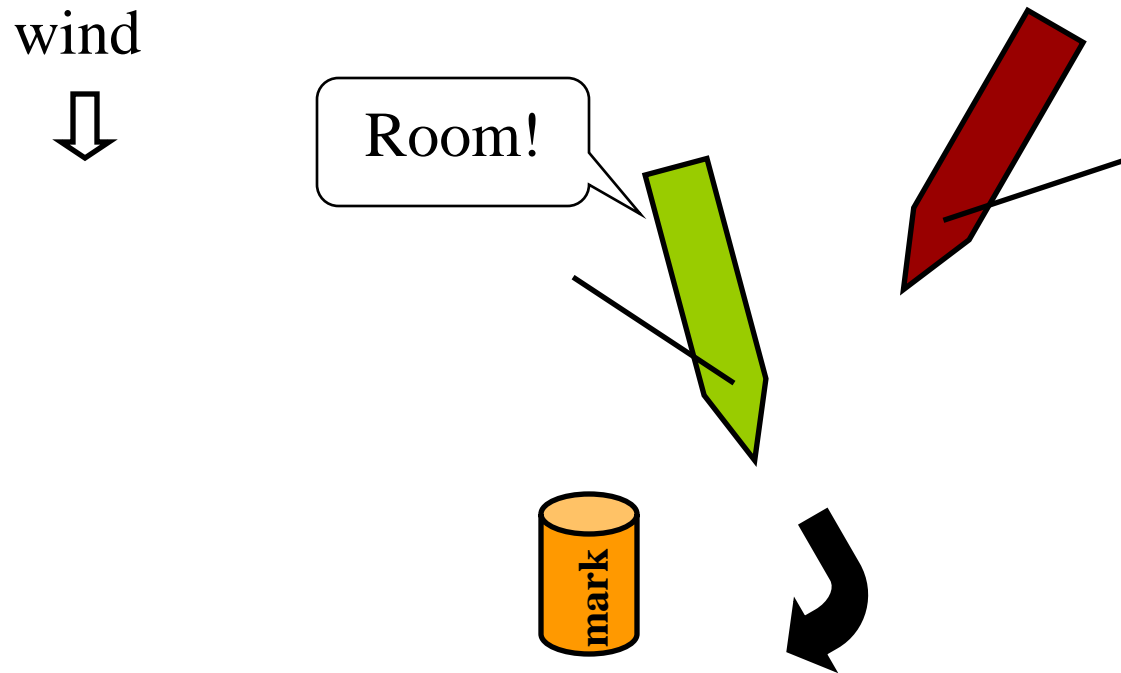
Basic Rules 3

- When rounding a windward mark, an inside boat on the same tack must be given room



Basic Rules 4

- When rounding a leeward mark, an inside boat must always be given room



Basic Rules 5

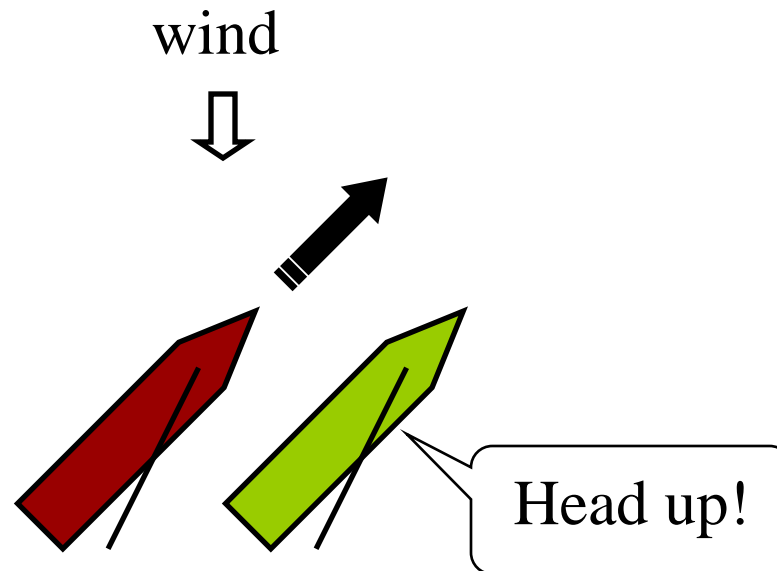
- A boat which is tacking must keep clear of one that is not
- A boat clear astern must keep clear of boat ahead
- When a right-of-way boat changes course, she must give other boats room to keep clear

Basic Rules 6

- What do I do if I break a rule?
 - If you break a right-of-way rule, you must do two turns promptly after the incident
 - If you touch a mark, you must do one turn promptly
 - If there was serious damage, you must retire
 - You must keep clear of other boats when doing your penalty turns

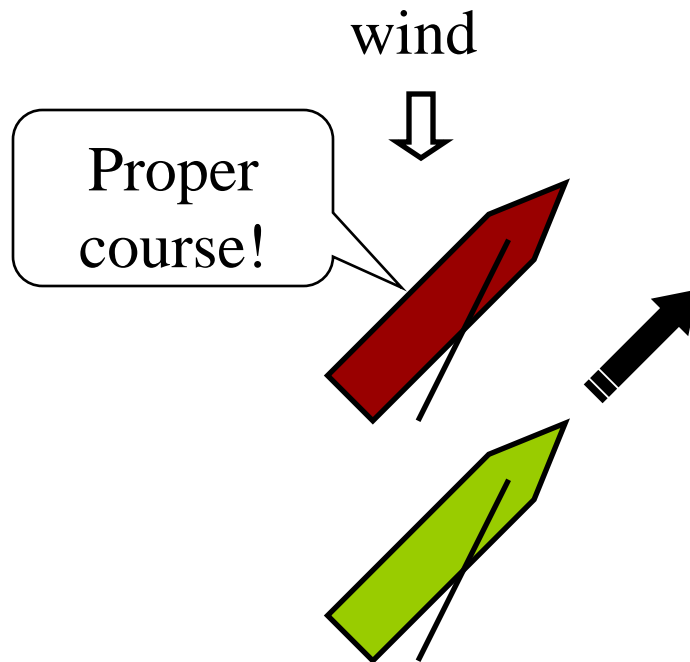
Passing Situations 1

- A boat passing to windward must keep clear of a leeward boat on the same tack. The leeward boat may luff to prevent the pass.



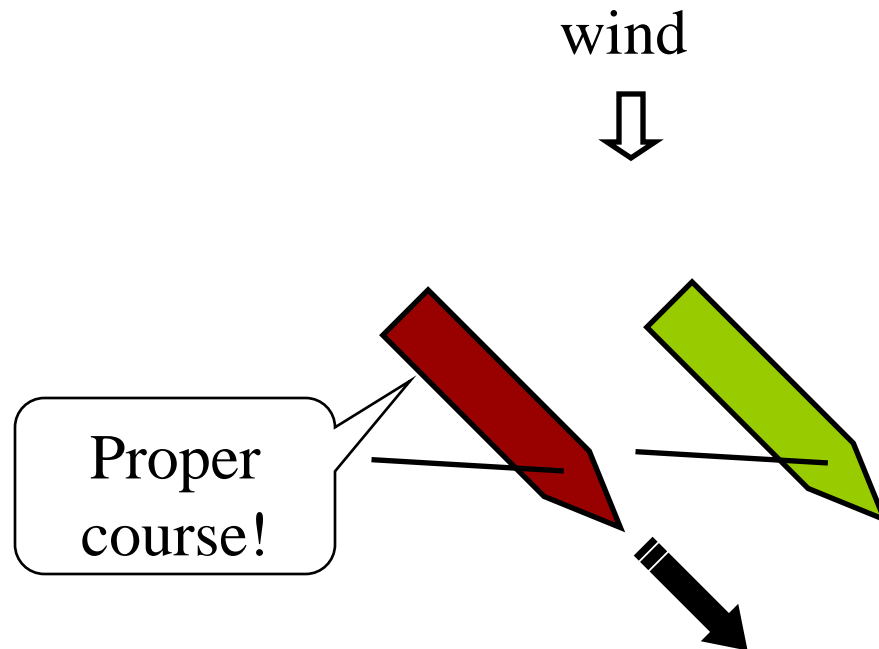
Passing Situations 2

- A boat passing to leeward on the same tack must not sail above her proper course



Passing Situations 3

- On an offwind leg, a boat being passed to leeward on the same tack must not sail below her proper course

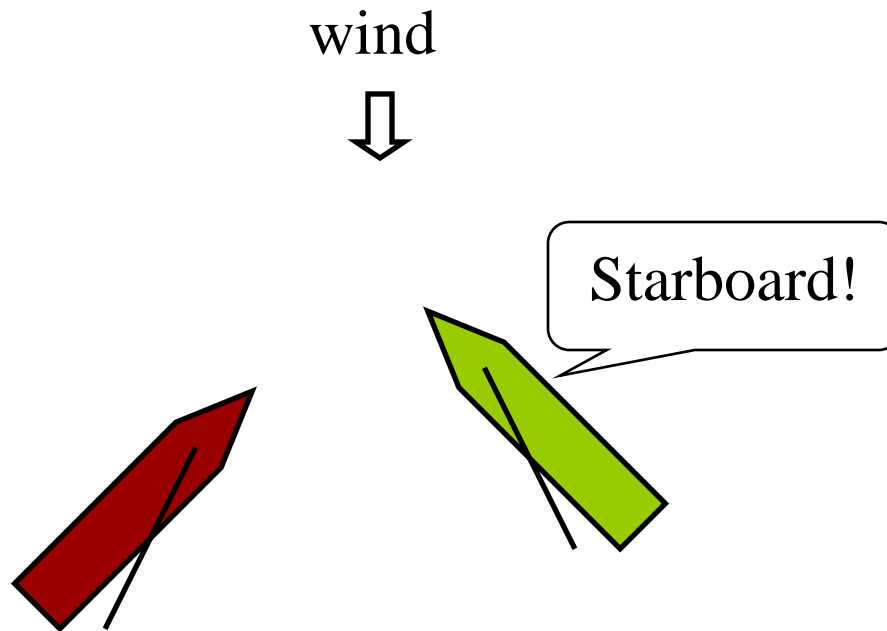


Passing Situations 4

- Before the start, there is no proper course, so a boat passing to leeward may luff a windward boat up to head-to-wind
- Once the start gun sounds, a boat passing to leeward may not sail above her proper course (close hauled)

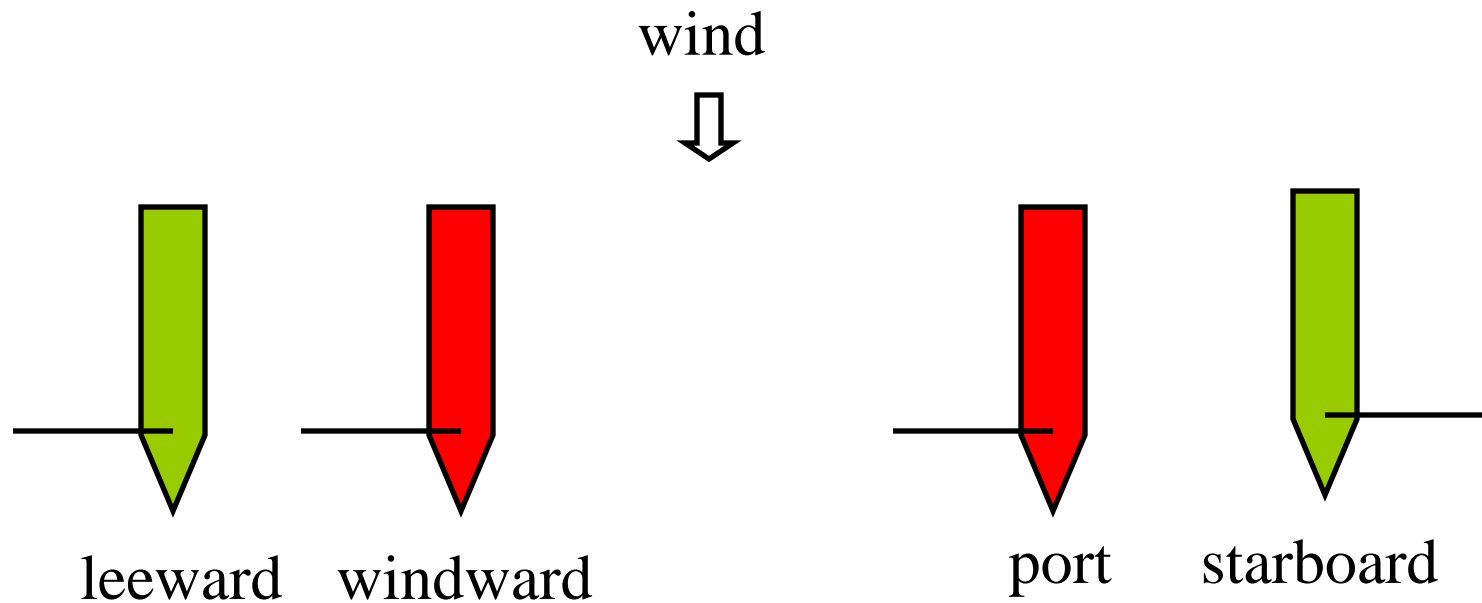
Meeting Situations 1

- A boat on starboard tack has right of way over a port tack boat



Meeting Situations 2

- Tack (and windward/leeward) is defined by which side the boom is on

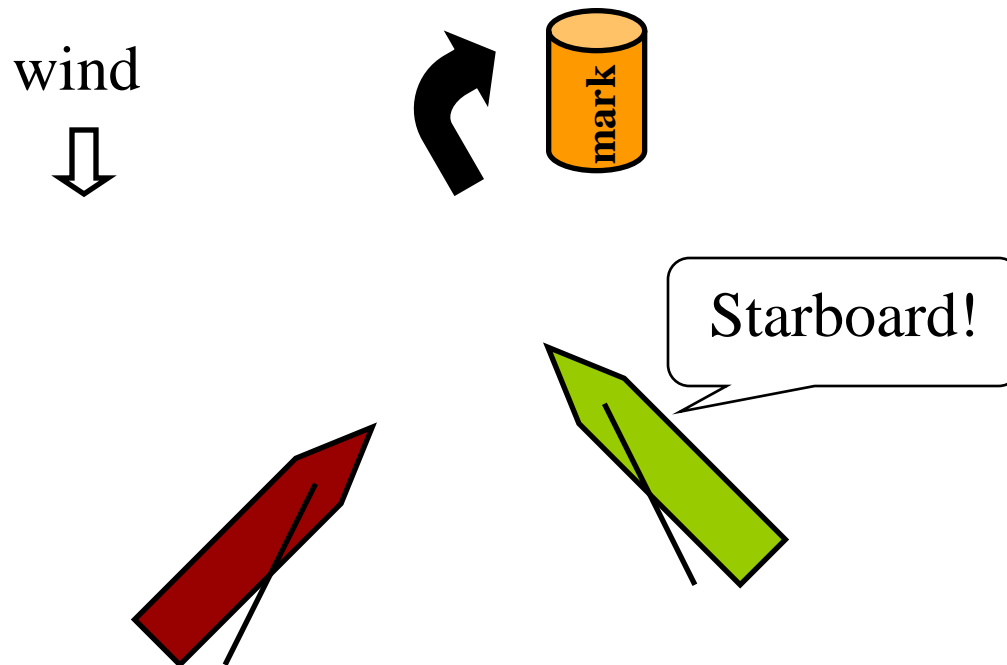


Meeting Situations 3

- A right-of-way boat must give a keep-clear boat room to keep clear
- A starboard tack boat must not change course if as a result the port tack boat must immediately change course to keep clear (i.e. no hunting)

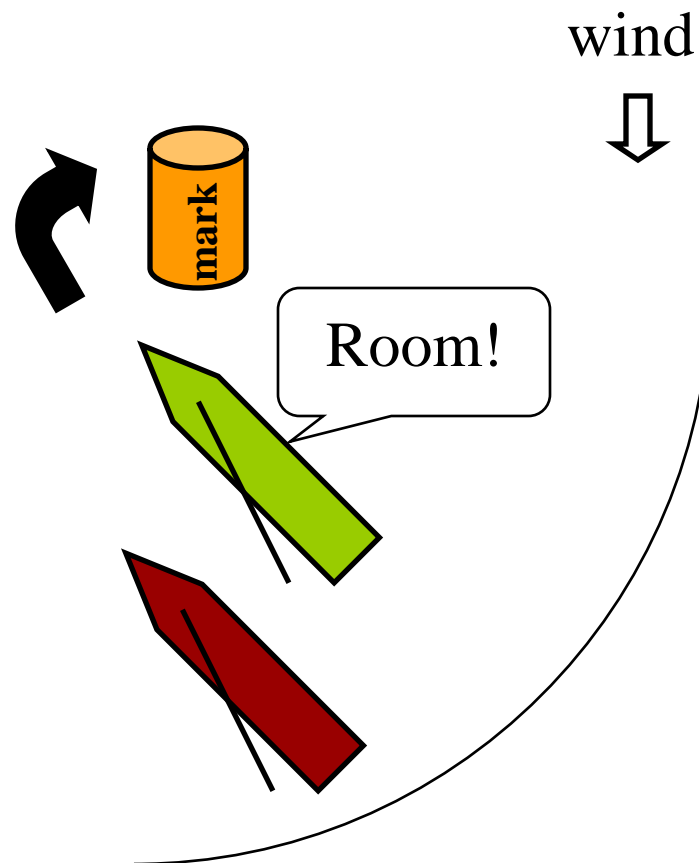
Mark Roundings 1

- At a windward mark, a boat on starboard tack has right of way over a port tack boat



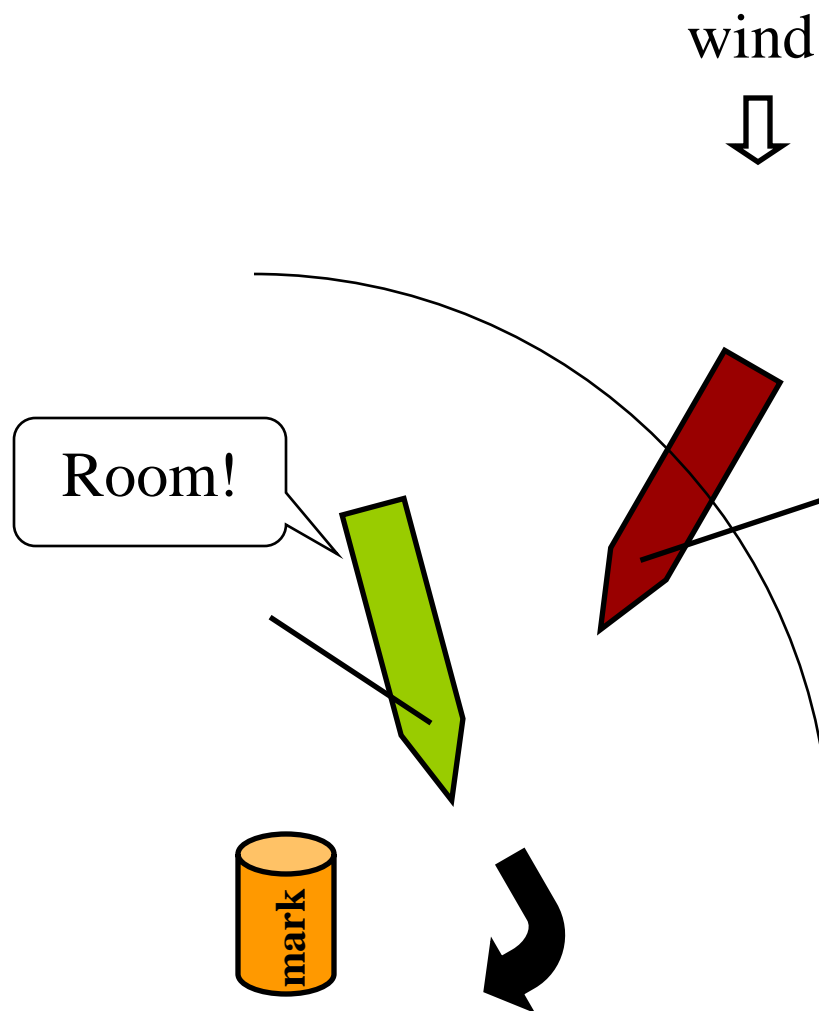
Mark Roundings 2

- When rounding a windward mark, an inside boat on the same tack must be given room if overlapped within three boat lengths of the mark



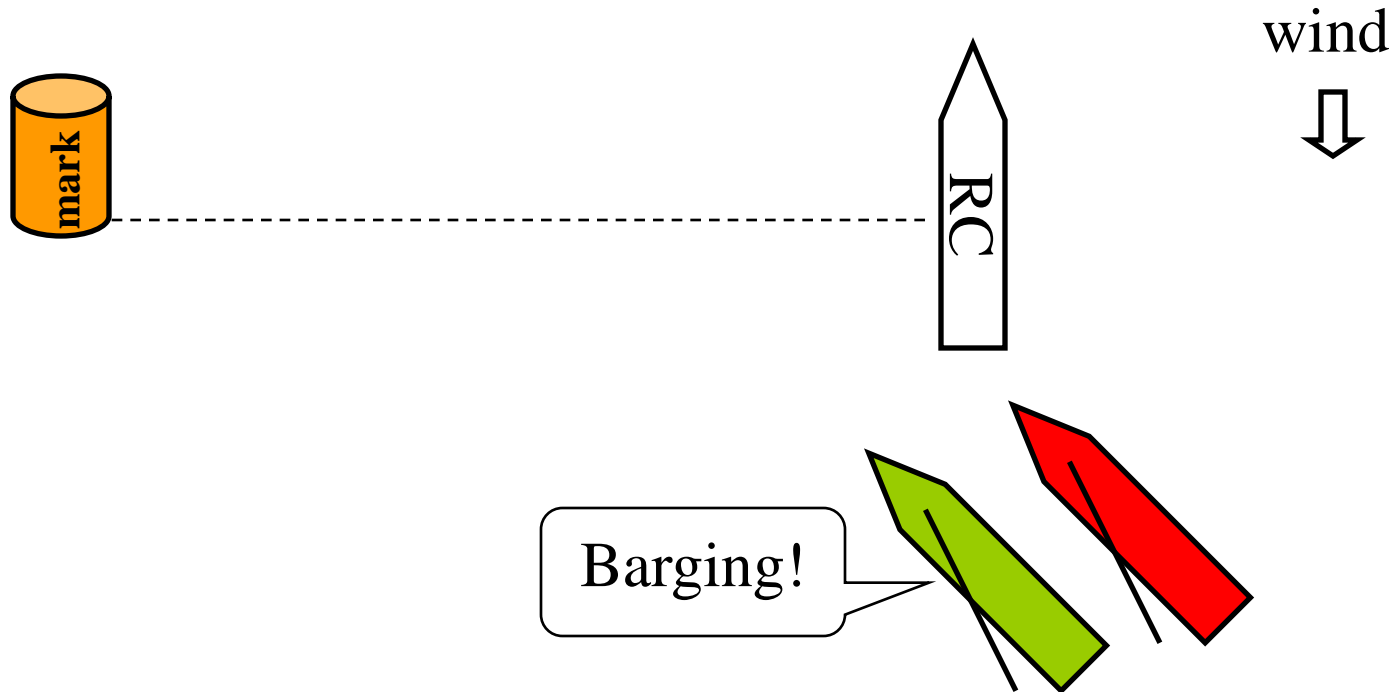
Mark Roundings 3

- When rounding a leeward mark, an inside boat (if overlapped within three boat lengths of the mark) must always be given room



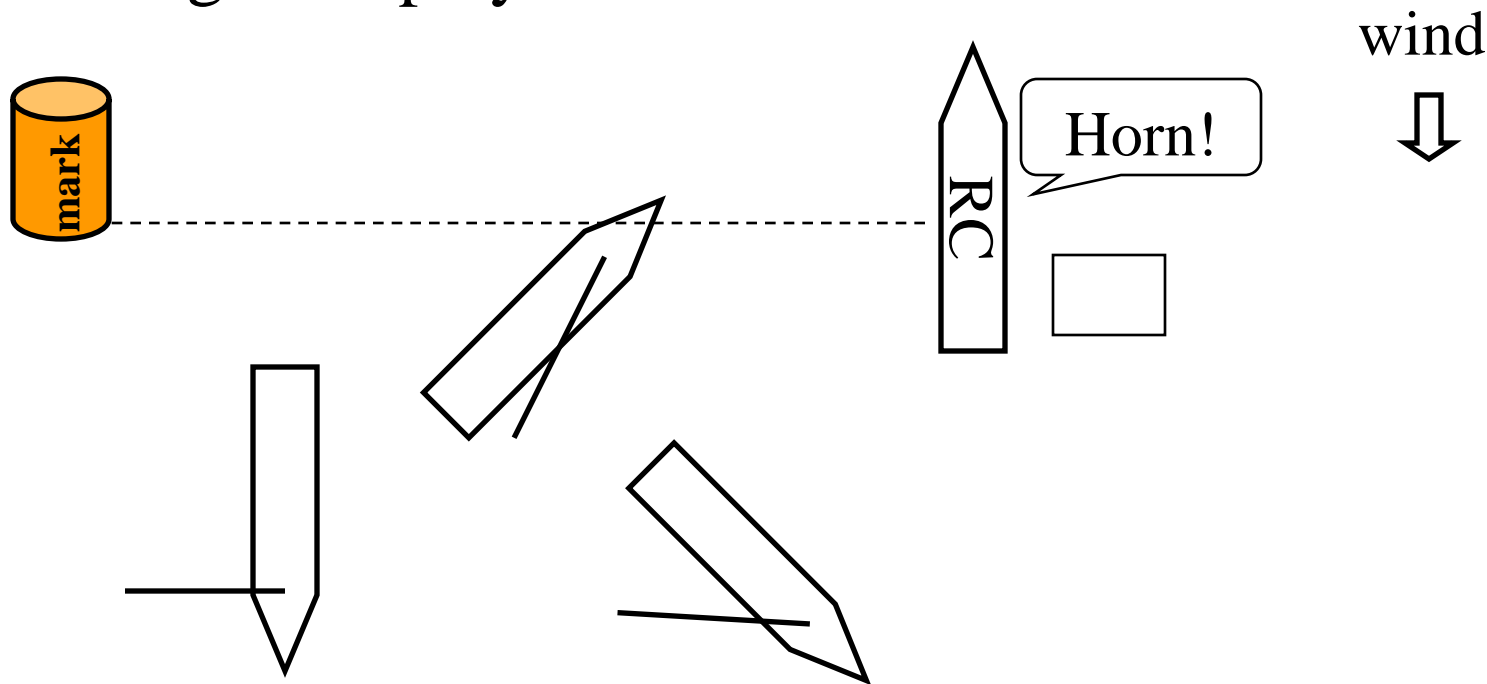
Mark Roundings 4

- An inside boat is not entitled to room at a start mark



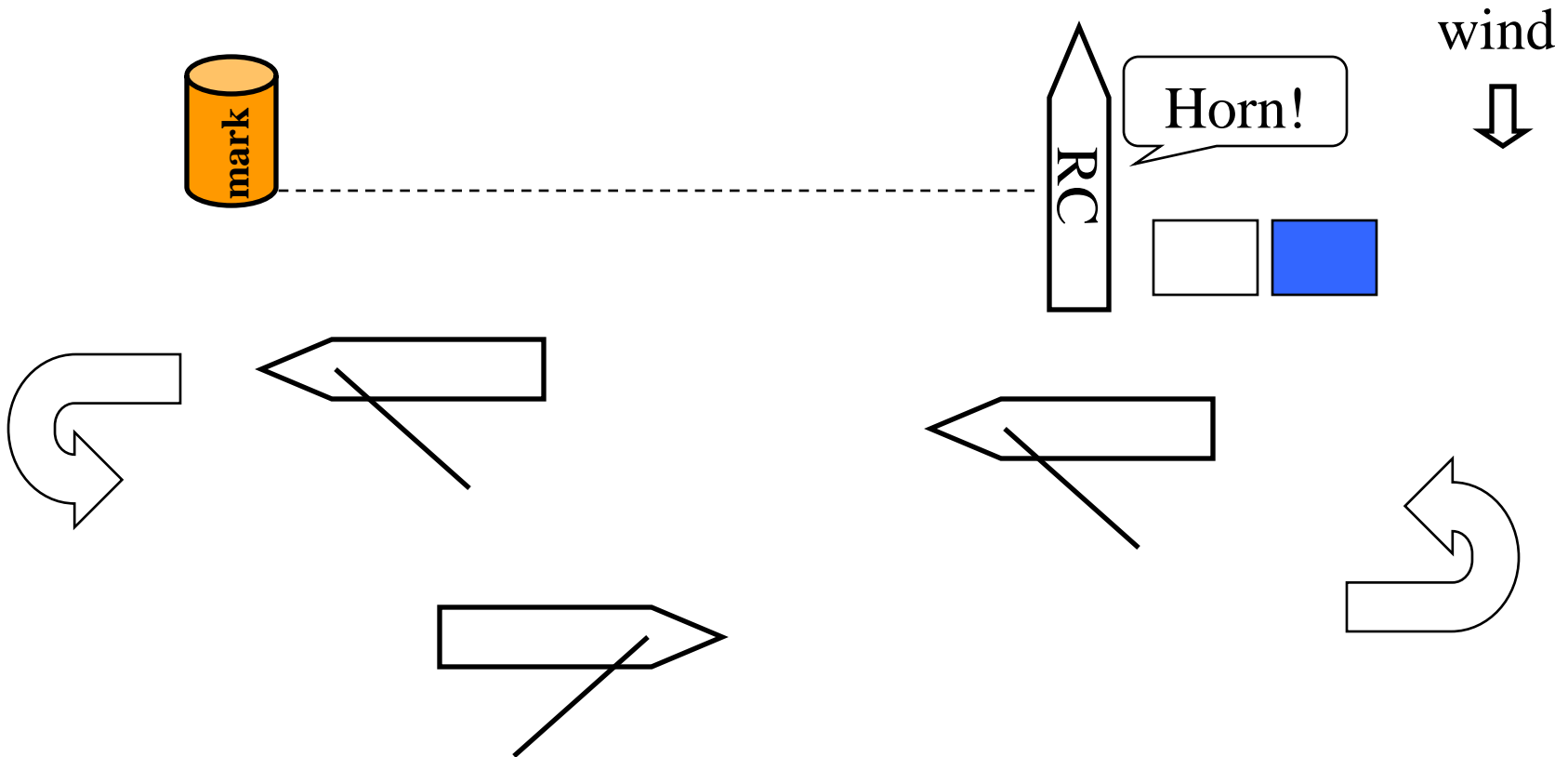
WHYRA Race Procedures 1

- All white sail boats (no spinnakers) start first. The first warning signal is 5 minutes prior to the first start. A white flag is displayed.



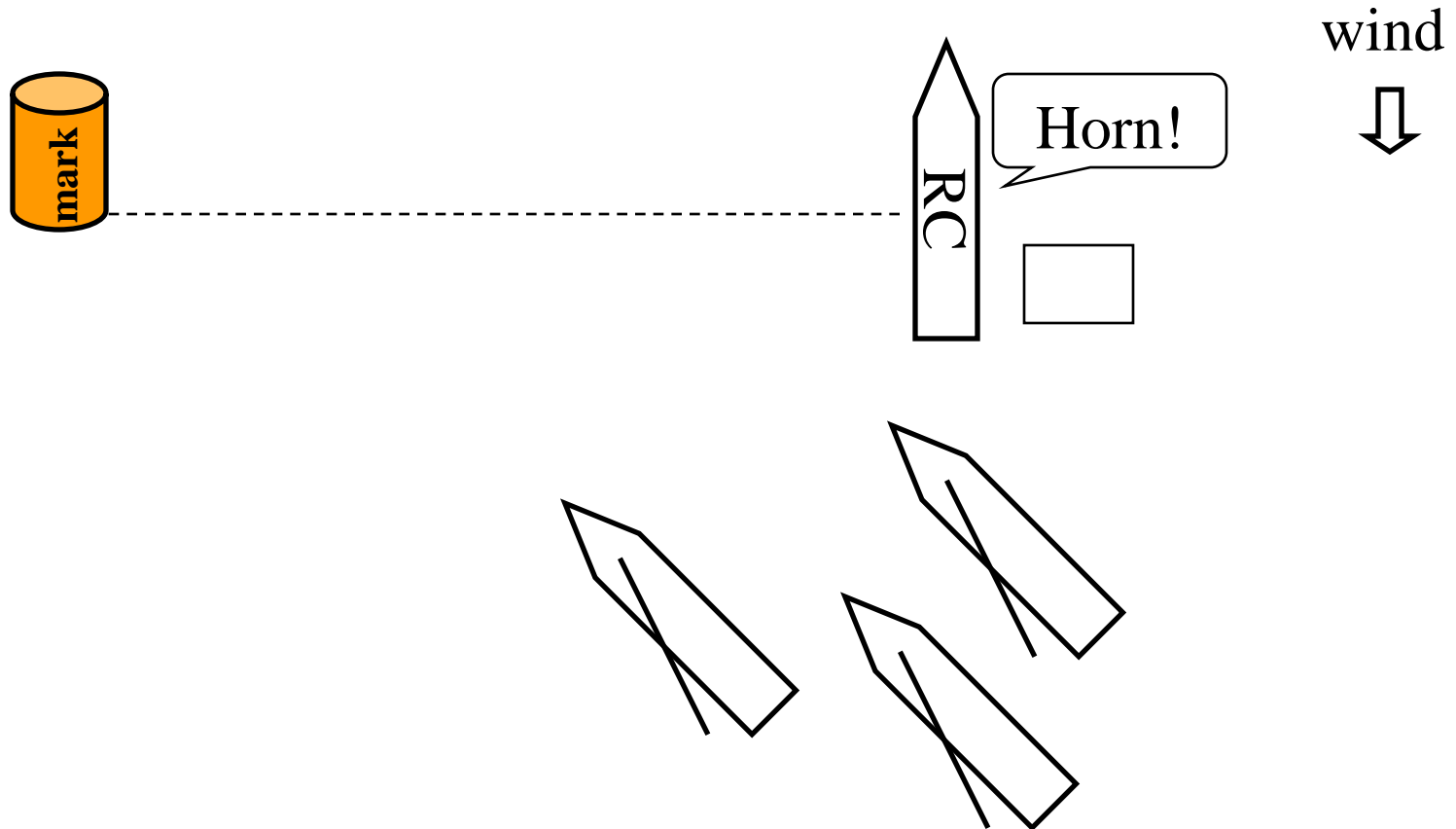
WHYRA Race Procedures 2

- Preparatory signal is 4 minutes prior to start. A blue flag is displayed (with white).



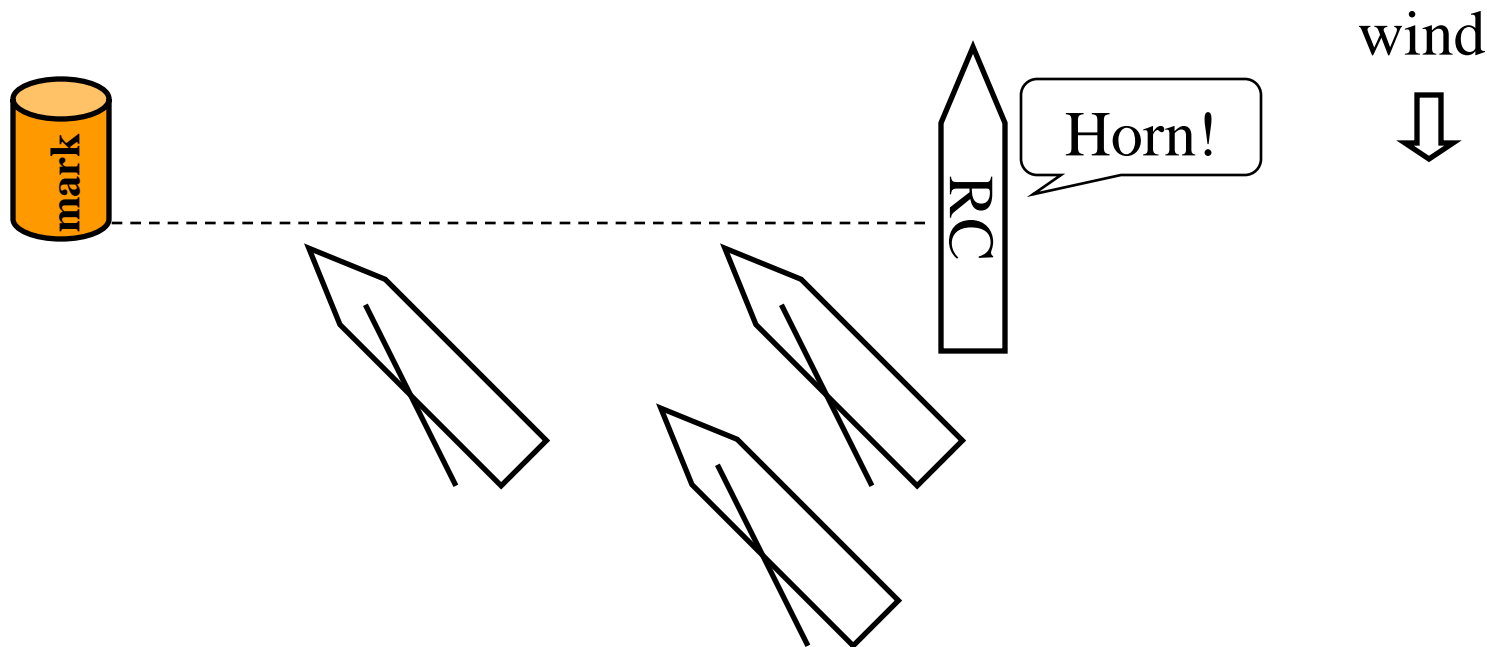
WHYRA Race Procedures 3

- At one minute before the first start, the blue flag is removed



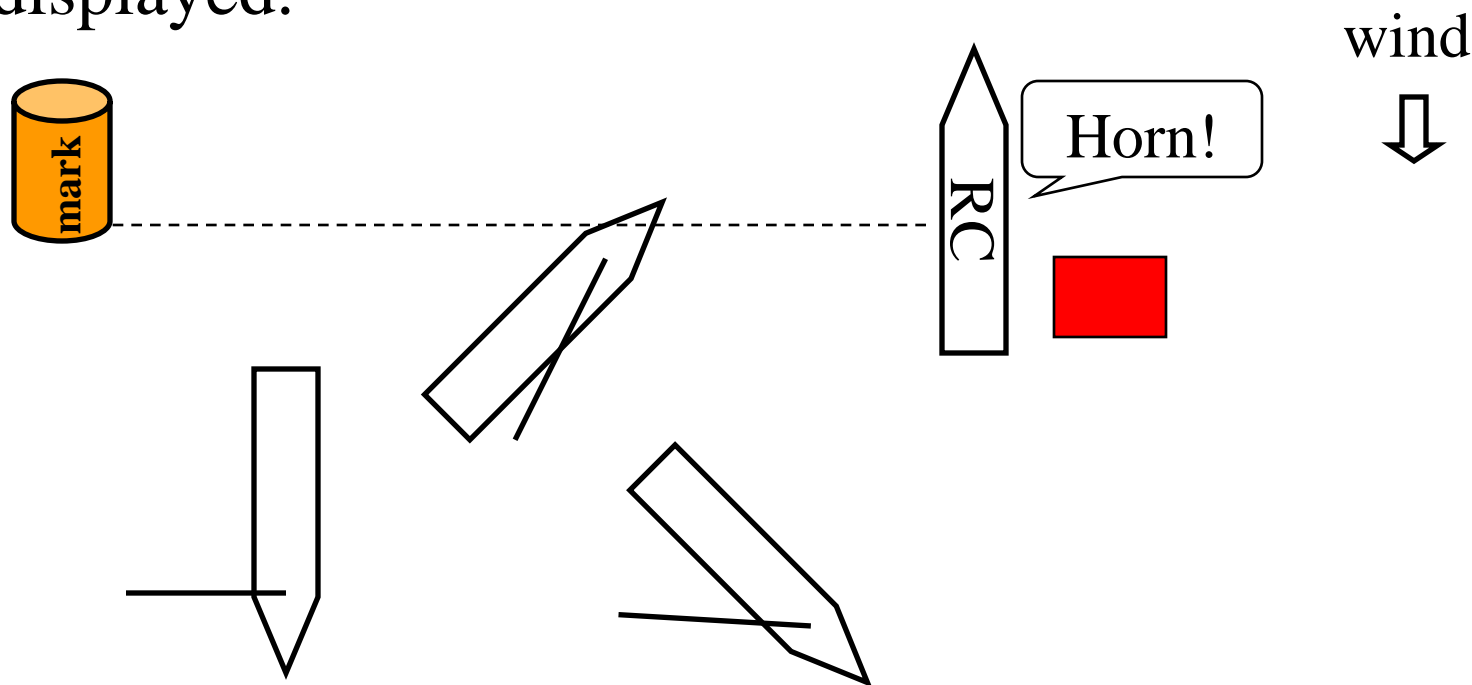
WHYRA Race Procedures 4

- First start (white sails) signal is the lowering of the white flag



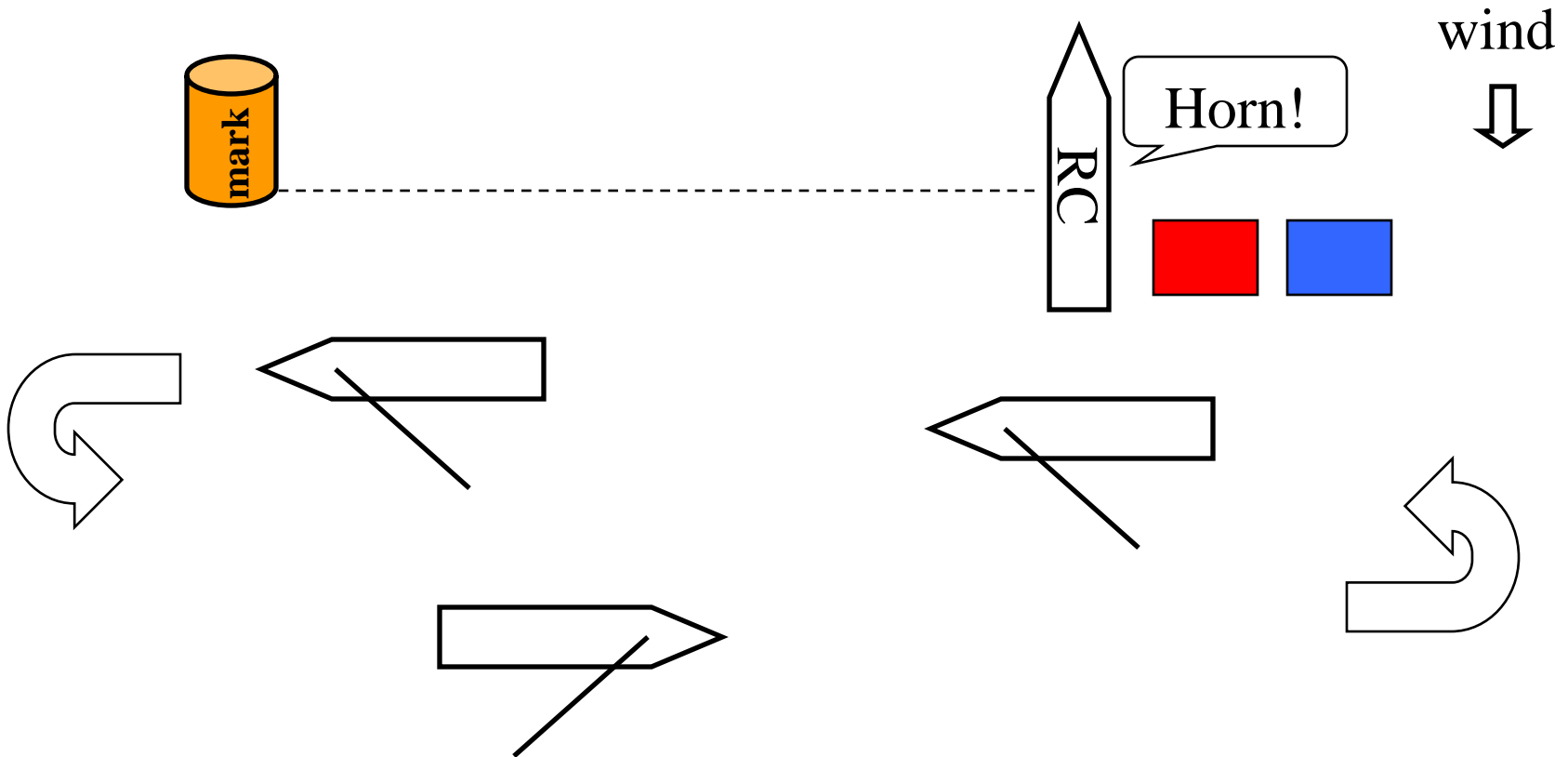
WHYRA Race Procedures 5

- All spinnaker boats start second. The second warning signal is one minute after the first start and 5 minutes before the second start. A red flag is displayed.



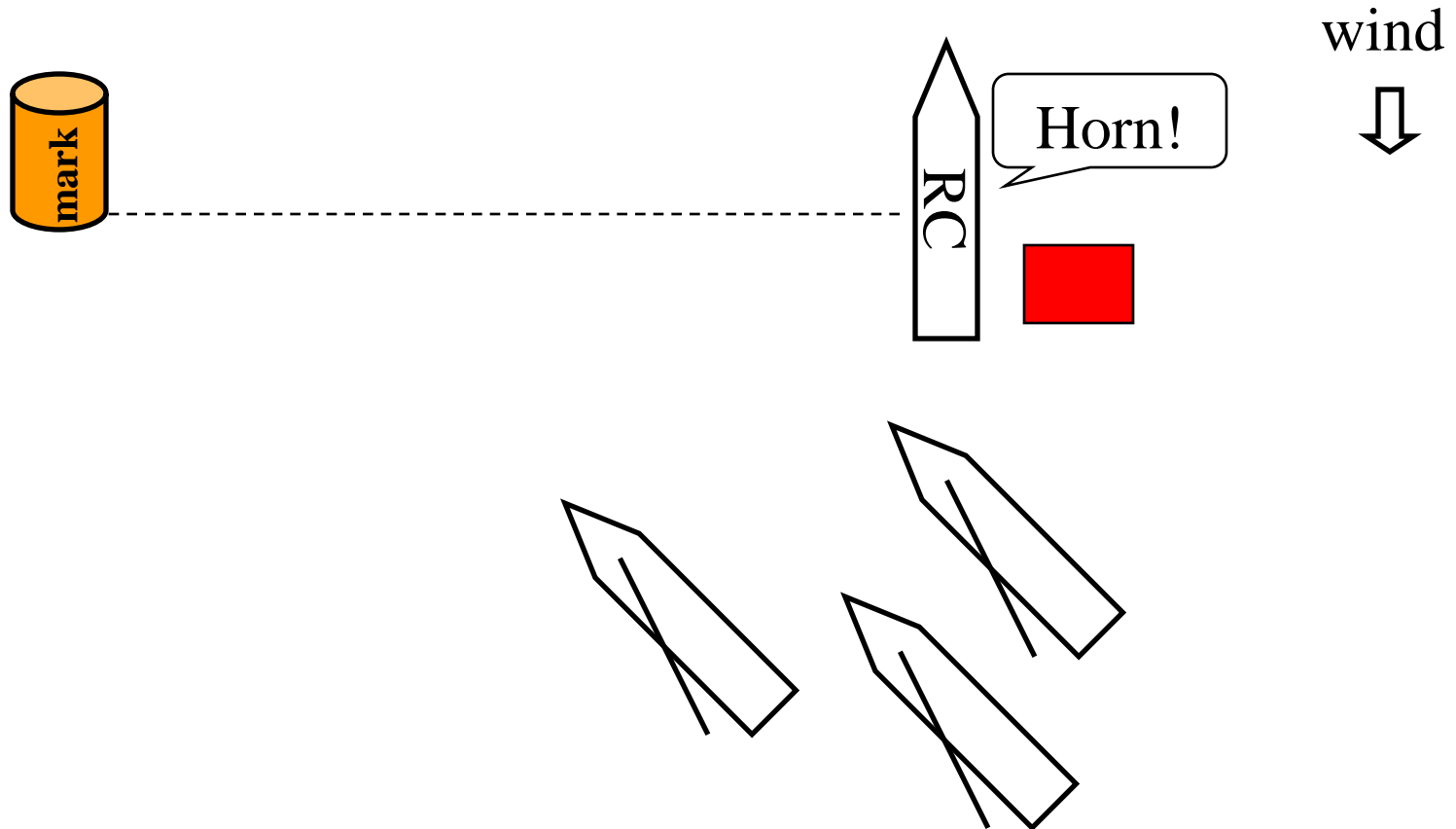
WHYRA Race Procedures 6

- Preparatory signal is 4 minutes prior to start. A blue flag is displayed (with red).



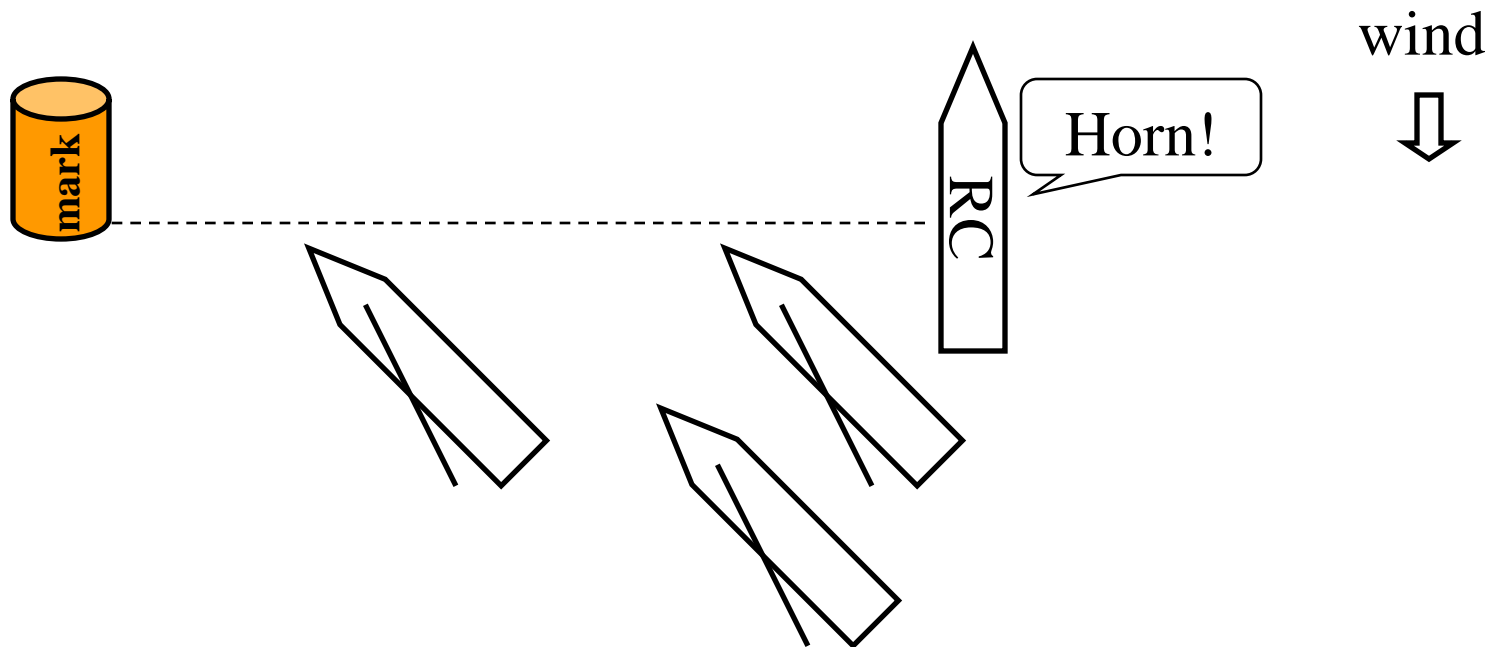
WHYRA Race Procedures 7

- At one minute before the second start, the blue flag is removed



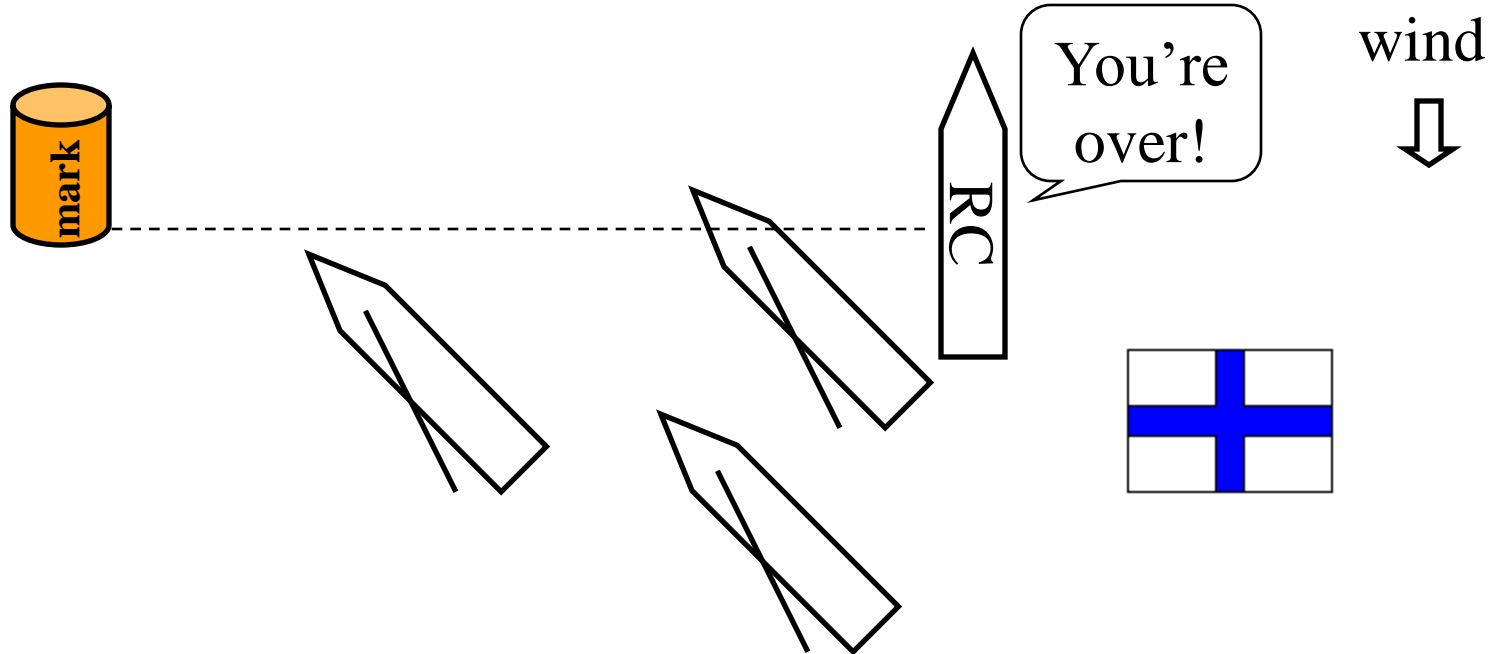
WHYRA Race Procedures 8

- Second start (spinnakers) signal is the lowering of the red flag



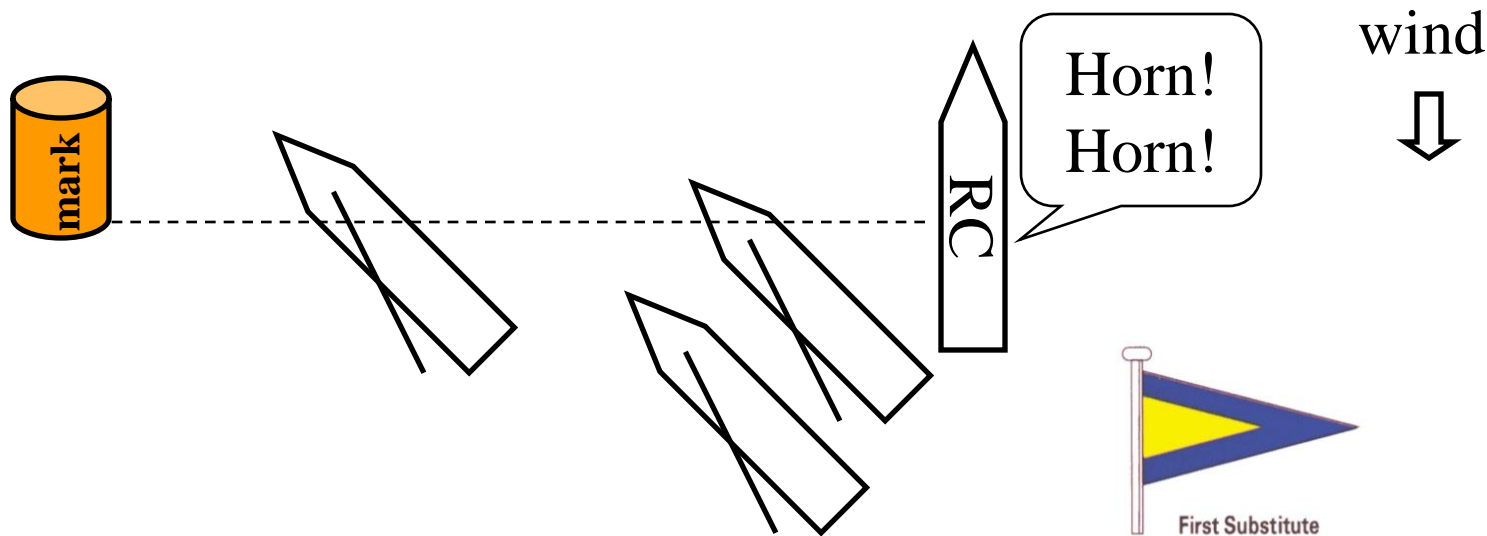
WHYRA Race Procedures 9

- The RC will raise the X flag if a boat is over the line at the start.



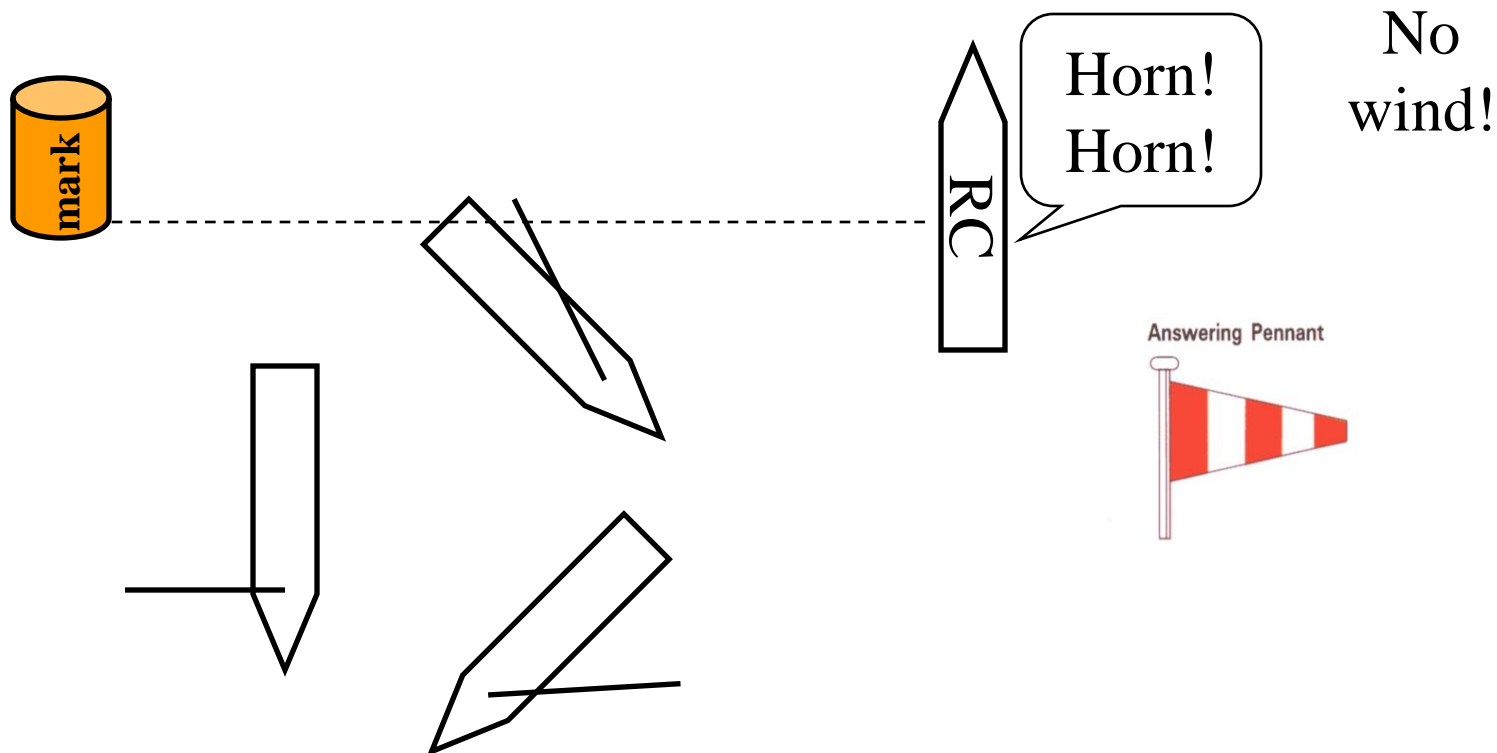
WHYRA Race Procedures 10

- The RC may signal a general recall if many boats are over the line at the start.



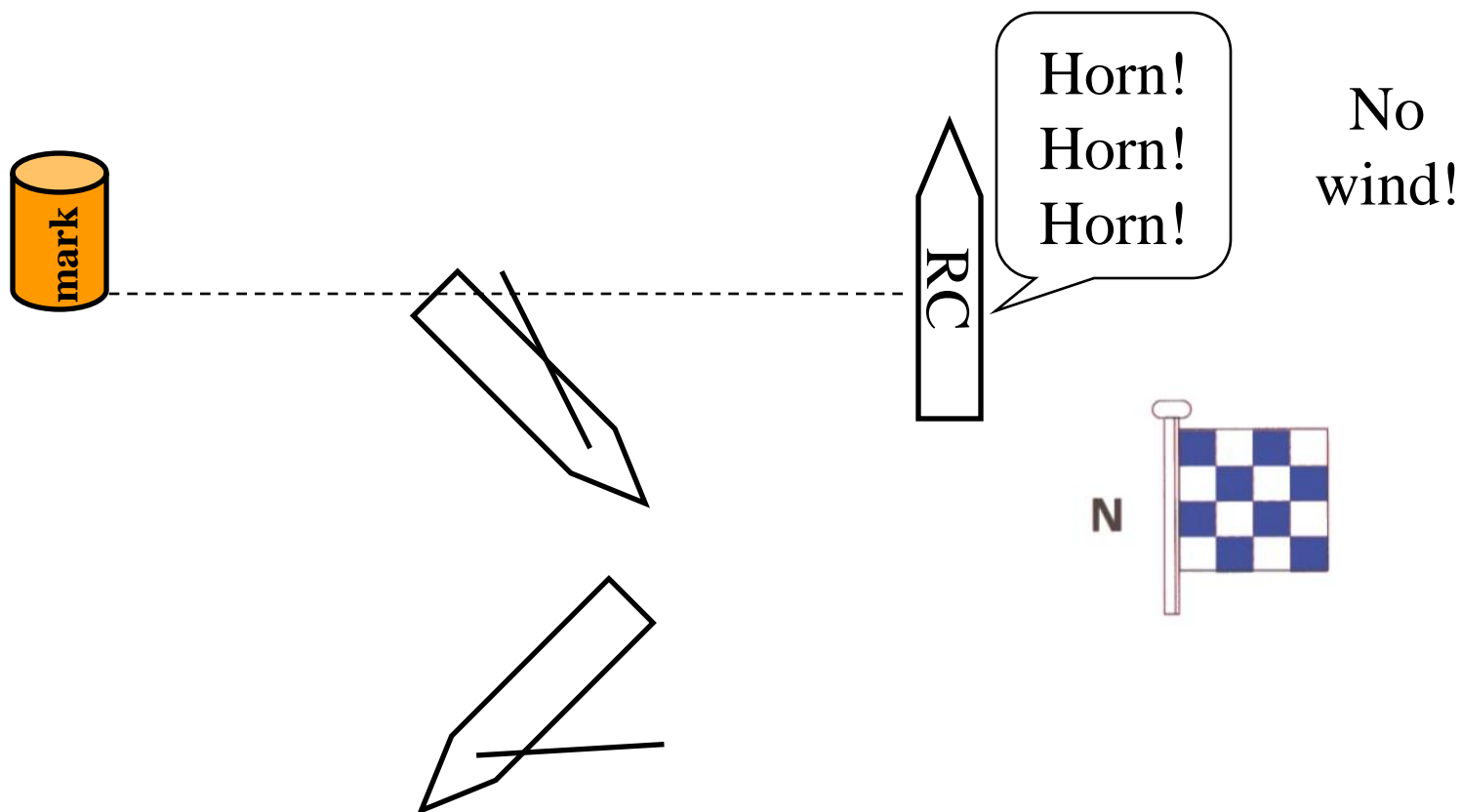
WHYRA Race Procedures 11

- The RC may postpone the race for lack of wind, changing wind direction, etc.



WHYRA Race Procedures 12

- The RC may abandon the race for lack of wind, storms, etc.



Big Things to Remember

- Starboard has right of way over port—this rule takes care of 90% of problems
- When in doubt, keep clear of other boats (you are never in the right if there is a major collision!)
- We all have to do penalty turns now and again
- **HAVE FUN!!!**