



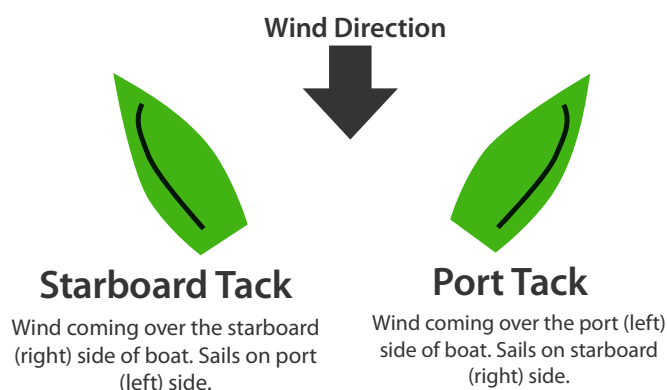
HUNTINGDON RADIO YACHT CLUB RACING RULES

In sailboat racing there are no out-of-bounds lines on the floor or referees to call fouls. The rules are self enforced and administered within the fleet. A basic understanding of just a few important rules will help ensure that everyone has fun and boats don't get damaged.

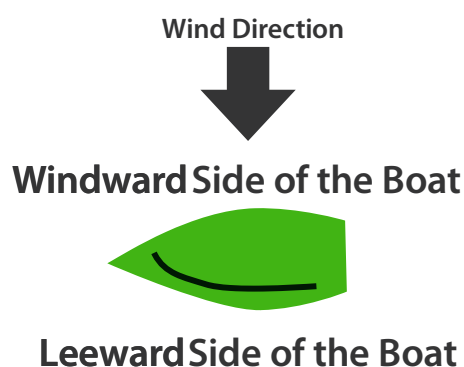
You do not need to know everything about the rules to go out and have fun. By reading and understanding the following rules and terms, you should be able to get around the course without fouling another boat or causing an accident.

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"**

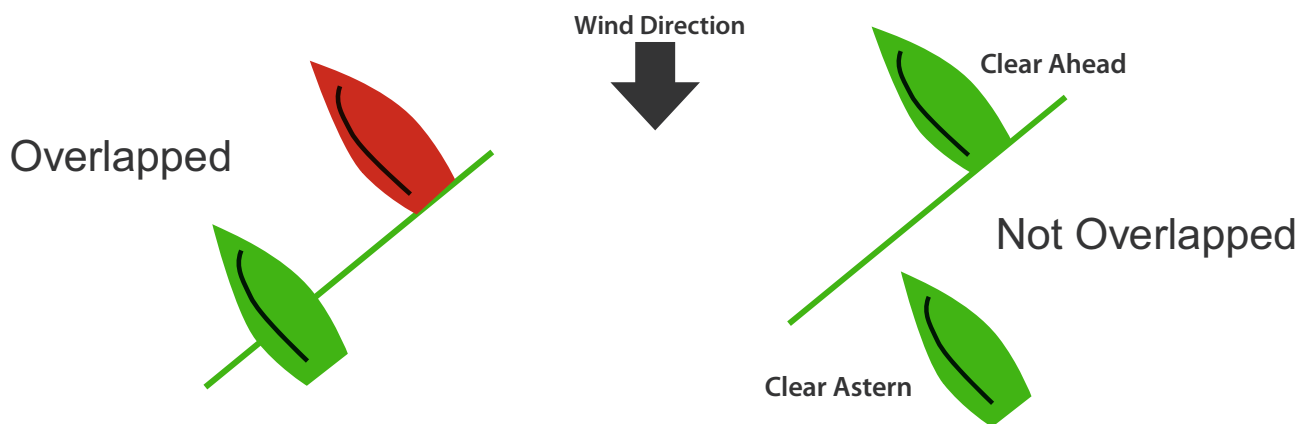


**Red Boats
Must "Keep Clear"**

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

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

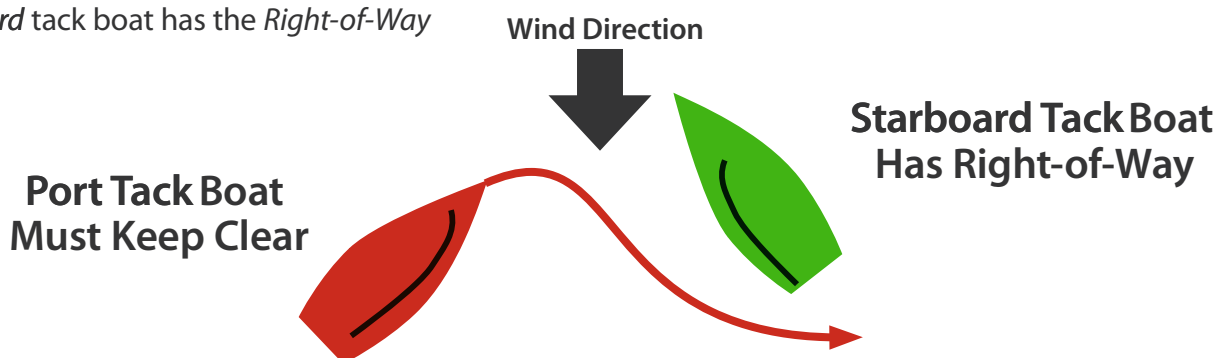
Proper Course - The course a boat would sail to get to the next mark as quickly as possible

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

BASIC RIGHT-OF-WAY SITUATIONS

Two Boats Converging on Opposite Tacks

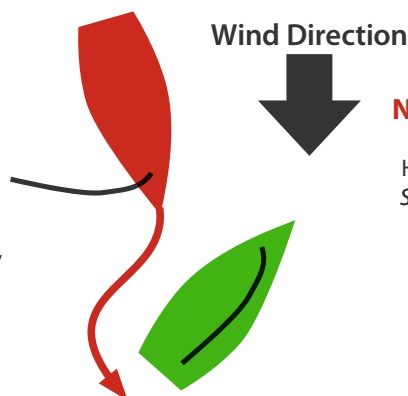
A *Starboard tack* boat has the *Right-of-Way*



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).

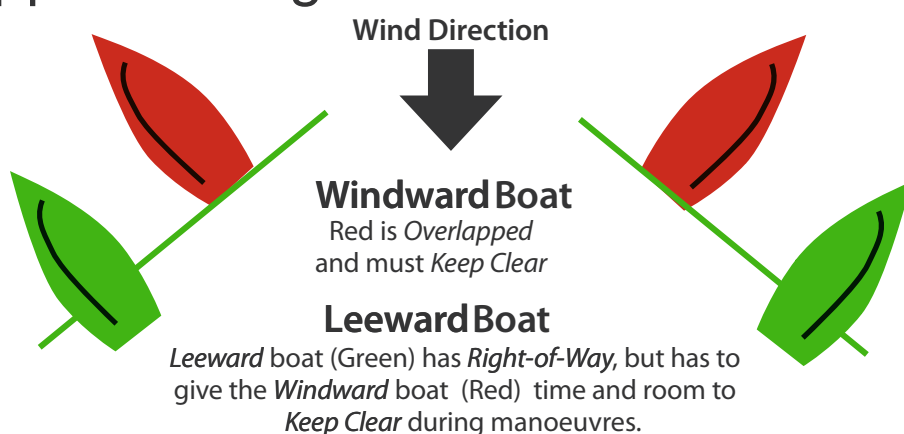


NOTE: Once again this rule applies for two boats near each other on the same tack. However, remember that any approaching *Starboard Tack* boat will have *Right-of-Way* over all *Port Tack* boats.

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.

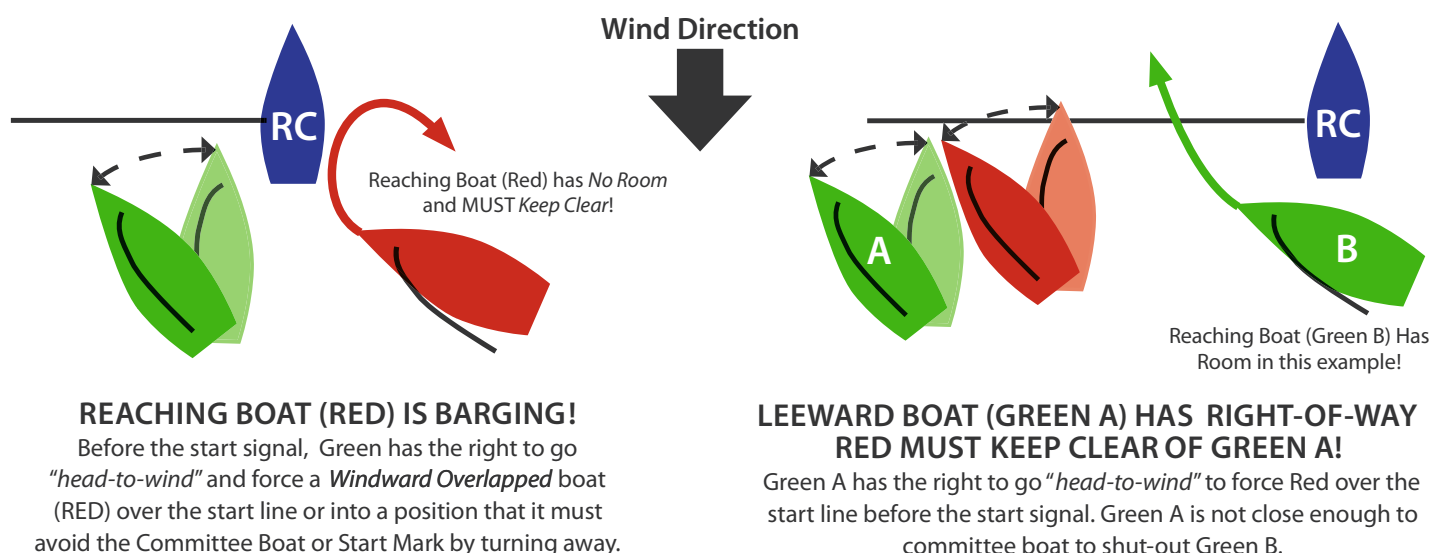
Hitting a starting mark

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.

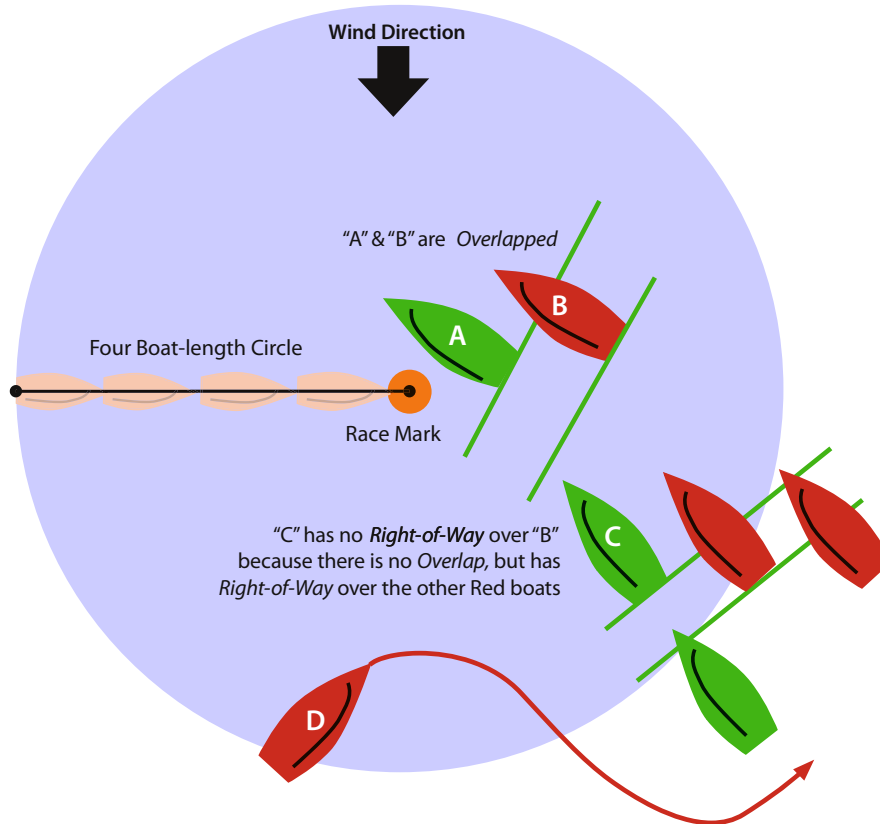
Basically, any boat to leeward that you can potentially hit should be considered a brick wall.



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

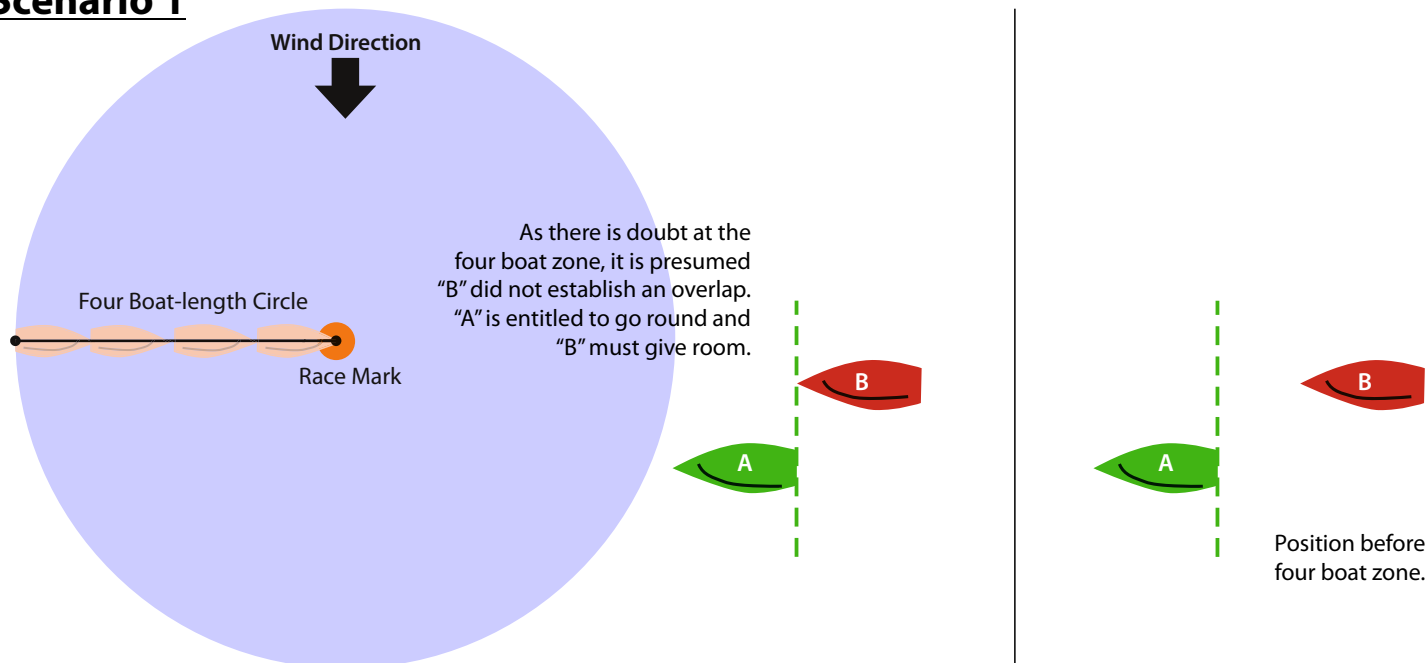
If there is reasonable doubt a boat obtained or broke an overlap in time it shall be presumed that she did not.

(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.

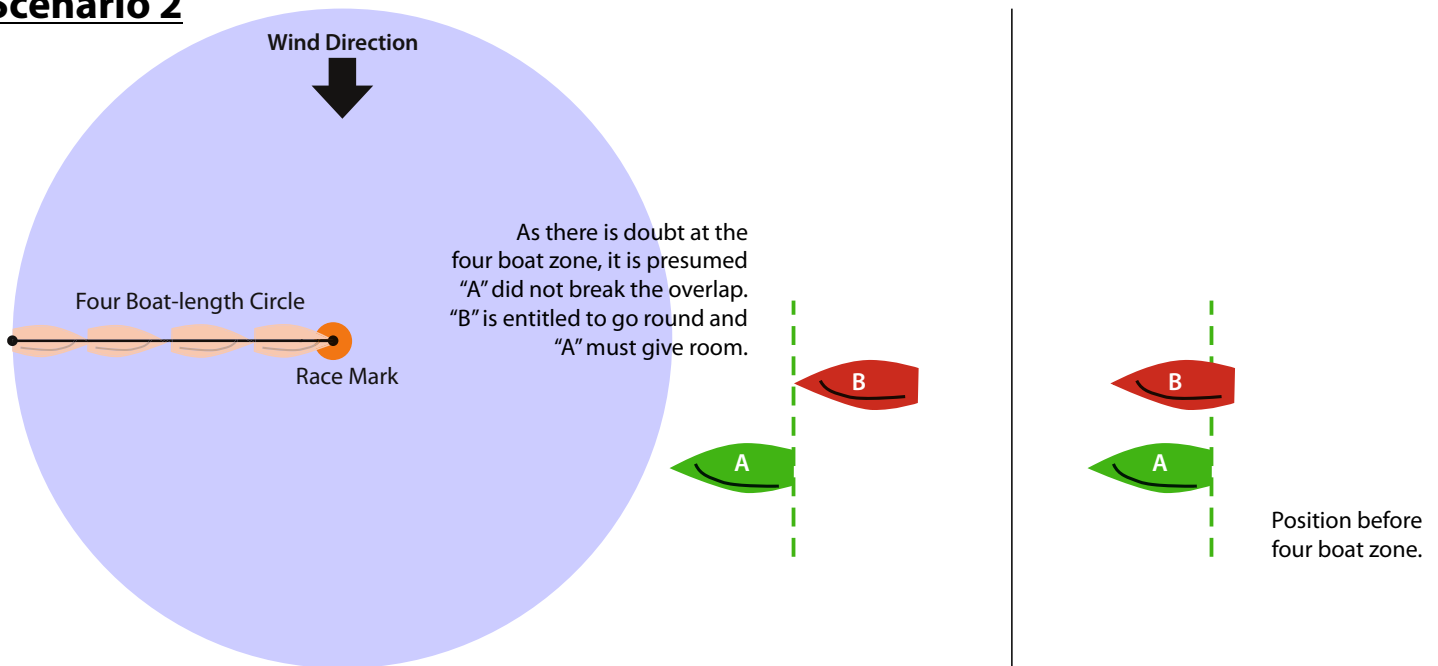
Disputed overlap at four boat zone.

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.