

Current Rules on the HRYC Website

- 1 Port keeps clear of starboard
- 2 Windward keeps clear of leeward
- 3 Astern keeps clear of a boat ahead
- 4 Keep clear while tacking or gybing
- 5 When you gain right of way, or when you change course, give other boats time to keep clear
- 6 Give room to (all) the inside boat(s) to round the mark
- 7 Give room to a boat avoiding an obstruction
- 8 Do not barge in at the start
- 9 If you have violated a rule, take a penalty; and don't wait to be called
- 10 It is better to give way and avoid a collision, or take a penalty, than to protest

The Rule Book suggests...

SPORTSMANSHIP AND THE RULES

Competitors in the sport of sailing are governed by a body of rules that they are expected to follow and enforce.

A fundamental principle of sportsmanship is that when a boat breaks a rule and is not exonerated she will promptly take an appropriate penalty or action, which may be to retire.

An Interpretation of the Current HRYC Rules

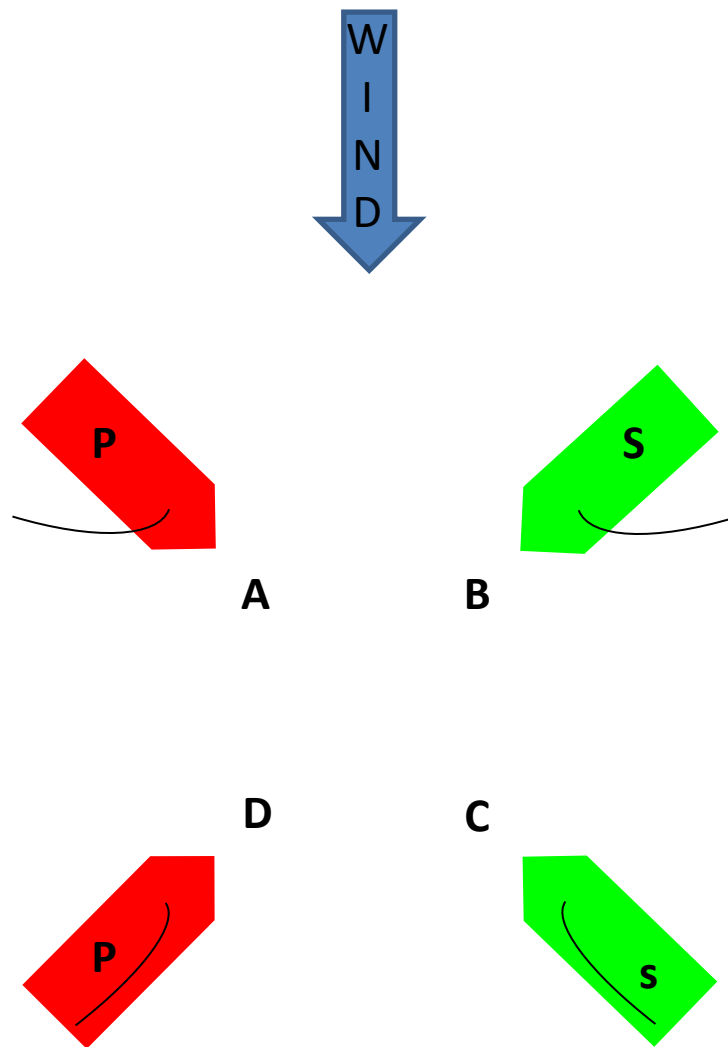
1. Port keeps clear of Starboard. (IRRS Rule 10) Starboard has the right of way, Port shall give way / avoid. See Slide 4.
2. Windward keeps clear of Leeward. (IRRS Rule 11) See slide 4.
3. A boat that is astern shall keep clear of a boat ahead. (IRRS Rule 12) Once the astern boat passes, dependant on passing side determines which rules then apply. (i.e. Windward / Leeward.)
4. Keep clear while tacking or gybing. (IRRS Rule 13) When a right of way boat changes course she shall give the other boat(s) room to keep clear. A starboard tack boat must not change course such that it would prevent a port tack boat keeping clear.
5. When you gain right of way, or when you change course give other boats time to keep clear. (IRRS Rule 16) See Rule 4 response.
6. Give room to (all) the inside boat(s) when rounding the mark. (IRRS Rule 18) Mark Room is established if an overlap exists when the leading boat reaches the 4 boat length circle. See Slide 5.

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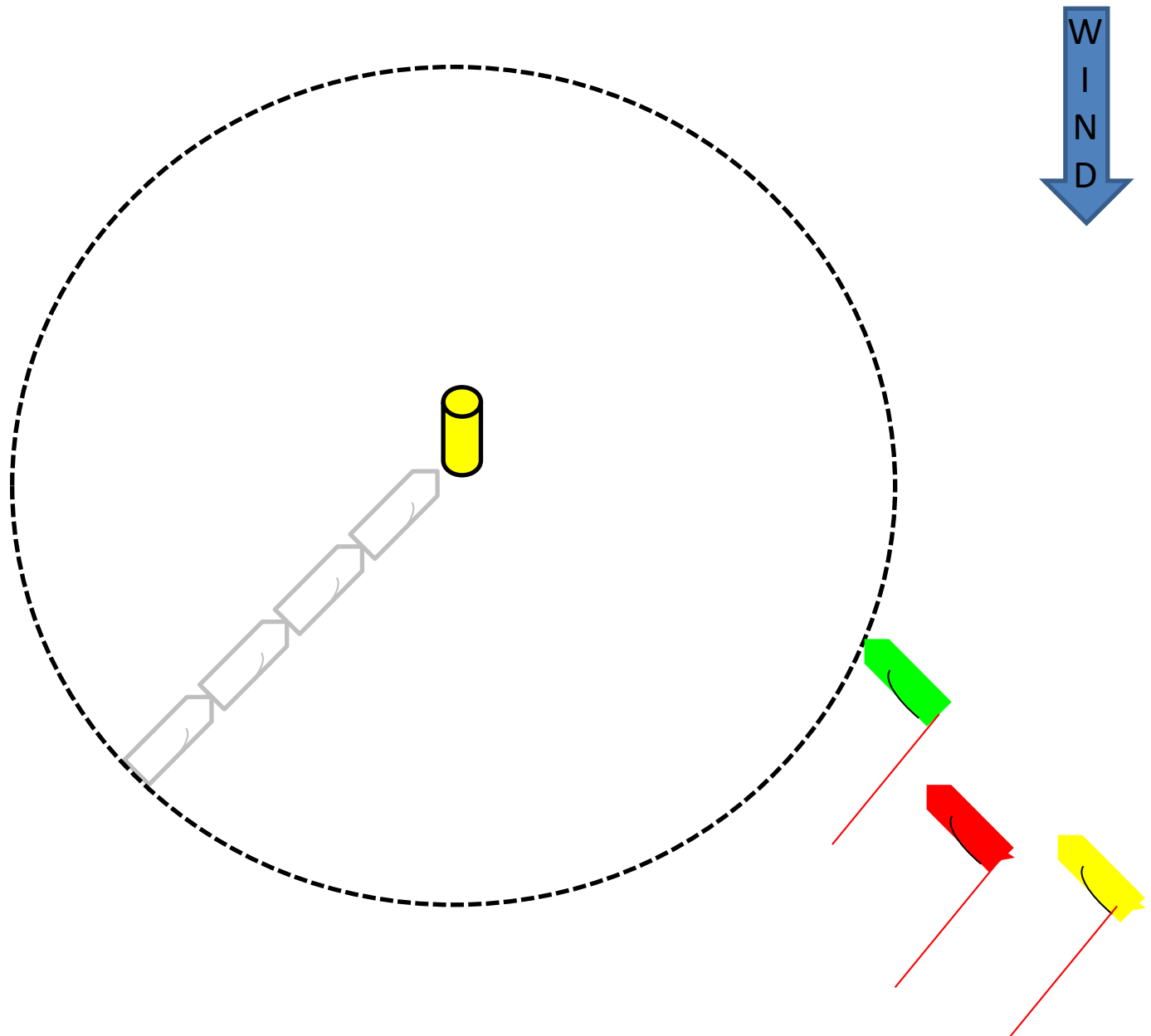
7. Give room to a boat avoiding an obstruction. (IRRS Rule 19) This does include marks. However, if a boat entitled to mark room misjudges its approach and heads up into wind then a collision may be unexpected and unavoidable, especially if the other boats are clear.
8. Do not barge in at the start. (IRRS Section C pre-amble) Boats are allowed to sail around each other pre-start but barging isn't permitted at start time. Once boats are approaching the line to start Mark Room is not applicable, only really Rules 10 and 11, Port / Starboard and Windward / Leeward apply.
9. If you have broken a rule take a penalty, don't wait to be called out for it. Admission of a transgression is part of the good sportsmanship, gentlemanly conduct and etiquette of sailing. See Slide 9.
10. It's better to give way and avoid a collision or take a penalty than to protest. Protests will be very difficult to prove and administer?

Generally if you are on the right you are in the right.

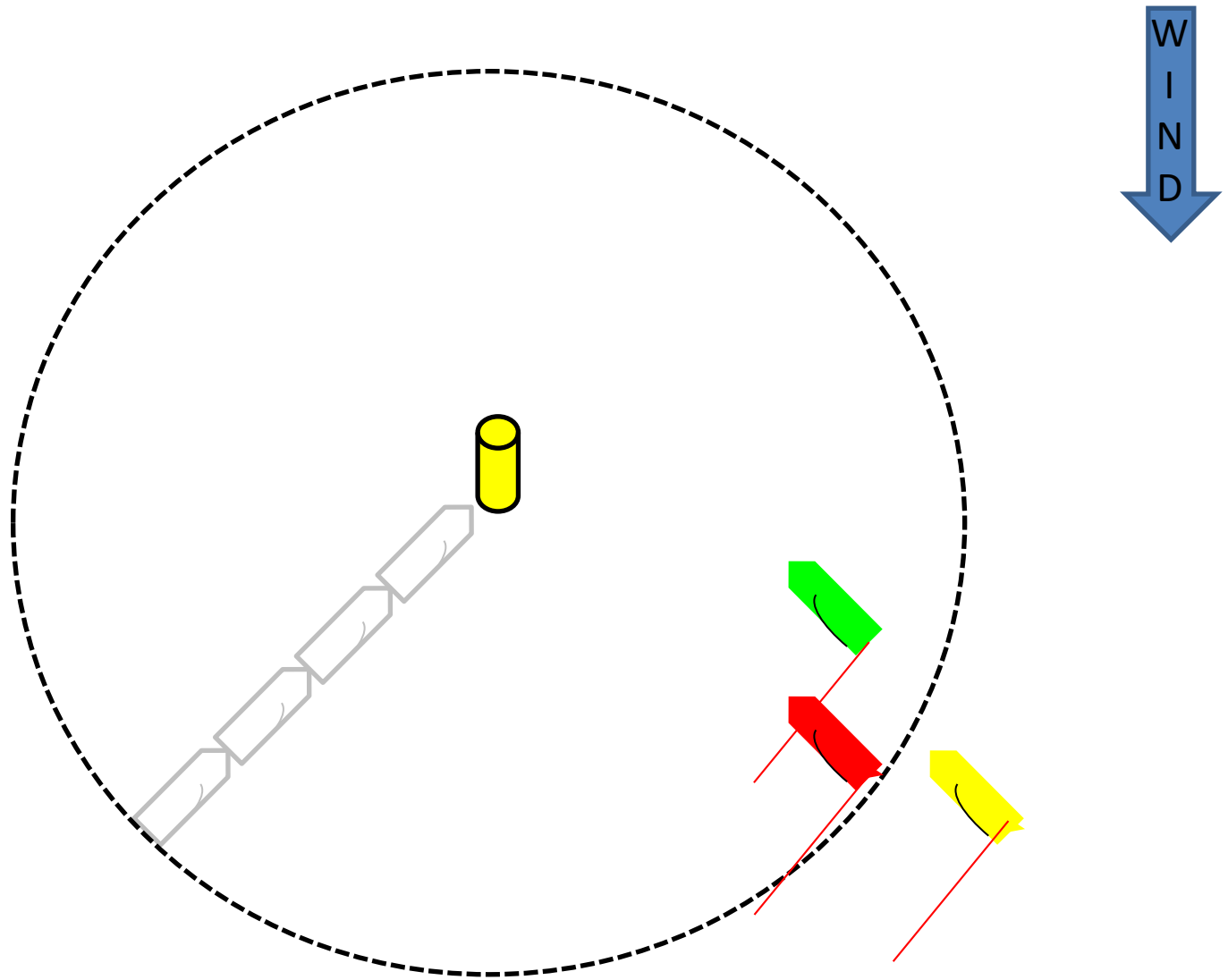
All boats should avoid collisions where reasonably possible.



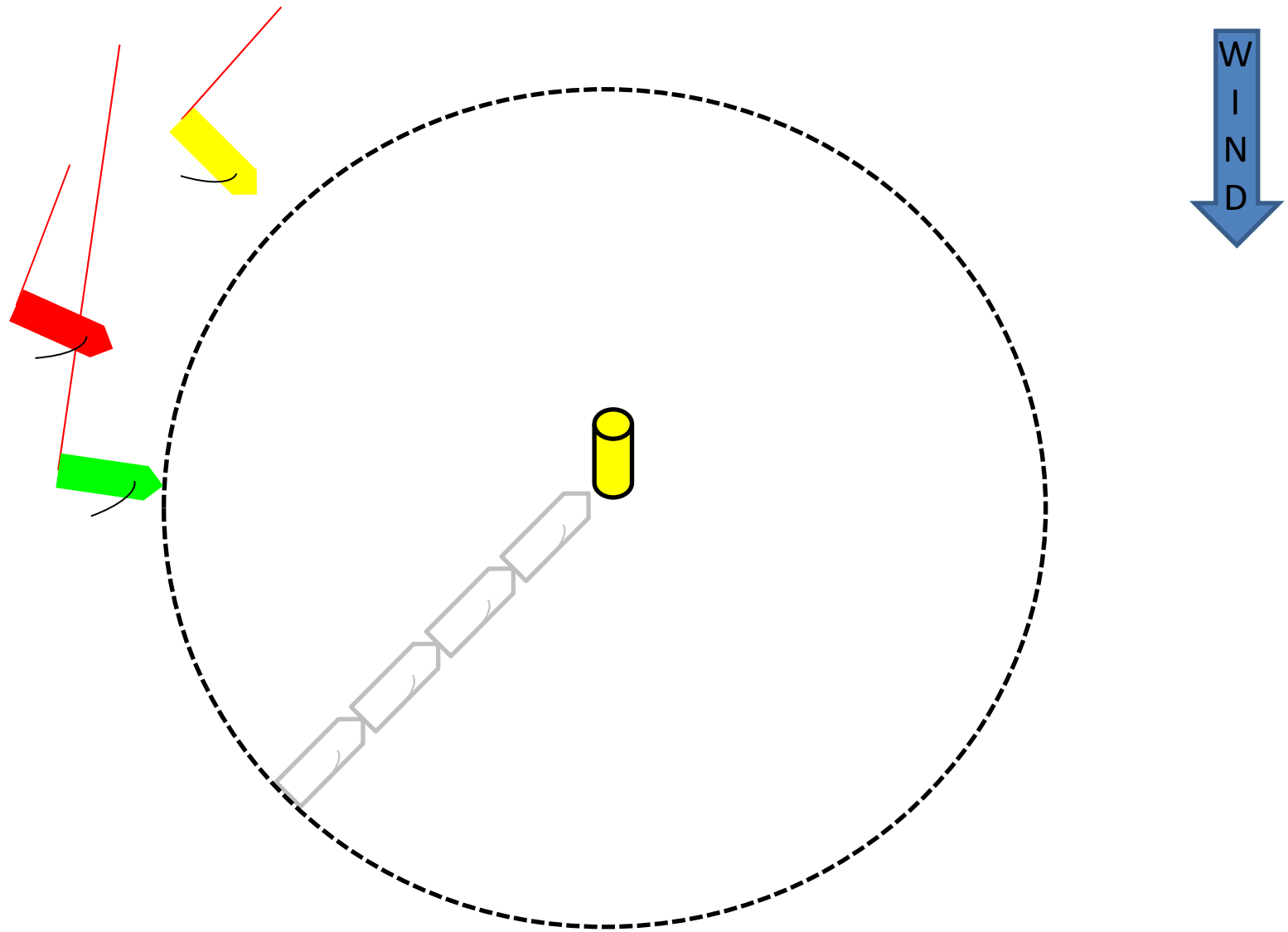
Port / Starboard and Windward / Leeward, which boat has the best position A, B, C or D?



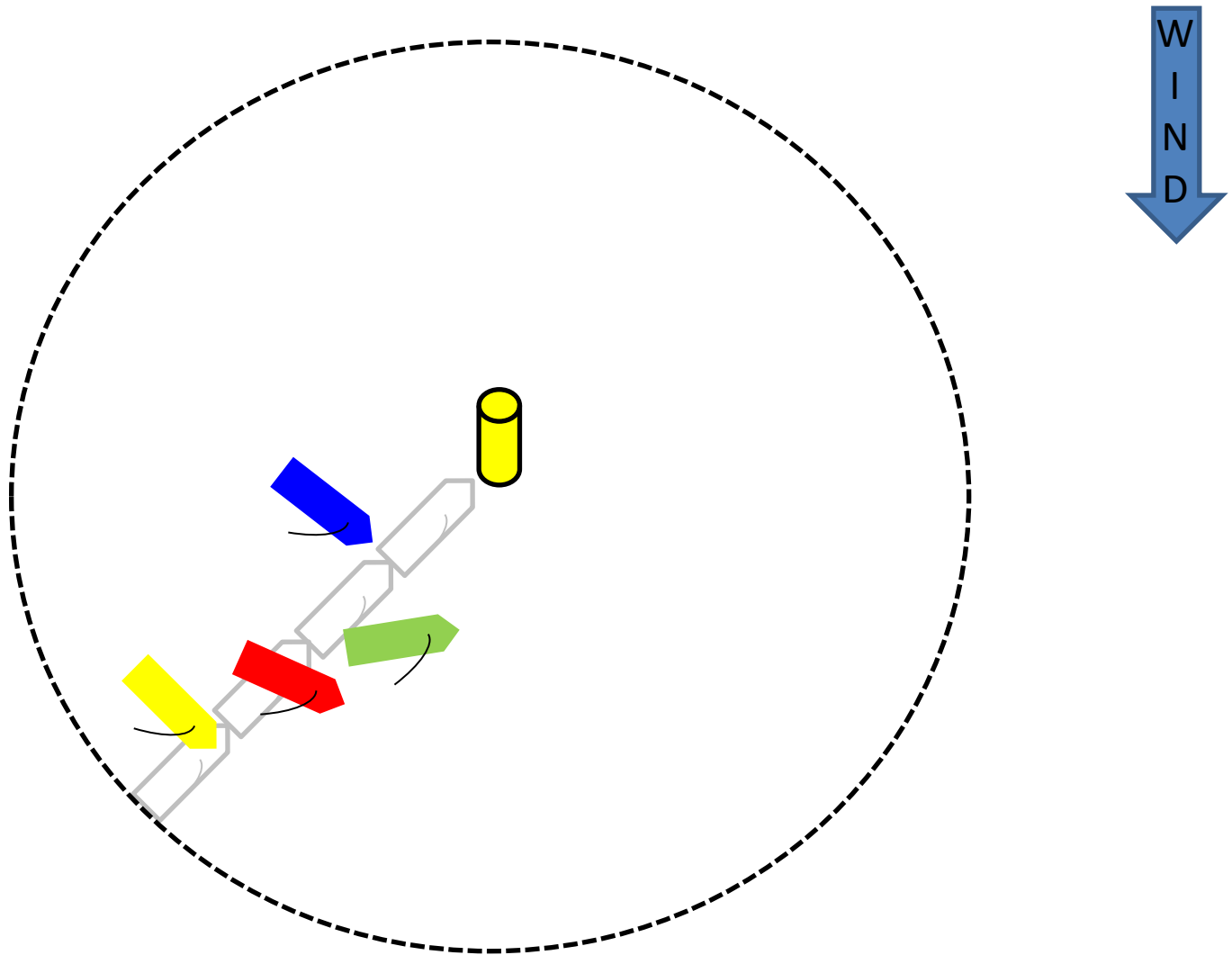
No overlaps have been achieved at the 4 boat length circle by RED or YELLOW. GREEN is free to sail around the mark in a seaman like manner, i.e. his proper course.



If an overlap is achieved by RED after entering the 4 boat length circle RED does not gain the right to Mark Room. RED cannot ask for or expect Mark Room.



Beware on the downwind legs... an overlap is achieved when any part of a following boat is forward of a transit across the transom of the leading boat at the 4 boat length circle. Here both RED and Yellow have established an overlap on GREEN and are entitled to Mark Room.



Beware on the downwind legs... If for whatever reason boats leave a large gap, chancer BLUE isn't entitled to Mark Room if this had not already been gained at the 4 boat length circle. Here GREEN, RED and Yellow are entitled to sail their proper course as if BLUE wasn't there. BLUE must not give these boats cause to take avoiding action.

From Annex E Radio Sailing Racing Rules

Taking a Penalty

Rule 44.1 is changed to:

A boat may take a One-Turn Penalty when she may have broken one or more rules of Part 2, or rule 31, in an incident while racing.

However,

- (a) when she may have broken a rule of Part 2 and rule 31 in the same incident she need not take the penalty for breaking rule 31;
- (b) if the boat gained an advantage in the heat or race by her breach despite taking a penalty, her penalty shall be additional One-Turn Penalties until her advantage is lost;
- (c) if the boat caused serious damage, or as a result of breaking a rule of Part 2 she caused another boat to become disabled and retire, her penalty shall be to retire.

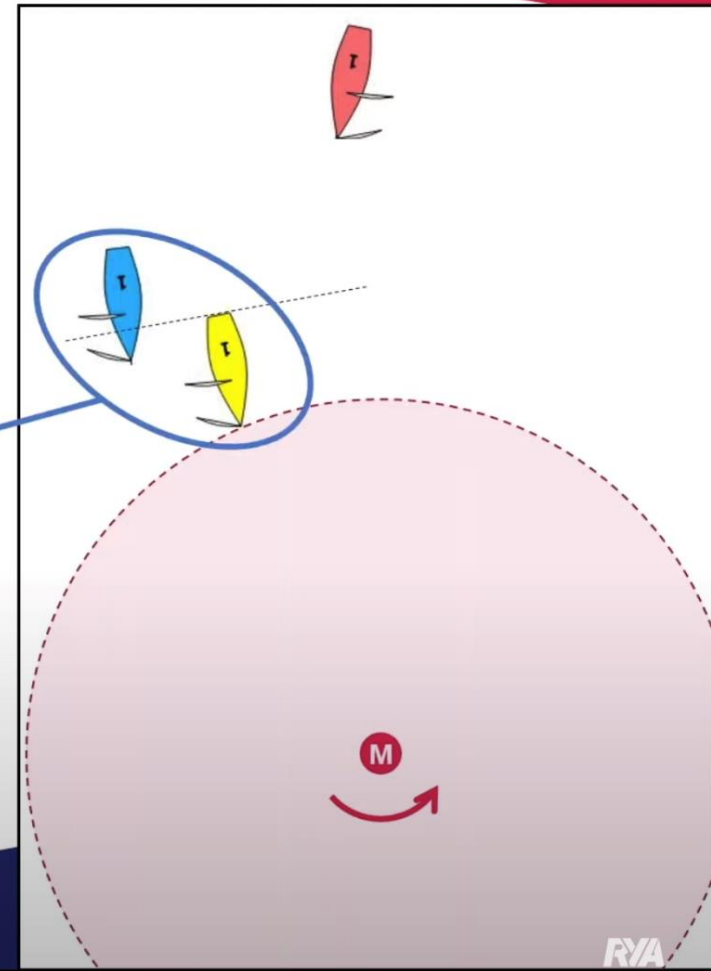
Note: Rule 31 refers to the hitting of a mark.

The “Zone” rule – 18.2(b)

Zone: area within 3 lengths of a mark

2 sentences, 2 situations:

- If boats are **overlapped** when the first of them reaches the *zone*, the outside boat shall thereafter give the inside boat *mark-room*.
 - **P1:** Blue must give Yellow *mark-room*
- If a boat is **clear ahead** when she reaches the *zone*, the boat *clear astern* shall thereafter give her *mark-room*.
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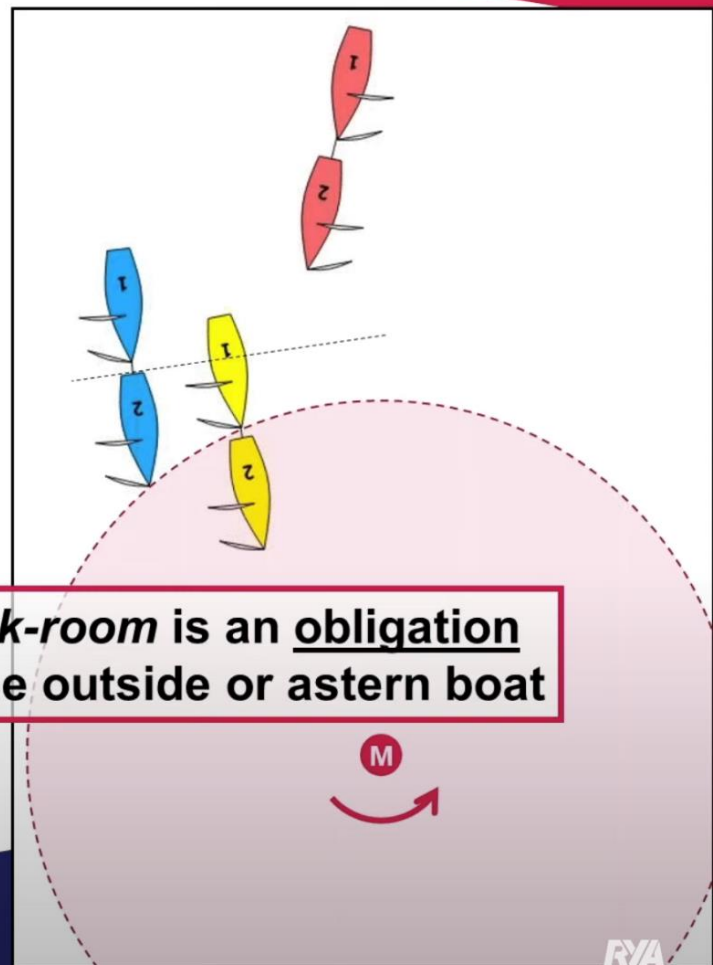
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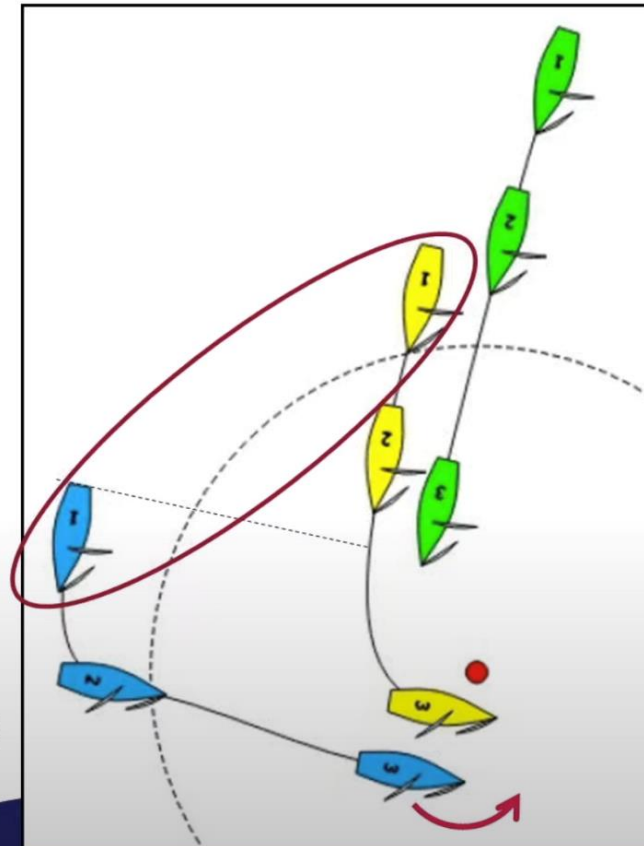
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 - **P1:** Red must give Yellow *mark-room*
 - **P2:** Red must give Blue *mark-room*

Mark-room is an obligation on the outside or astern boat



Complication: a Rare 3rd Option

- **Rule 18.2(b) says:**
If a boat is **clear ahead** when she reaches the *zone*, the boat *clear astern* shall thereafter give her *mark-room*.
- Here Yellow is **clear astern** of Blue when she (first) reaches the *zone*, so the “zone rule” 18.2(b) does not apply to Blue / Yellow.
- 18.2(a) says that when 18.2(b) does not apply, it applies instead. It says that if the boats do become *overlapped*, the outside boat Blue shall give the inside boat Yellow *mark-room*.
- Worse for Blue is that when she enters the *zone* at P2, her stern angle means she also has to give Green *mark-room*.



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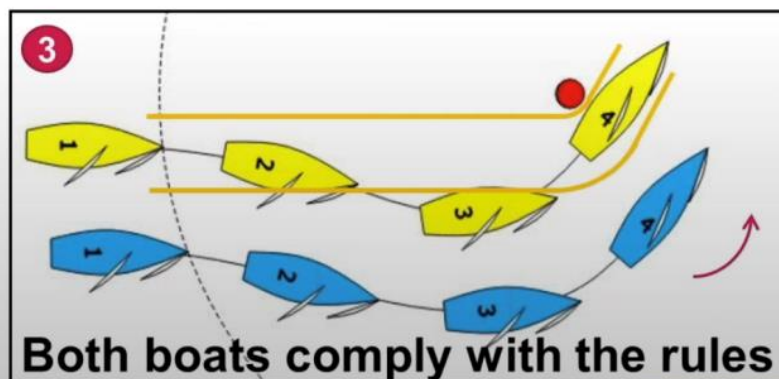
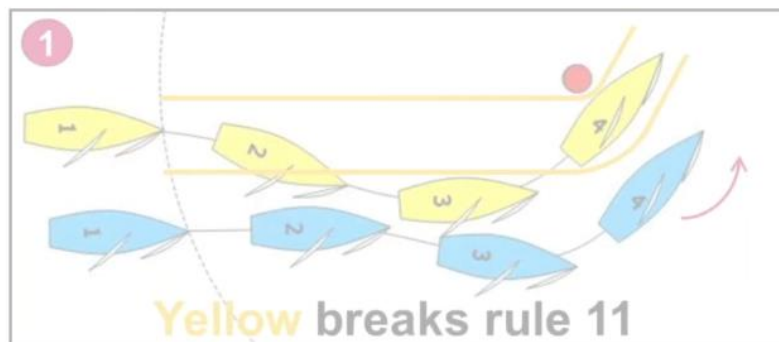
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*Mainly applies at starboard-hand windward marks ...
leave to Jon and Session 2*

Does Blue give *mark-room*? Does Yellow *keep clear*? Is either exonerated?



- ✓ **Blue** gives Yellow *mark-room* as required by rule 18.2(b)
 - What a courteous sailor!
- ✓ **Yellow** *keeps clear* of Blue as required by rule 11
 - **Note:** Yellow is not sailing in the corridor from P2 to P3, so needs to be careful.
 - Yellow is not exonerated if she fails to *keep clear* of Blue between P2 & P3
 - **Also:** the corridor is from where a boat is. Blue must let Yellow sail from P3 to P4