

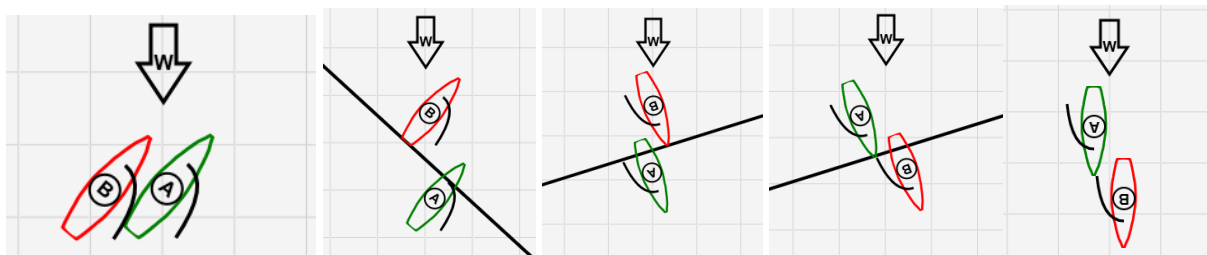
Geoff's Racing Rules of Sailing Diagrams

In all scenarios following: Boat A, the green boat, has right of way; or in the cases of rules 14 and on: has not fouled the other boat.

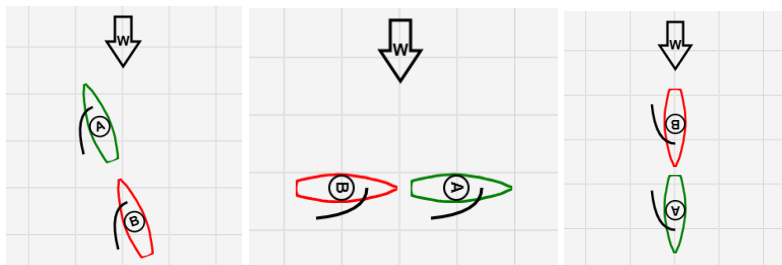
Rule 10: Boats on starboard have right of way. Remember that the side that the sails are on dictates this.



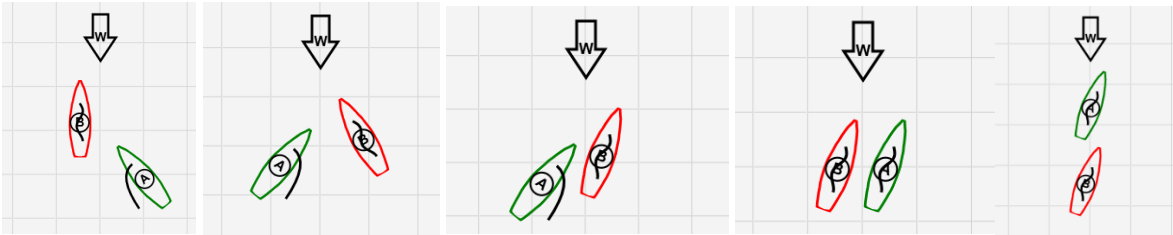
Rule 11: When boats that are on the same tack and overlapped, the leeward boat has right of way. (NOTE: This rule is modified by rule 17. When a boat establishes overlap from clear astern such as in the second and last images below, she shall not sail above her proper course.)



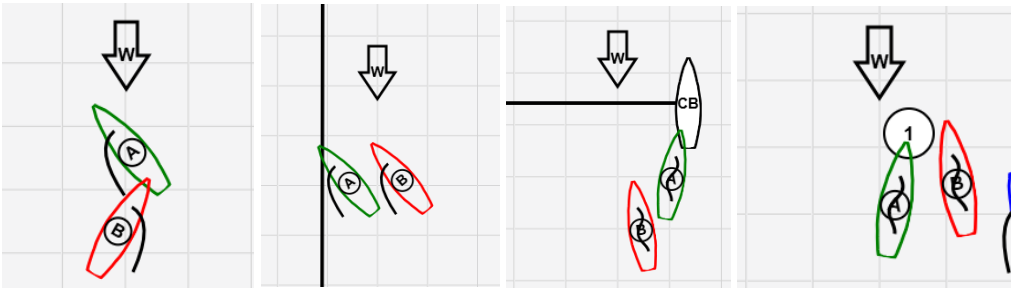
Rule 12: When boats are on the same tack and not overlapped, the boat clear ahead has right of way.



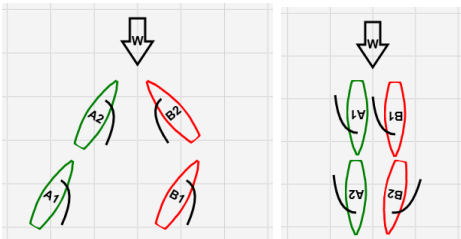
Rule 13: A boat that is tacking shall keep clear of boats that are not. You are finished tacking once you are on a close hauled course. If two boats tack simultaneously, the boat to port or clear astern must keep clear. (Note: While a boat is tacking, the previous rules DO NOT APPLY.)



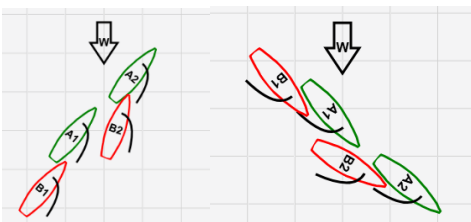
Rule 14: Don't Hit Anyone or anything. Further, Don't make anyone hit anything else. (Eric Johnson: "You cant put people into the wall.")



Rule 15: If you aquire right of way, you must give the other boat room and opportunity to respond.

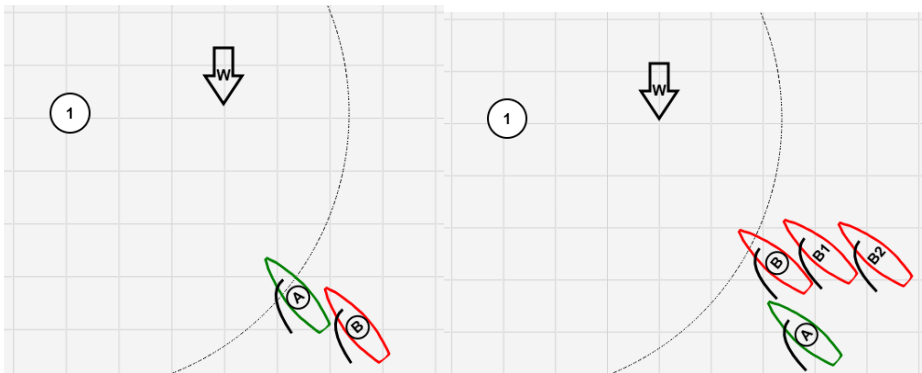


Rule 16: If you have the right of way, you have to give the other guy the space and time to avoid you when you maneuver. (Hint: If you give him inches instead of feet, he will have a hard time avoiding.)



Rule 17: If you obtain overlap from Clear Astern you cannot sail above your proper course as the right of way boat. (As Mentioned in rule 11, this modifies the right of way of vessels that have obtained it. This overlap is **ONLY** obtained when a vessel overlaps from astern. If a vessel tacks or gybes inside overlap, this is considered a new overlap and not established from astern. A final note: Since there is no proper course before a start, vessels that obtained overlap from astern before the class flag drops may take a vessel head-to-wind. However, when the class flag drops the leeward boat must IMMEDIATELY bear away to her close hauled course. If this same overlap is established from a boat tacking into overlap- same course or walking to windward or leeward, the change in course after the start is not needed.)

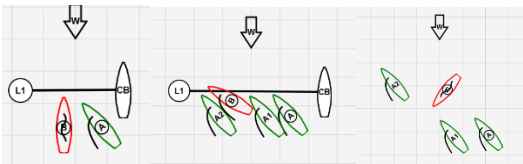
Rule 18: When two boats become within 3 boatlengths of a mark, and are overlapped within 2 boatlengths, the boat the most inside in relation to one another must have ample room to round a mark. This rule turns off the moment that the boat that requires mark room's transom passes the mark. If you tack in the zone, you lose your right to mark room.



Rule 19: (Important definition first: An Obstruction is anything in your race course that you can hit that isn't racing against you and isn't a mark.) When a vessel encounters an obstruction, if she is right of way vessel she can choose which side she wants to pass an obstruction on. When boats are overlapped, the outside boat in relation to the obstruction must give room for the burdened boat to be able to avoid.

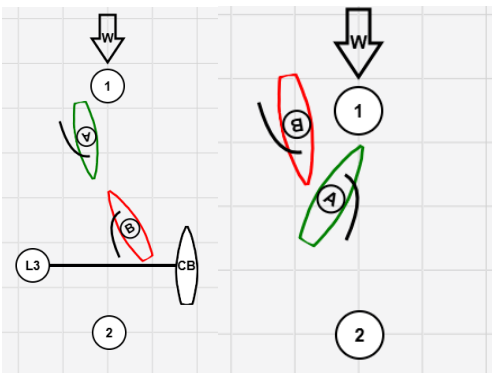
Rule 20: If a boat is coming to an obstruction, she may hail for “Room to tack”. You must do this with enough time that the other boat may respond. The responding boat has the right to hail the boat coming to the obstruction with “You tack”; if this hail is used, the vessel obstructing the vessel that will collide with the obstruction must avoid the boat that will hit the obstruction when she tacks.

Rule 21: If you are going backward, were over early and are going back, or taking a penalty turn: you have no right of way.



Rule 22: If another boat capsizes (Defined as mast touches the water here) you cant hit her even if she would normally be a burdoned boat.

Rule 23: You may not interfere with a boat that is racing if you are not. You also may not interfere with a boat that is on another leg of the course ahead of you. (if someone rounds a mark ahead of you, you cannot impede them. If you are sailing your proper course to get to the mark, you will not be penalized for impeding someone else.) (In Diagram 1: A is on the 2nd leg of the course. Since B is not laying the mark, there are other possible proper courses; she is therefore impeding b and is not absolved. In Diagram 2: B is on the second leg of the course. Since A is laying the mark, she has no other proper course than to sail at the mark and is therfor absolved of breaking rule 23.)



Rule 41: A vessel cannot receive assistance that is not freely available to all competitors. (This can include routing information that was tailored to a specific vessel or even information about where rocks and underwater obstructions are in certain cases.) A vessel can receive information from a disinterested party this can include another boat in the same race in certain circumstances.

Rule 42: Your boat cannot be propelled by anything other than sails. This also includes body motions that would unnecessarily roll or rock the boat or pumping the tiller. This also prohibits repeated tacks or gybes to get extra speed. You may however: Roll tack once per tack. Pump rock or ooch to induce planing, but only once per wave that you find to surf. Pump, rock or scull to get back to close hauled if you are stuck in irons. Pump, rock, ooch or scull to free yourself from an obstruction or other boat that you hit.