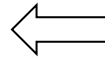
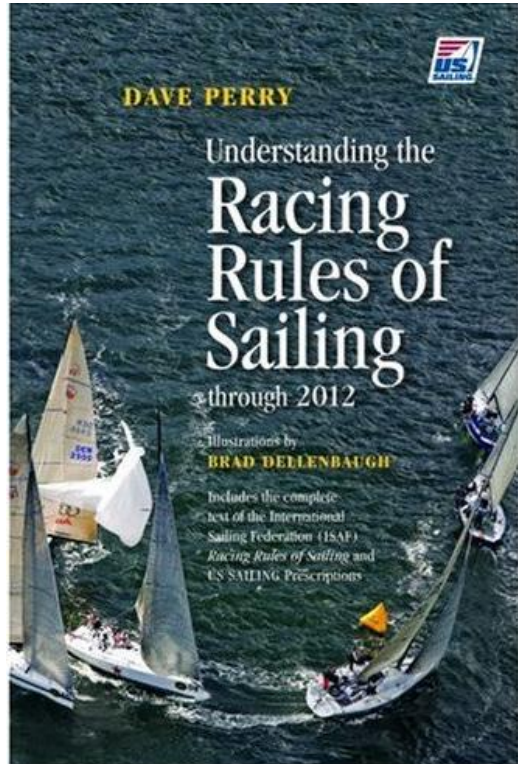
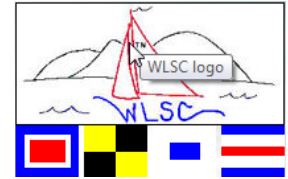


1. Basic Racing Instructions and Rules*



*For Complete Interpretation of Racing Rules, see
"Understanding the Racing Rules of Sailing through 2012"
by Dave Perry

Watauga Lake Sailing Club

Revised 1/25/2013
by James Little

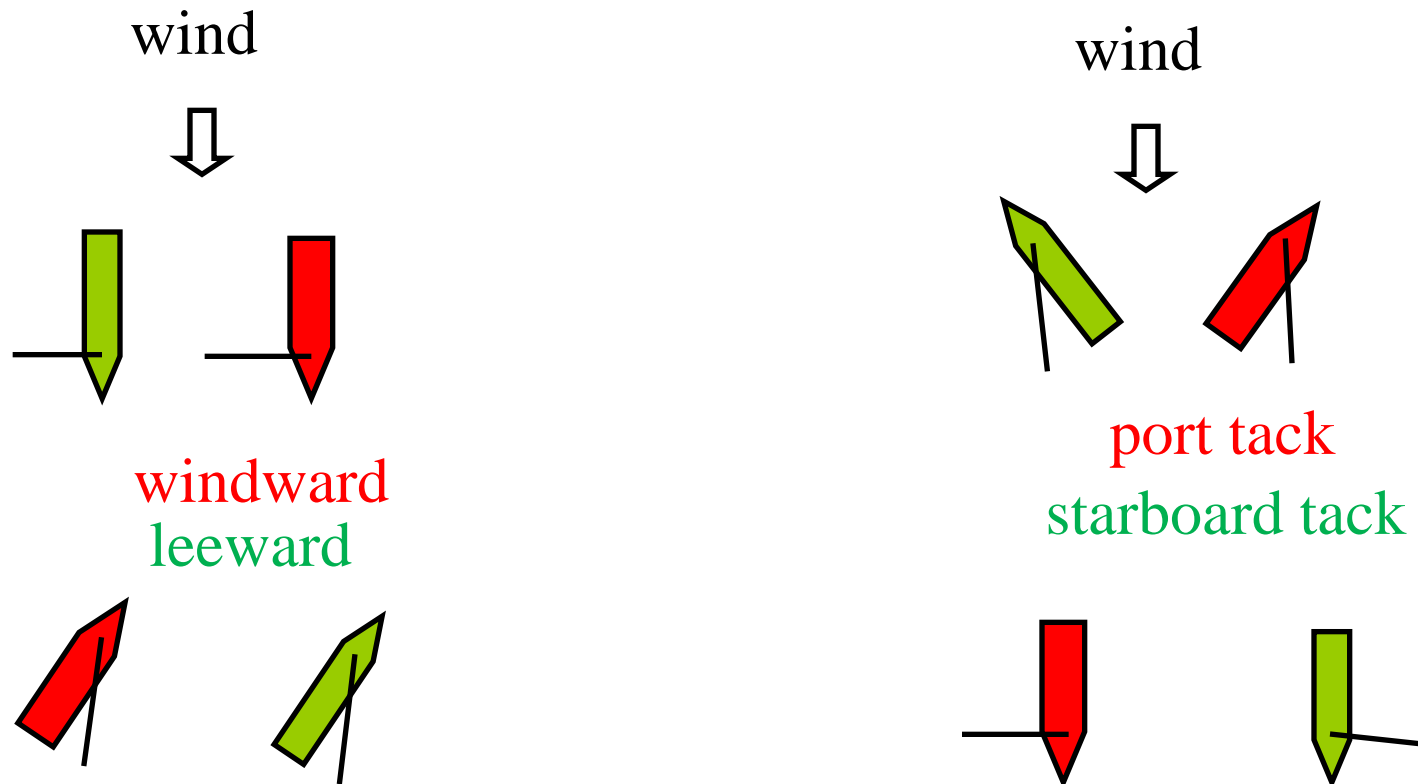
2. Introduction

- Here is the information you need to get started racing with the Watauga Lake Sailing Club
- This presentation will describe some basic rules, the starting sequence, plus a little more
- Spend a some time studying this information and come out and get your hull and feet wet!

[Note: *Ideas and some of the graphics were copied from Peter Winkelstein at Wilson Harbor Yacht Racing Association, see <http://www.whyra.org/sailing%20rules.ppt>]*

3. Windward, Leeward, Port, Starboard

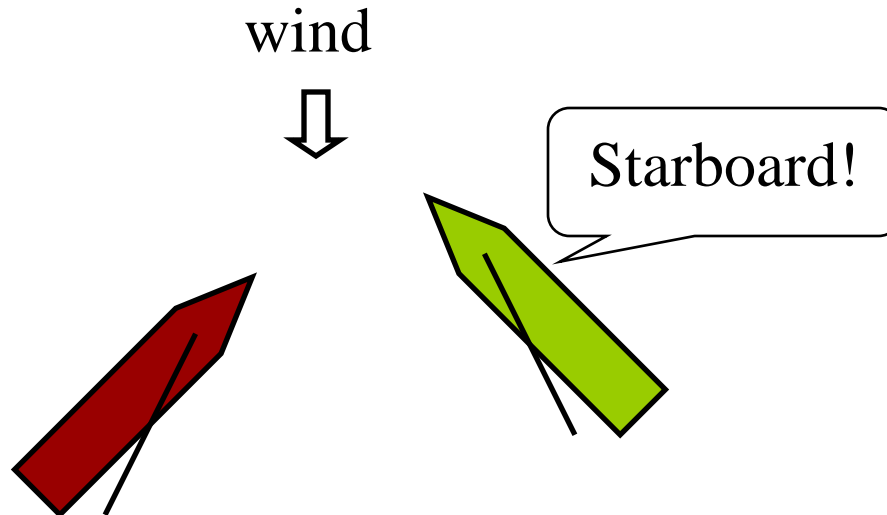
- Port/Starboard defined by which side the boom is on, boom always away from wind
- Port has same number of letters as left



4. When Boats Meet:

(International Sailing Association, ISAF, Part 2 Sec A, 10 Right of Way)

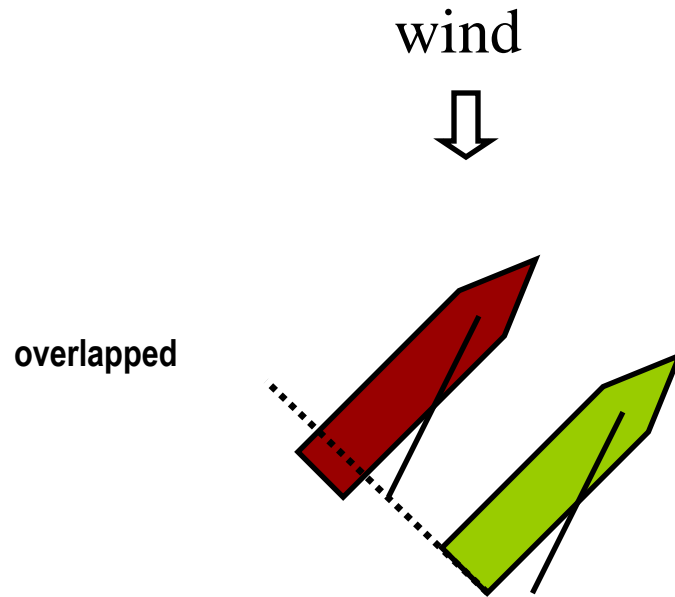
- A boat on **starboard tack** has right of way over a **port tack** boat
- **Port tack** boat should keep clear by tacking or passing astern
- The right of way boat should not have to change course to avoid the keep clear boat
- If the **starboard boat** changes course, must give the other boat room to keep clear



5. When Boats Meet:

(ISAF Part 2 Sec A, 10 Right of Way)

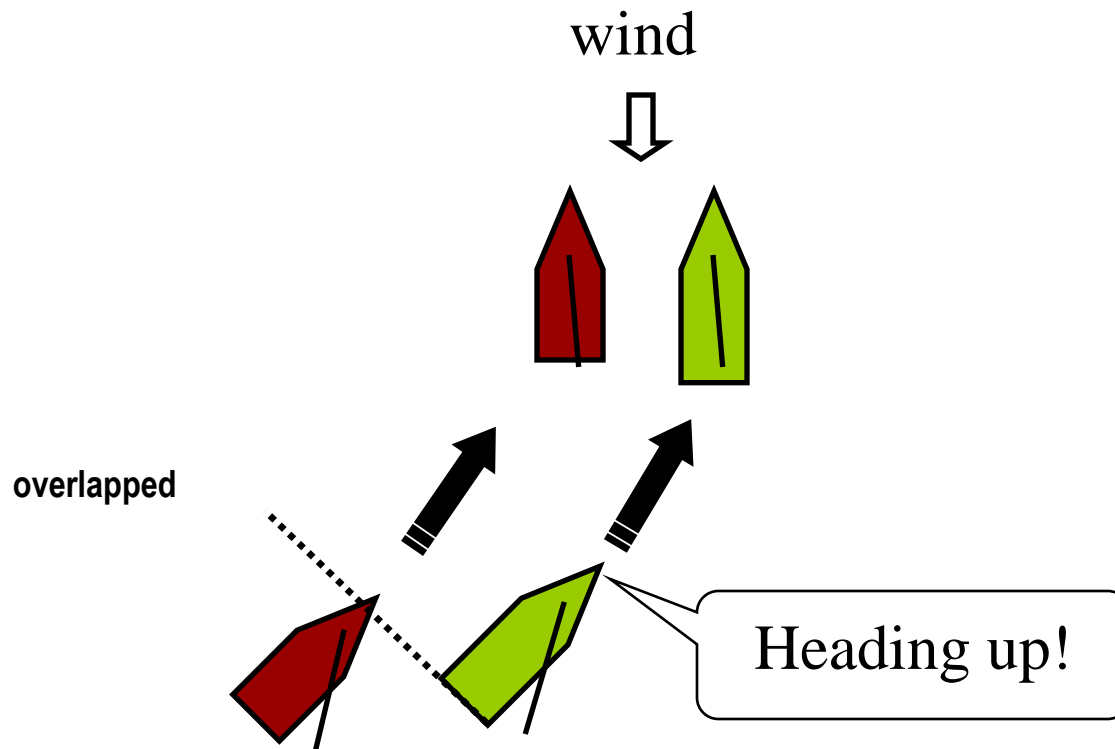
- *On the same tack and overlapped, boat to leeward has right-of-way over a windward (closest to wind), the windward boat shall keep clear*



6. When Boats Meet:

(ISAF, Part 2 Sec A, 10 Right of Way)

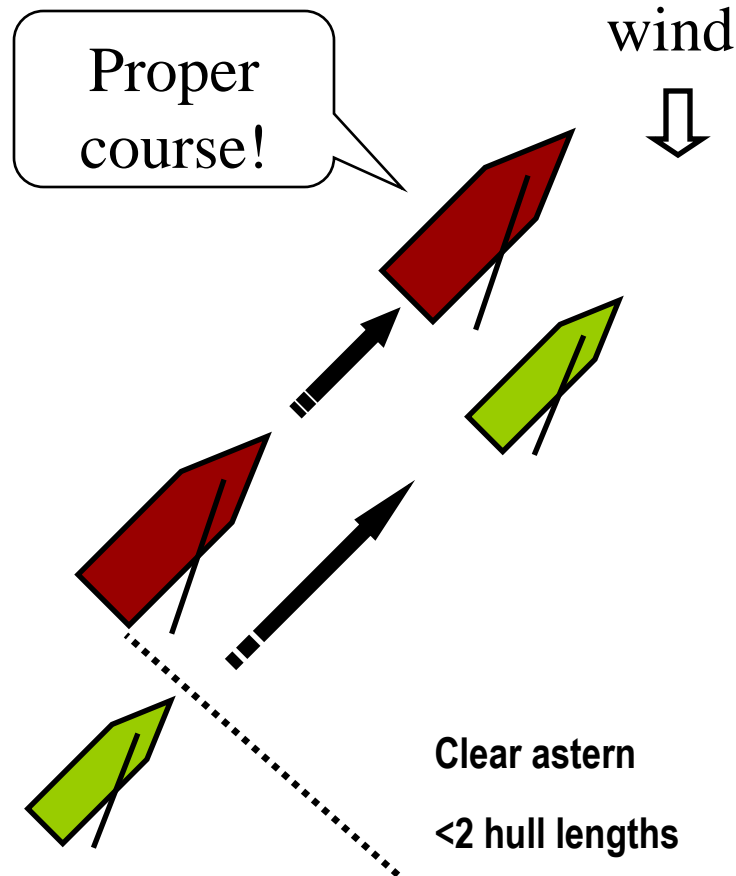
- If a **windward boat** establishes overlap, the **leeward boat** can turn all the way to head to wind during the duration of the overlap (i.e. *luffing rights*)
- The **leeward boat** *must* give the **windward boat** room to keep clear during the process



7. When Boats Meet:

(Part 2 Sec B, 17, General Limitations)

- A boat passing to **leeward** from clear astern *on the same tack within two hull lengths* (“ruler” is leeward boat) *must not* sail above her proper course



Definition Proper Course:
course a boat would sail to finish as soon as possible in the absence of the other boats

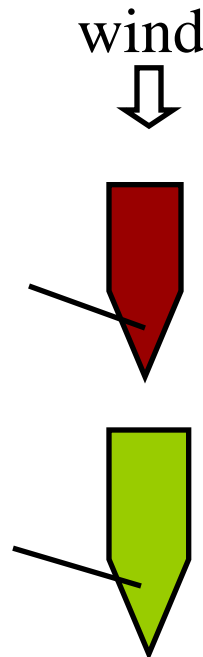
8. When Boats Meet: Limitations on Rights

- Before the start horn, *there is no proper course*, so a boat passing to leeward may luff a windward boat up to head-to-wind
- After the start horn, the history of the overlap before the start determines if a boat has to steer a proper course or can luff another boat

9. When Boats Meet:

(ISAF Part 2 Sec A, 10 vs. 12 Right of Way)

- Boats *same* tack, and *not overlapped*, a **windward** boat shall keep clear of a **boat clear ahead**, Rule 12
- If the **windward** boat *overlaps* the **boat clear ahead** on its upwind side, the leeward boat can take the **windward** boat all the way head-to-wind
- If the **windward** boat overlaps the **boat clear ahead** on its down-wind side, the **red boat** must sail its proper course, that is the course one would sail to finish as quickly as possible if no other boats were on the race course

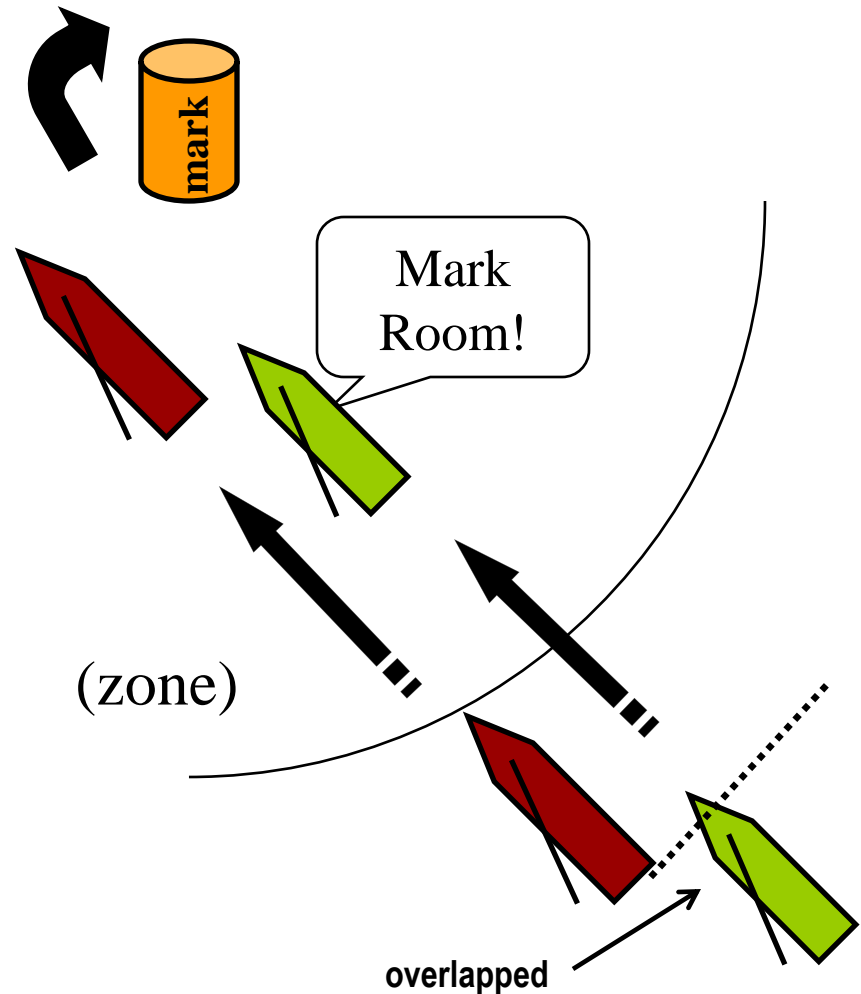


10. When Boats Meet: Other Miscellaneous Rules

- A boat which is tacking must keep clear of *all* boats until she is on a close hauled course
- When a right-of-way boat changes course or obtains right-of-way, she must give other boats room to keep clear
- A boat on the *same tack* ahead of another boat has no proper course and can sail as she wishes to keep another boat from passing (*Rule 17.2 deleted, no longer limited by proper course*)

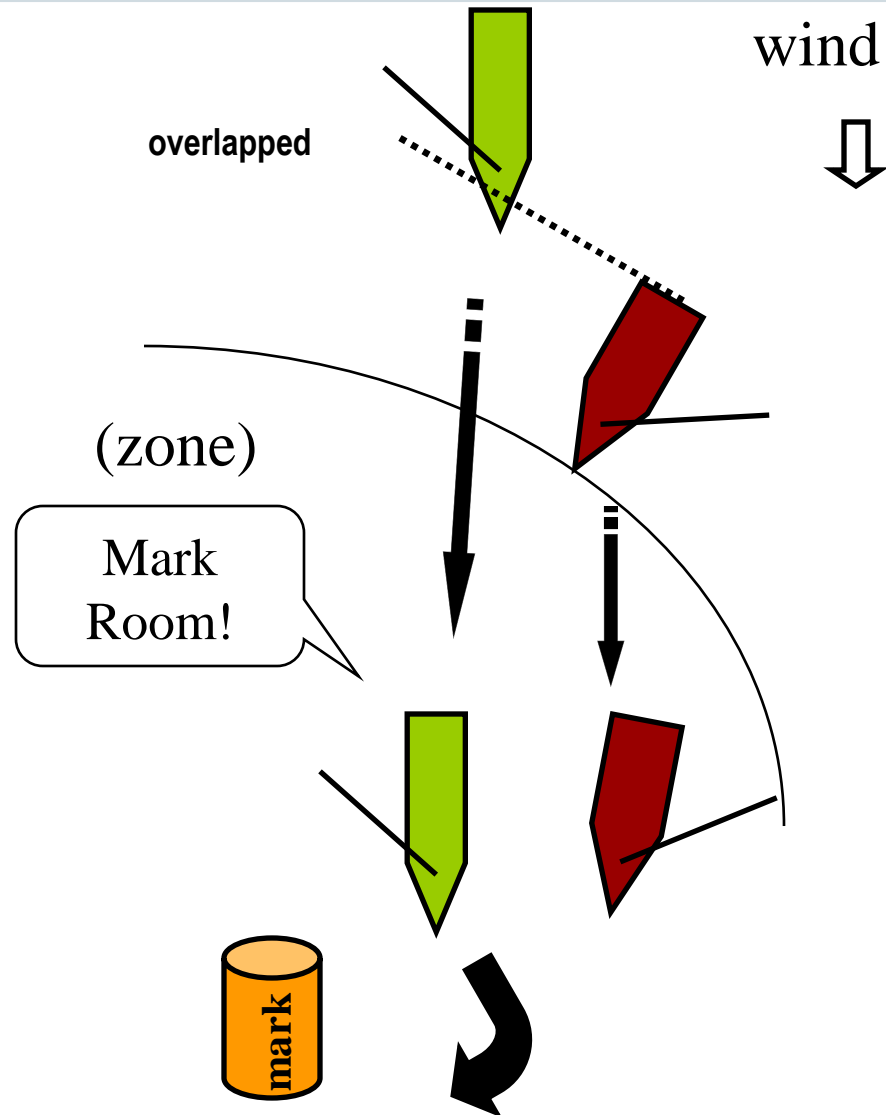
11. When Boats Meet: [Changed 2009!] (ISAF Part 2 Sec C, 18)

- An **inside** boat on the same tack must be given “mark room” if any part of the boats are overlapped within three *hull lengths* of the mark (in the zone), boat in front is the “ruler”
- A boat on port tack must keep clear of boat on starboard when approaching windward mark



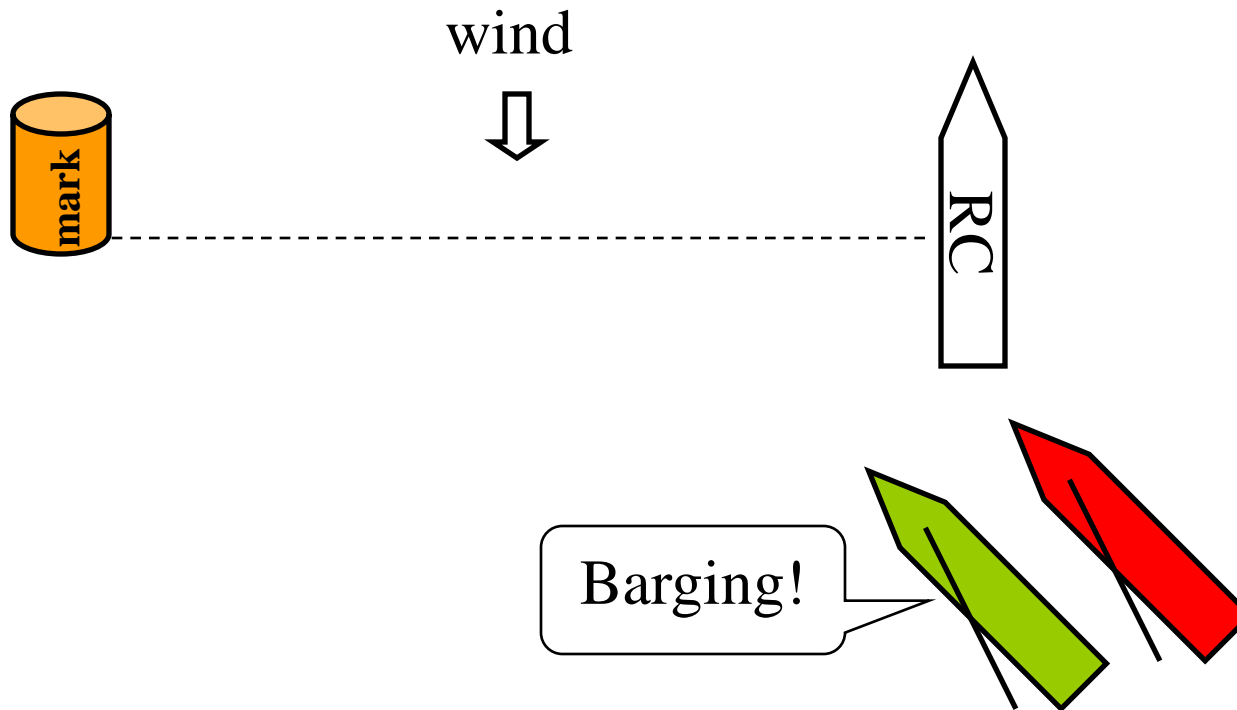
12. Mark Roundings at Leeward Mark

- An inside boat, *no matter what tack*, if overlapped within three hull lengths of the mark, must always be given “mark room”
- Different from windward rounding since boats approaching from all directions



13. Mark Roundings at Start Line

- An **inside** boat is ***not*** entitled to room at a start mark when the **outside** boat is approaching the mark for her *final* approach to start



14. Penalty Turns

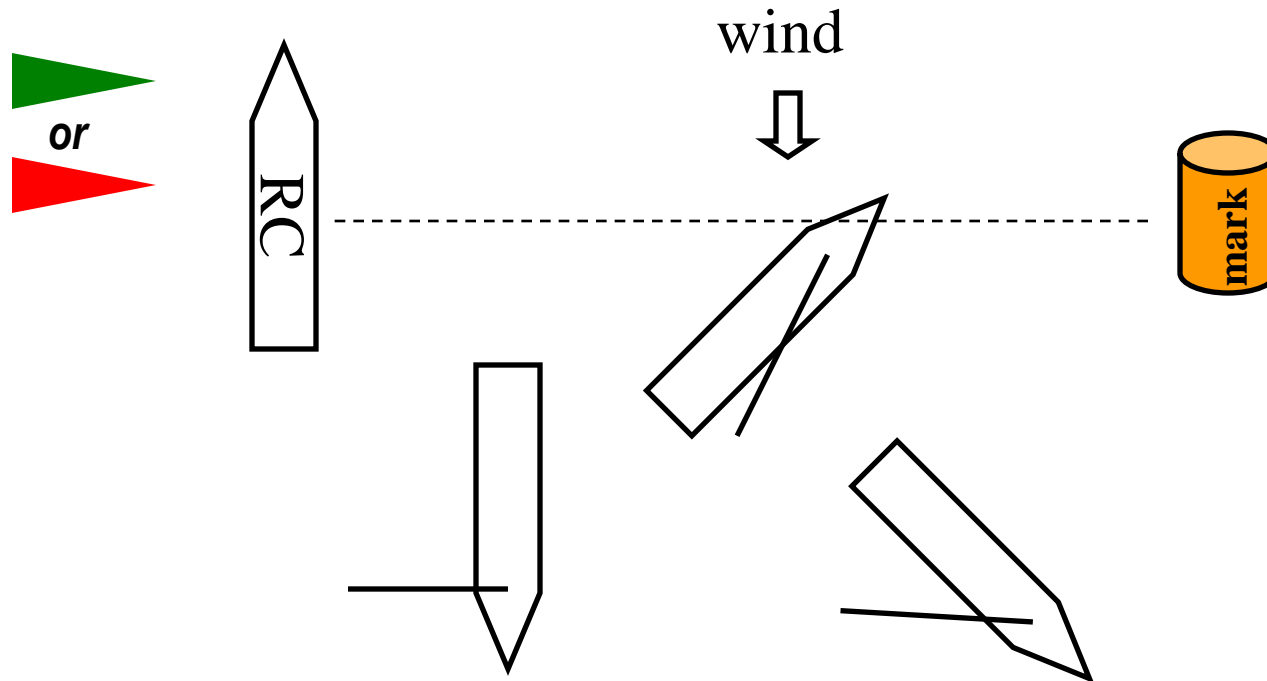
- **What do I do if I break a rule?**
 - If you break a right-of-way rule, make *two* turns in the same direction with each turn containing one tack and one jibe
 - If you touch a mark, make *one* turn in the same direction containing one tack and one jibe
 - If you hit a mark and also break a right of way rule, make two turns only, *not* three
 - You must *keep clear of all boats* when doing your penalty turns and do as soon as possible, if occur before race start, can do penalty turns before start
 - Best if any doubt, take penalty turn to absolve yourself
 - ***Normally in WLSC*** penalties are resolved between boats with no formal protest
 - For formal protest, captain should hail “protest” and boat (>6 meters) must fly red flag until end of race and disagreement will be settled by protest committee

15. 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 or significant injury of a crew member as a result of a collision!)
- Hailing boats concerning right-of-way and intentions not required in most cases, but always a good idea
- If in doubt if rule broken, better to do penalty turns and absolve yourself
- HAVE FUN!!!

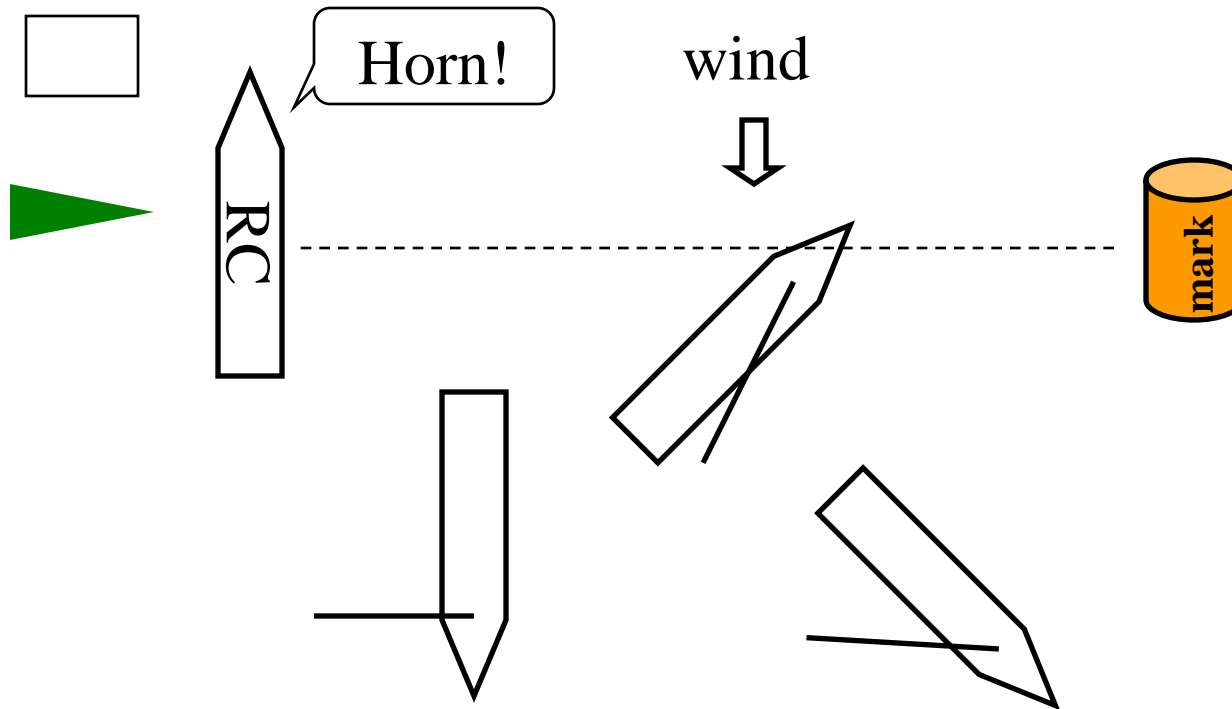
16. WLSC Race Procedures 1

- Blow courtesy horn, 3 blasts, ~6 minutes before race start, *no flag raised* yet. Display either marks to starboard (green, wind out of west, from dam) or marks to port (red, wind out of east from island) pennants.



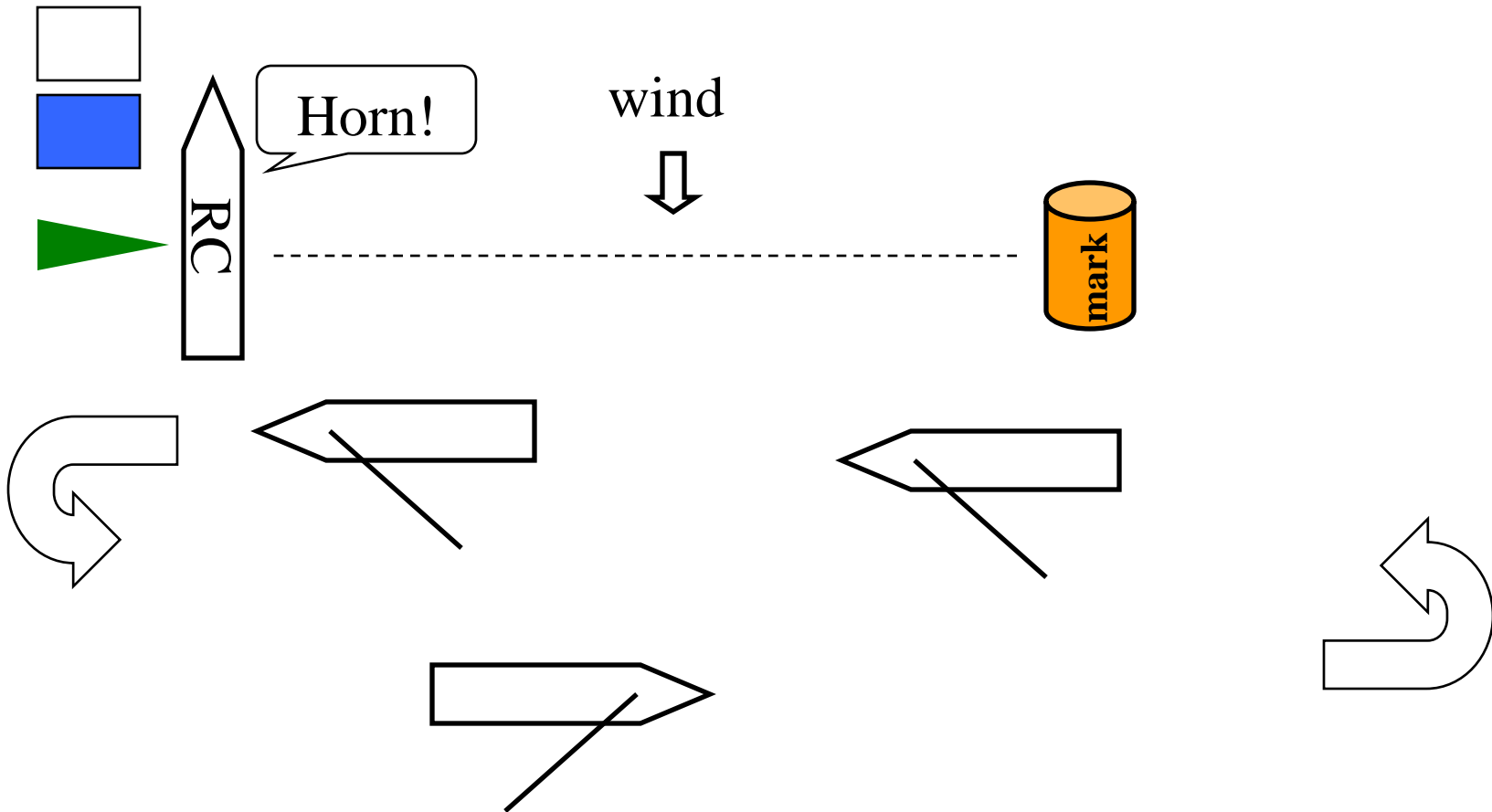
17. WLSC Race Procedures 2

- A white flag is *raised* and one horn blast 5 minutes before race starts.



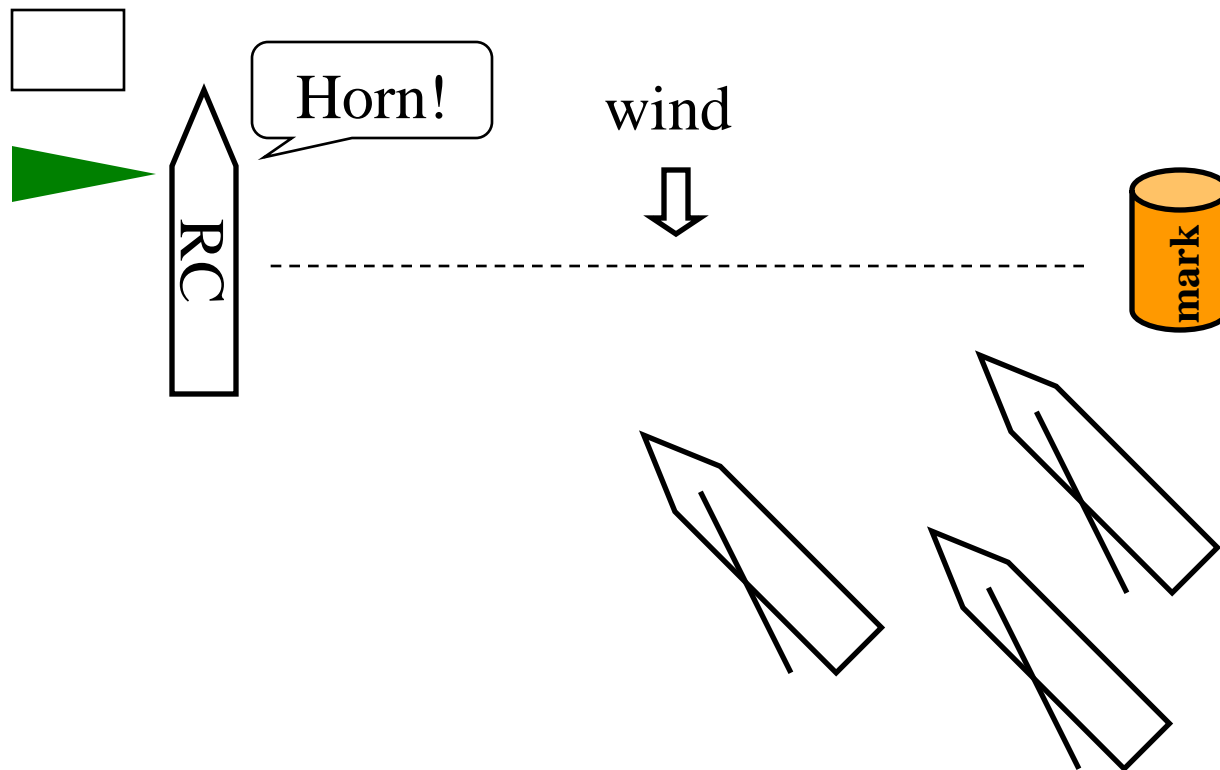
18. WLSC Race Procedures 3

- Preparatory signal is 4 minutes prior to start. A blue flag is *raised* and one horn blast. Motors *must* be turned off.



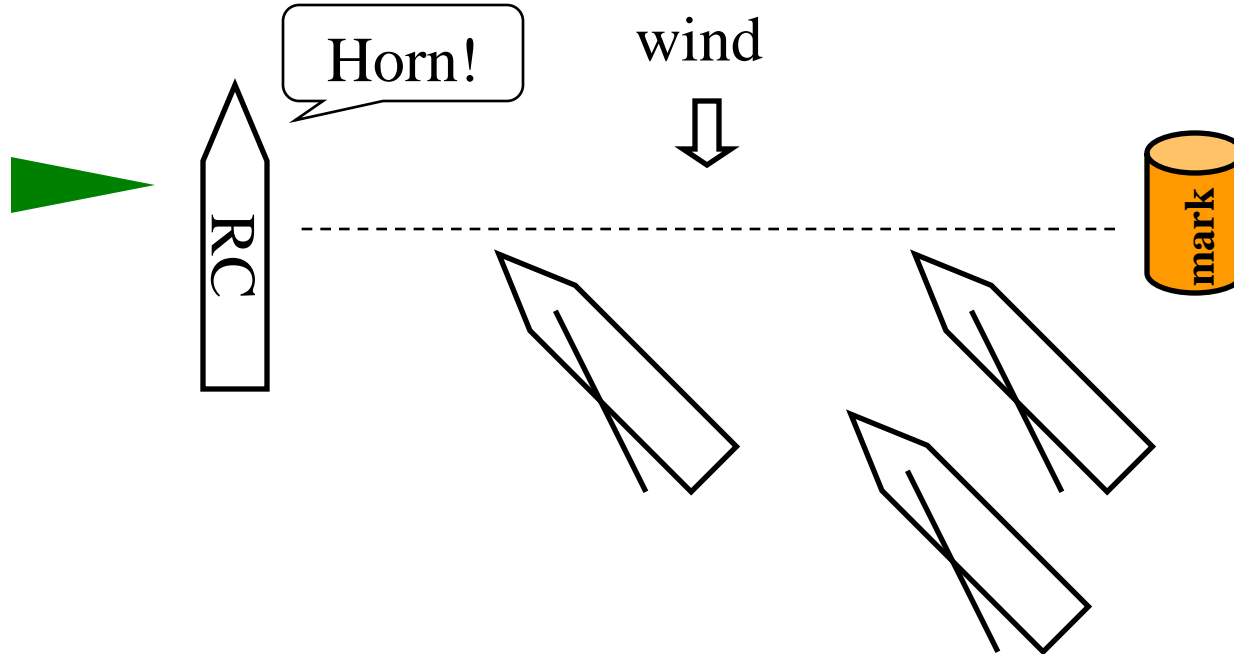
19. WLSC Race Procedures 4

- At one minute before the first start, the blue flag is *lowered* and one *long* horn blast. No dipping across line at this point, must go around outside mark or committee boat (usually shallow water on committee boat end!).



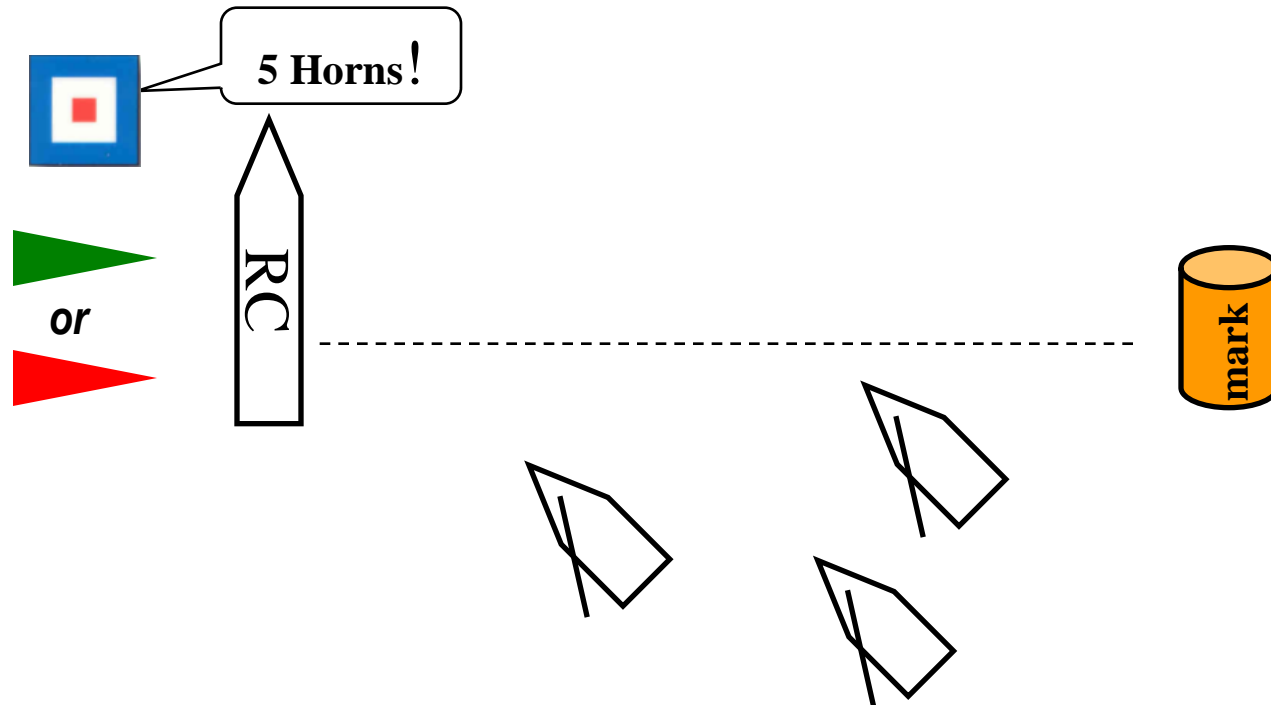
20. WLSC Race Procedures 5

- Start signal, one horn blast and white flag is *lowered*.



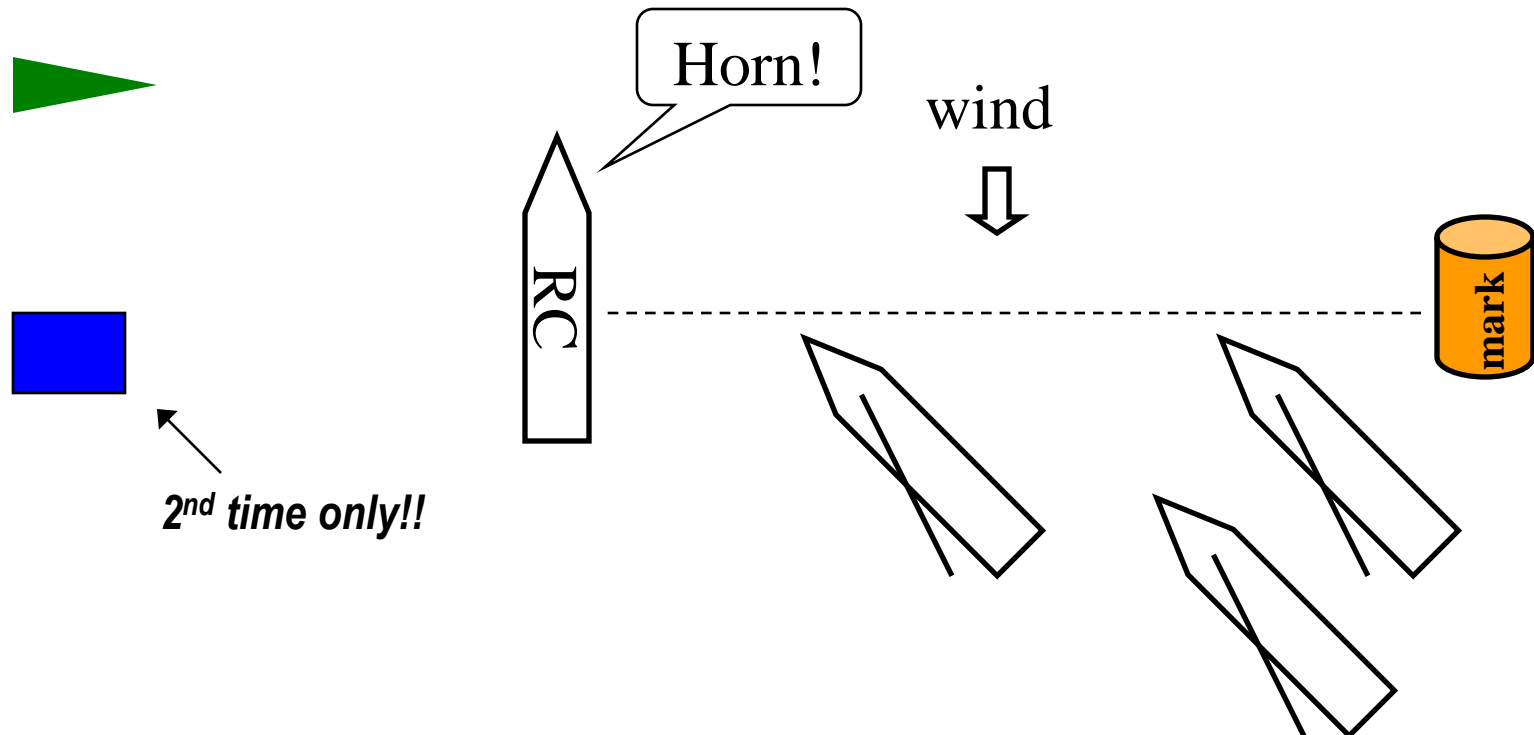
21. WLSC Race Procedures 6

- Race recall signaled with 5 short horn blasts and blue/white/red flag. Return within hailing distance of race committee and/or monitor 16 on VHF. Recalls are due to wind shifts, lack of wind, bad start sequence, severe storm, etc.
- If wind shift from west to east, look for *interchange* of red and green pennants, then six minute race sequence will begin again.



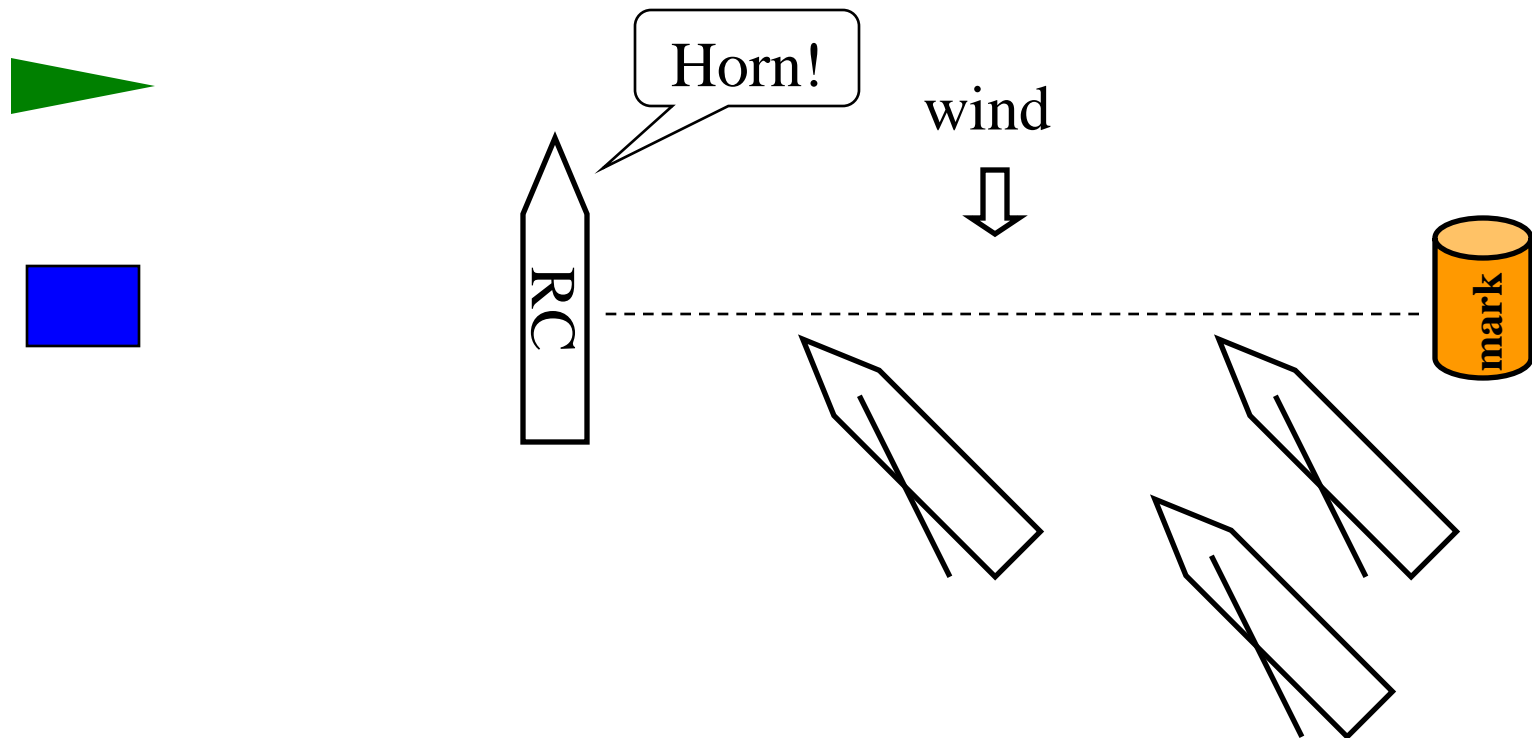
22. WLSC Race Procedures 7 (Alternate finish)

- Approaching the finish line and blue flag is *not* flying, then pass *between* mark and Race Committee boat, round mark, return to island mark, round the island mark in *correct* direction, return to finish line. Blue flag will be displayed as the first boat approaches the start line *2nd* time. One long horn for 1st boat at finish, 1 short for all other boats finishing. Remember, “blue your through!”



23. WLSC Race Procedures 7 (Standard Finish)

- Approaching the finish line and blue flag *is* flying, then pass *between* mark and Race Committee boat and race is finished. One long horn for 1st boat at finish, 1 short for all other boats finishing. Remember “blue your through!”



24. Big Things to Remember

- Flag sequence is +White+Blue-Blue-White, and “Blue you’re through.” Green pennant (marks to starboard) and red pennant (marks to port) are consistent with navigational lights on bow of your boat.
- Blue/white/red flag and 5 horns means come in hailing distance of committee boat and/or listen to channel 16 on VHF
- If over the line early, stay clear of all boats when returning, go around end of line and start again
- ***HAVE FUN!!!***