

Rules Seminar

Redditch Sailing Club

The two sessions will cover:

Understanding the Rules

Ainslie Olympic Video

Quiz Questions

Sailing Trivia

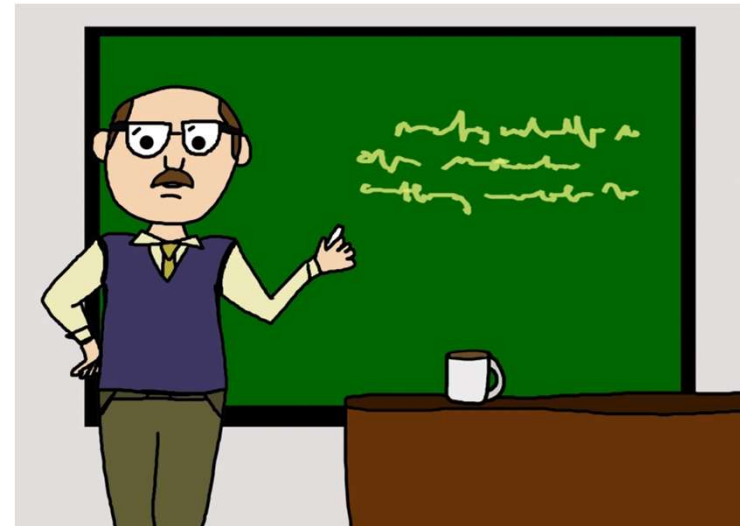


Rules Seminar

Redditch Sailing Club

Session 1

1. Basic Rules and Definitions
 2. The Start
 3. Quiz Questions
- all plus Sailing Trivia



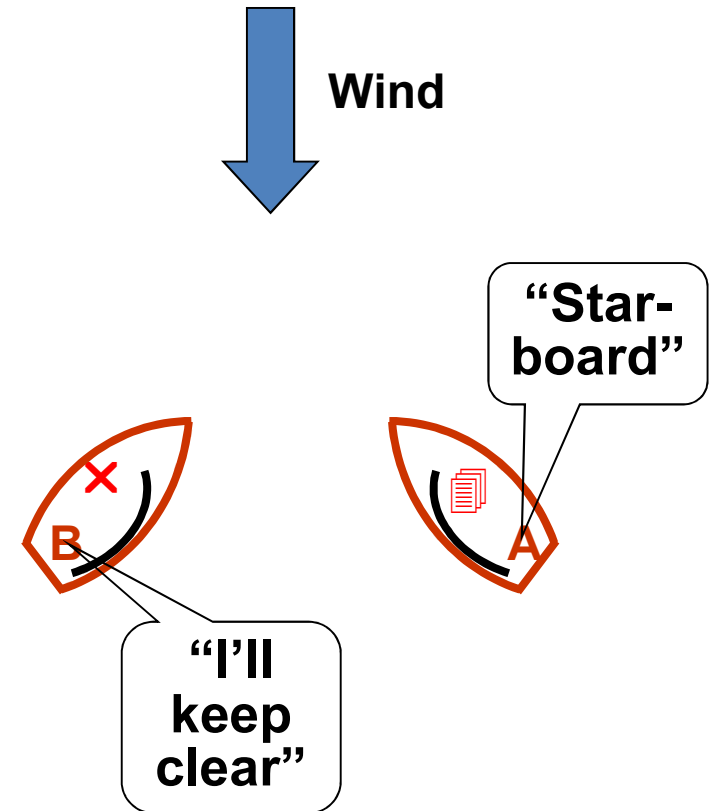
Basic Rules

For any pair of boats:

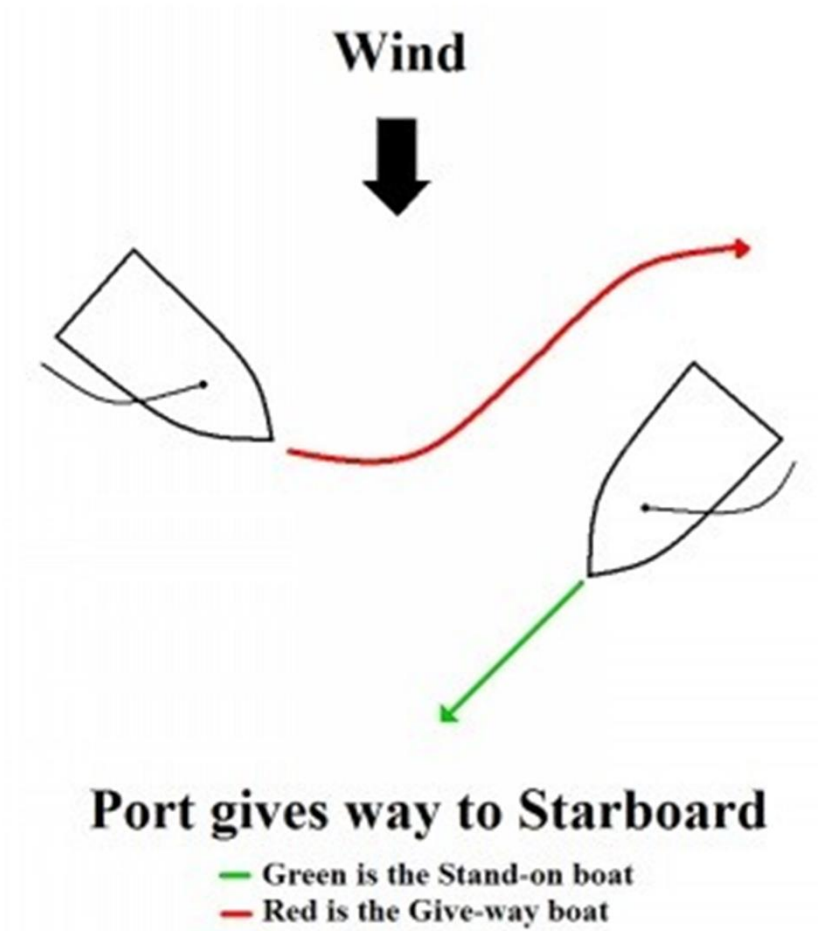
One boat has to *keep clear*

&

the other is *right-of-way* boat



Basics



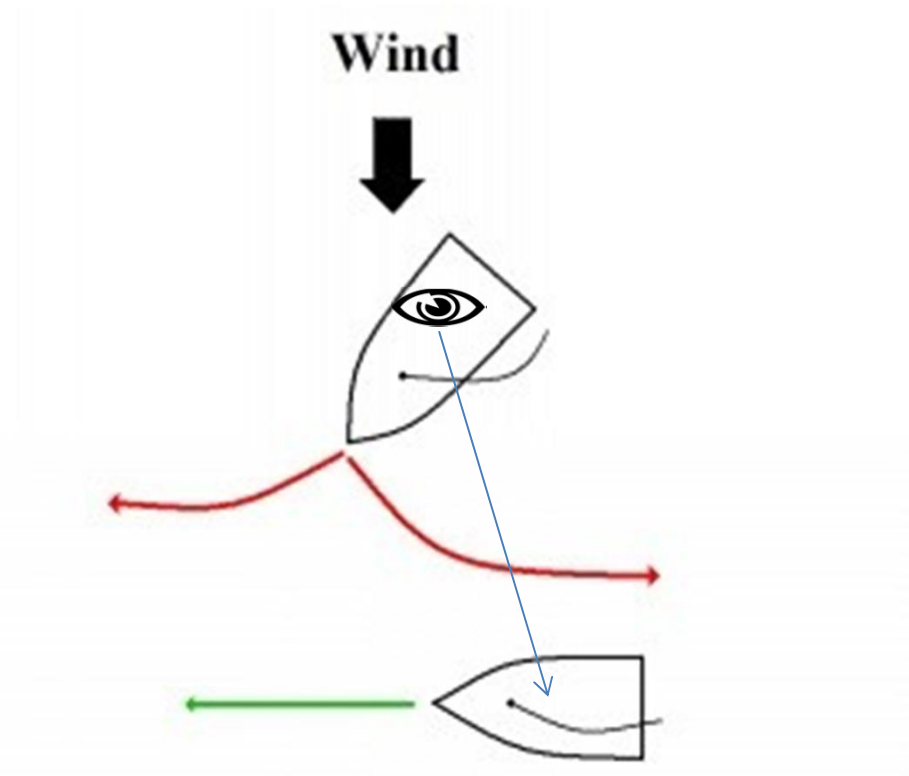
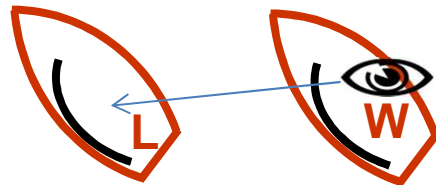
Port gives way to starboard. This is most commonly used when you're tacking on your way to the first mark – although the rule also applies when two boats are running downwind. "If you are sitting on the right, you're alright"



Basics

Same Tack...

If you have to look past your boom at the other boat, you are the Windward boat and must give way



Same tacks - Windward boat gives-way

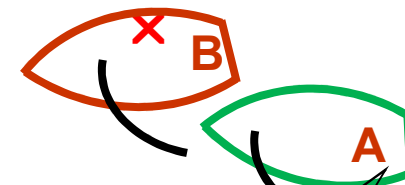
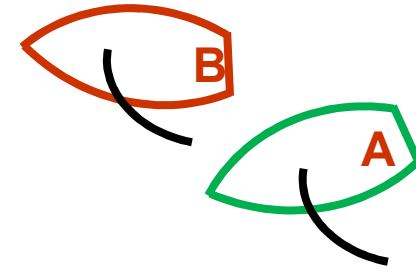
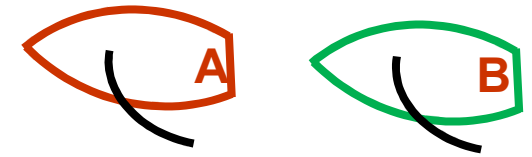
- Green is the Stand-on boat
- Red is the Give-way boat

Windward boat gives way. If both boats are on the same tack, then the boat closer to the wind gives way. There are various exceptions, but this is the basic rule

Basics

1. Keep Clear Boat must *keep clear*

- Boat B keeps clear of boat A if:
 - A can sail her course with no need to take avoiding action
 - when *overlapped* on the same tack, A can change course in either direction without there being immediate contact
- “Course”: straight line in current direction
 - not fastest route, not *proper course*
 - heeling, changing speed and gybing are not altering course
- Keep clear boat doesn't have to do anything else; she doesn't have to anticipate any action of the other boat



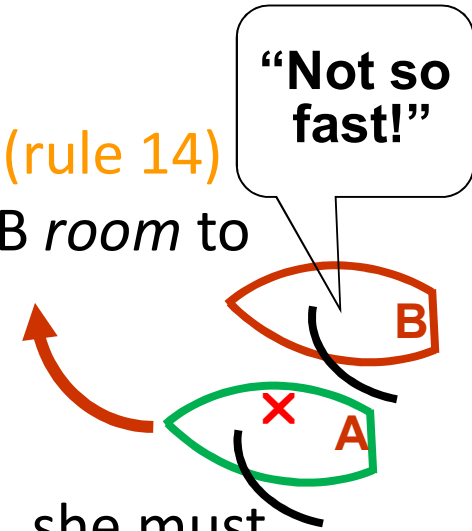
“I can't
Luff at all!”

Reference: definition of *keep clear*

Basics

2. Constraints on right-of-way boat

- R-o-w must avoid contact if reasonably possible (rule 14)
- When r-o-w boat A alters course, she must give B *room to keep clear* (rule 16.1)



- When A acquires r-o-w through her own actions, she must initially give B *room to keep clear* (rule 15)

Room is the space needed (def'n of *room*):

- “in the existing conditions” - wind, water & boat type
 - “while manoeuvring promptly” - without any unnecessary delay
 - “in a seamanlike way” - competently, with regard to safety
- R-o-w boat may also have to give *room to a keep clear* boat at an *obstruction or mark* (rule 18)



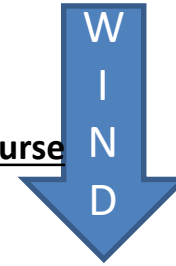
Basics

ESTABLISHING AN OVERLAP and RIGHT TO LUFF:

- **“Proper Course” is (after the start) any course you would sail (in the absence of other boats) to finish as quickly as possible**
- “To Luff” means to sail above your proper course
- Once you have an overlap to leeward of a boat you have rights to sail your proper course
- You may have rights “to luff” – it depends how the overlap was created
 - If you caught someone from astern you don’t have rights to luff
 - If someone caught you up to windward, you have rights to luff them
 - If the overlap is created because one boat has tacked, the leeward boat has luffing rights
 - Before the start, there is no proper course, so a leeward boat can sail up to head to wind without luffing rights
- When you luff, you must always give the windward boat room to keep clear
- The windward boat does not have to anticipate the overlap being created

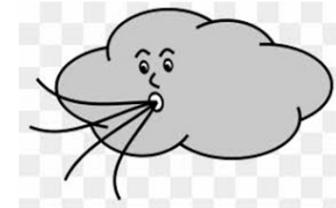
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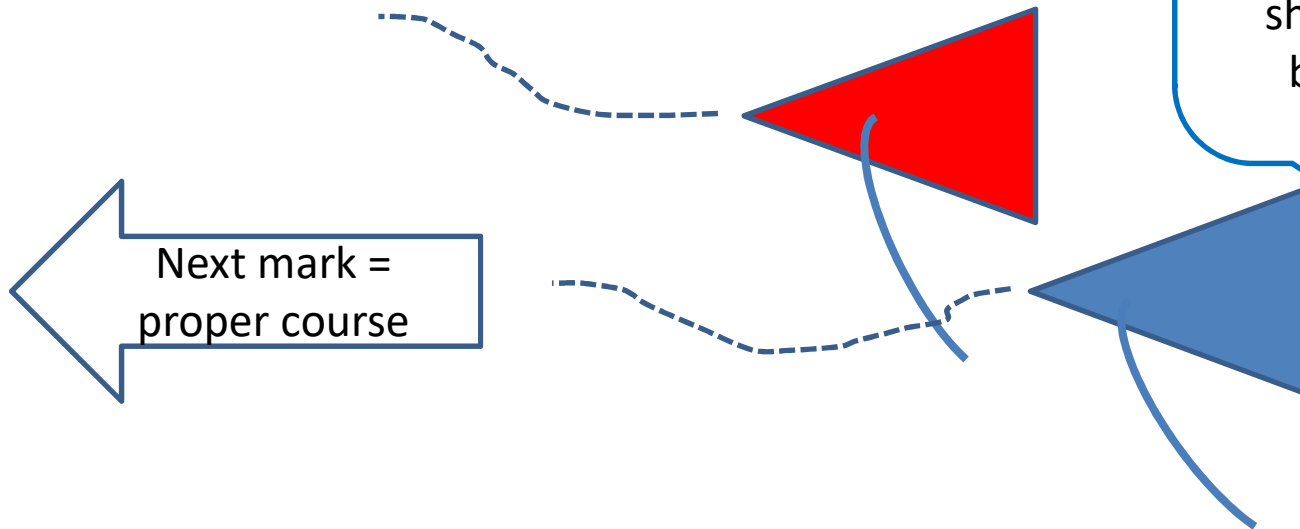


Red doesn't have to start keeping clear until the overlap is created. In this case, Blue is probably too close!

Blue has caught up Red from astern = no luffing rights. She can't sail above her proper course. She must give Red room and time to keep clear (if she is about to sail into her boom then she probably hasn't!).

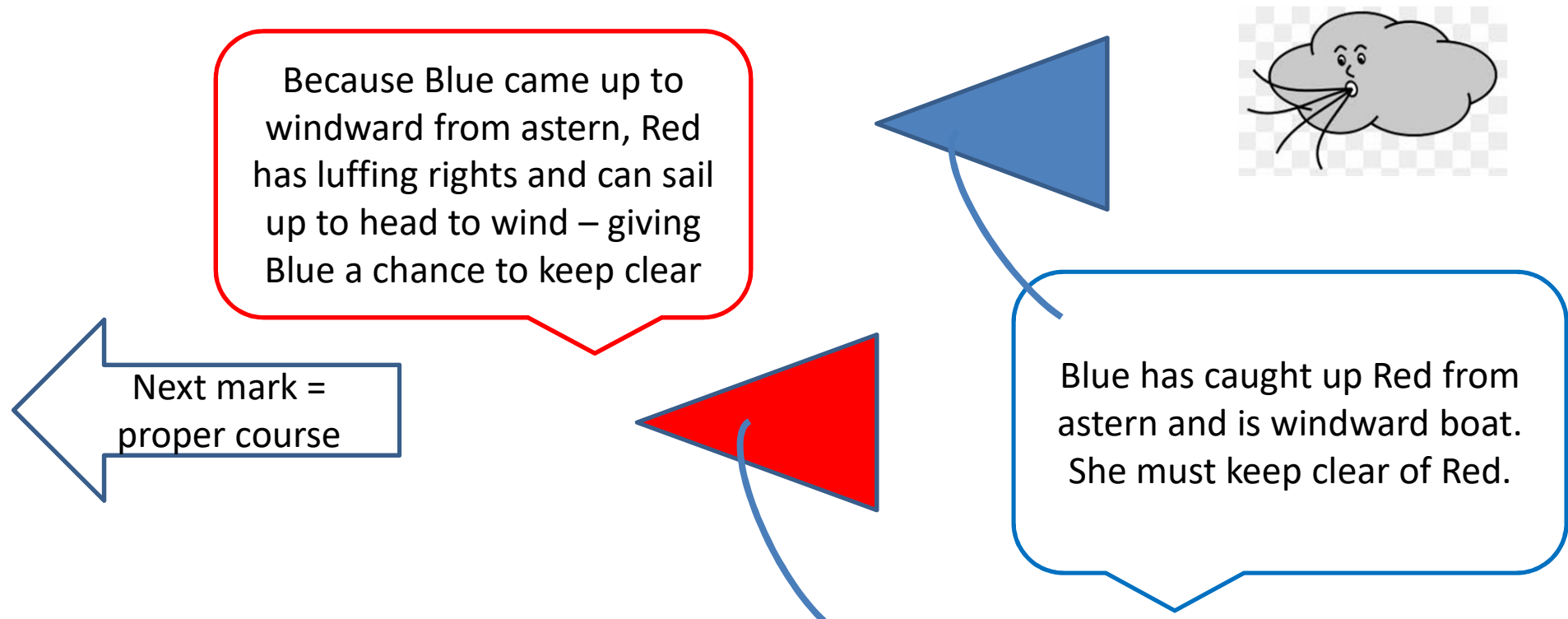
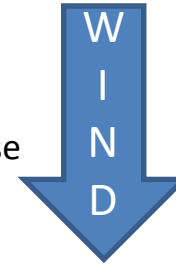


Next mark = proper course



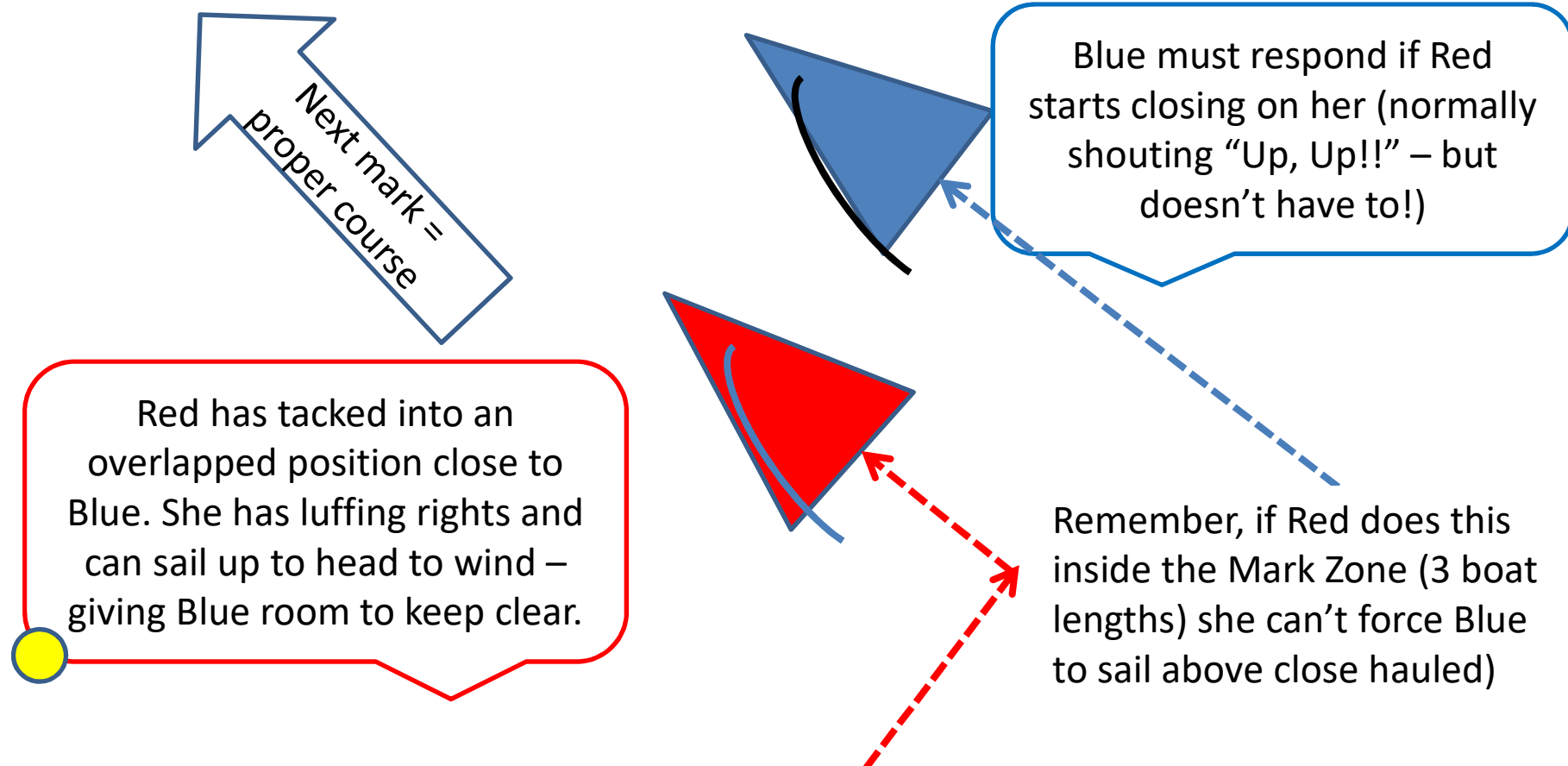
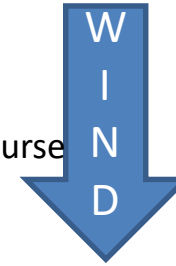
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The Start

RULES TO CONSIDER:

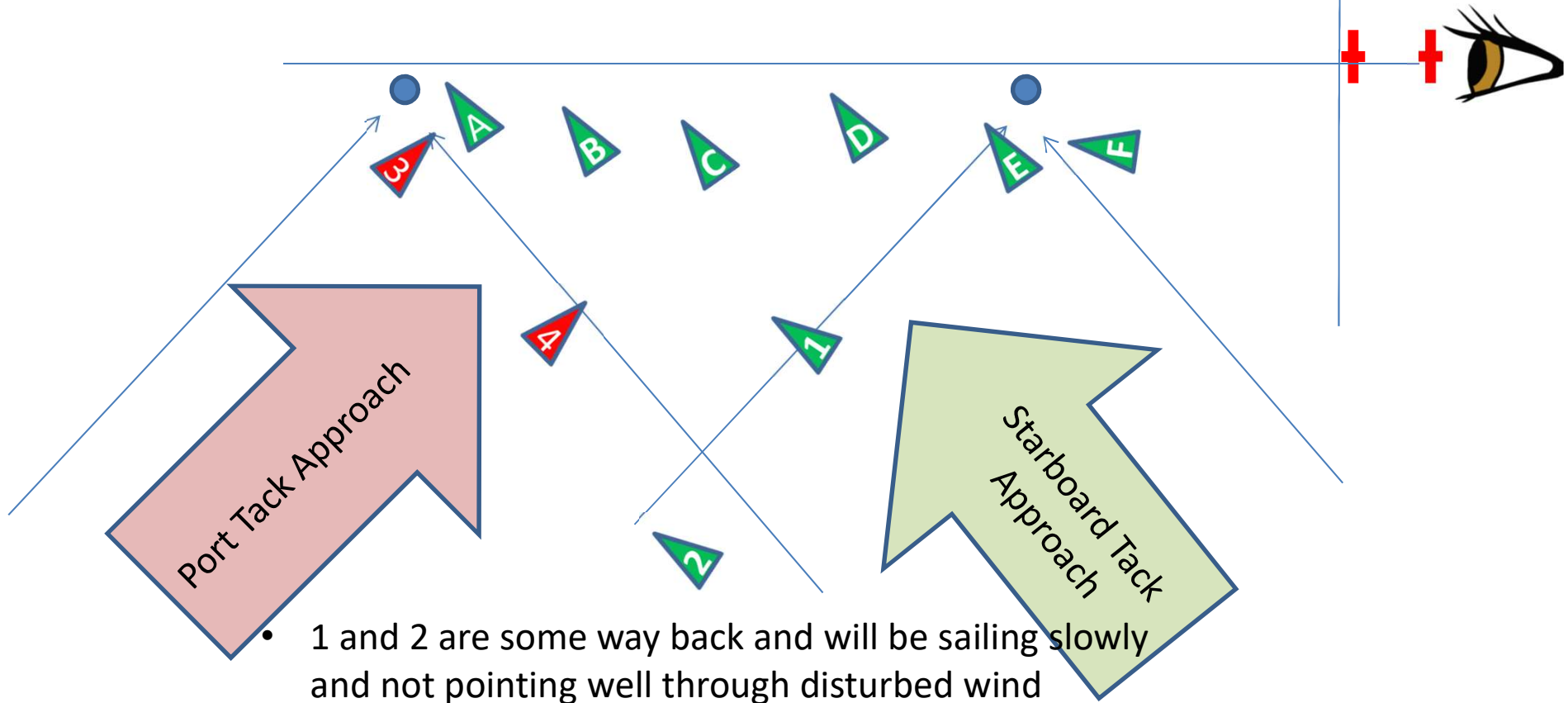
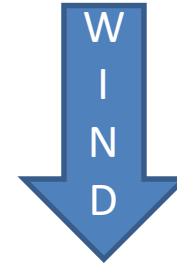
- Port v Starboard
- Windward v Leeward

SPECIFIC TO THE START

- No water at a start mark
- No “proper course” until the gun goes

- A to E are making good starts on starboard
- E is the only one who can tack immediately

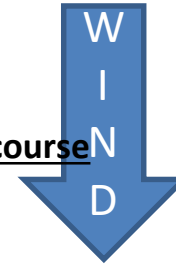
Start Line



- 1 and 2 are some way back and will be sailing slowly and not pointing well through disturbed wind
- 3 and 4 are on port and will have to duck the fleet
- You can't call for Water at a start mark, so F can't barge in

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----- Start Line

Blue may be idling with sails flapping. Once Red has an overlap, she must start to keep clear. If this means being pushed over the line early – that is tough!

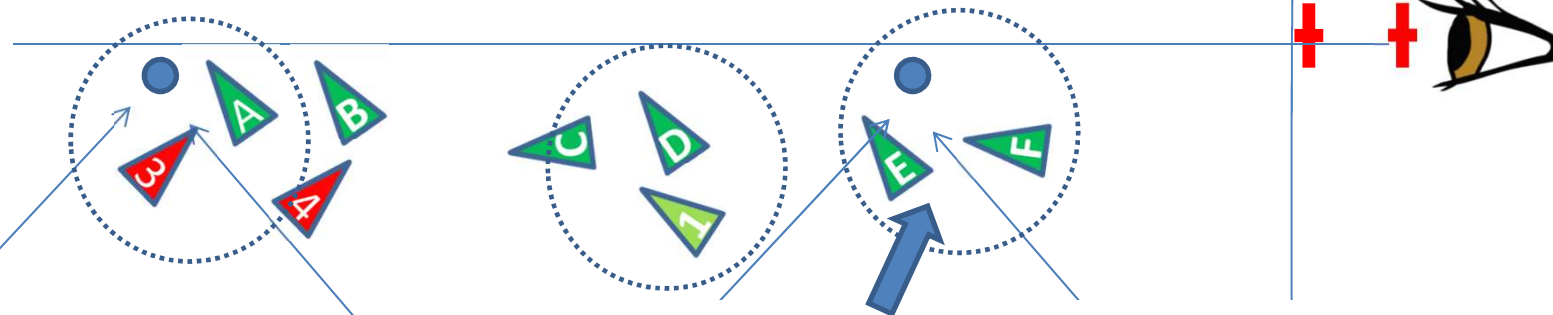
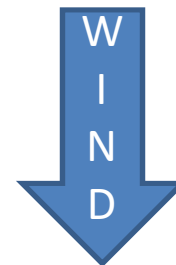
Before the start signal, Red has overlapped Blue from astern. Red can start luffing up to **head to wind** if wanted – giving Blue room to keep clear. Once the gun goes, Red can’t sail above close hauled.



- Port v Starboard

- 3 v. A

Start Line - Rules



- No water at a start mark - FvE

- Rights to luff

- Any of these can luff head to wind (slowly) until gun goes
 - Watch 1 coming in fast and asking D to luff up (and possibly over the line)

- Once the gun goes...

- If 4 (on Port) is going to pass ahead of C (on Starboard), C can't alter course if that then prevents 4 from keeping clear of her. This can be difficult to prove – onus would be on 4 to prove it!
 - Boats can't luff above their proper course (close hauled once the gun goes) unless they established an overlap correctly (not from behind)



Rule Examples in Quiz Form

<http://www.game.finckh.net/indexe.htm>