

Rules Seminar

Redditch Sailing Club

The two sessions will cover:

Understanding the Rules

Ainslie Olympic Video

Quiz Questions

Sailing Trivia

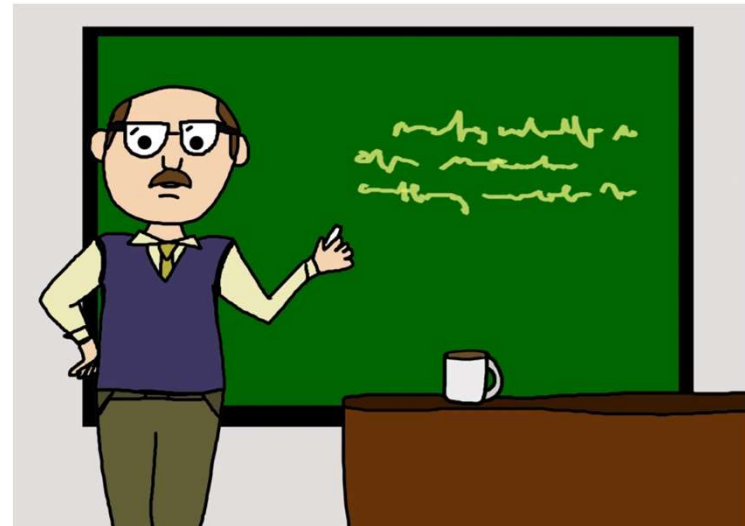


Rules Seminar

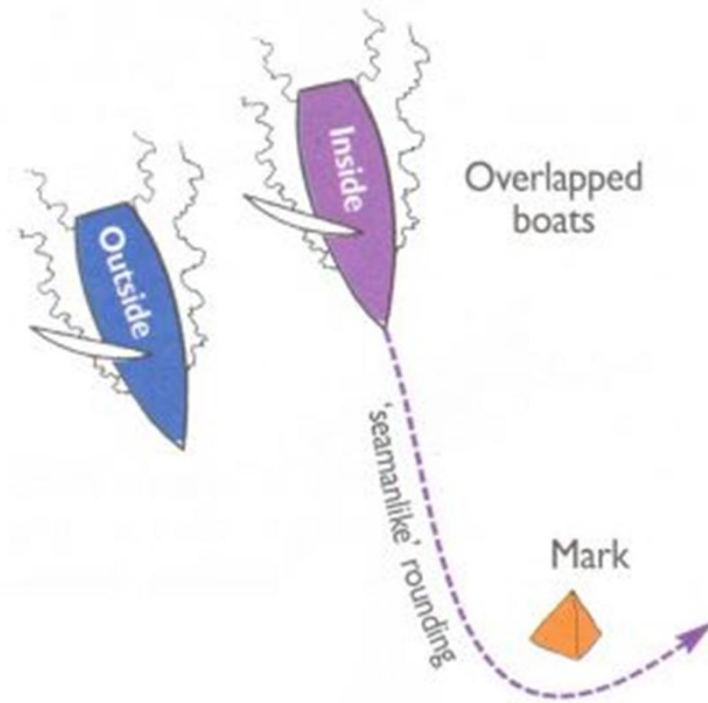
Redditch Sailing Club

Session 2

1. Mark Rounding
 2. Obstructions
 3. Quiz Questions
 4. Ainslie Olympic Video
-all this plus Sailing Trivia!

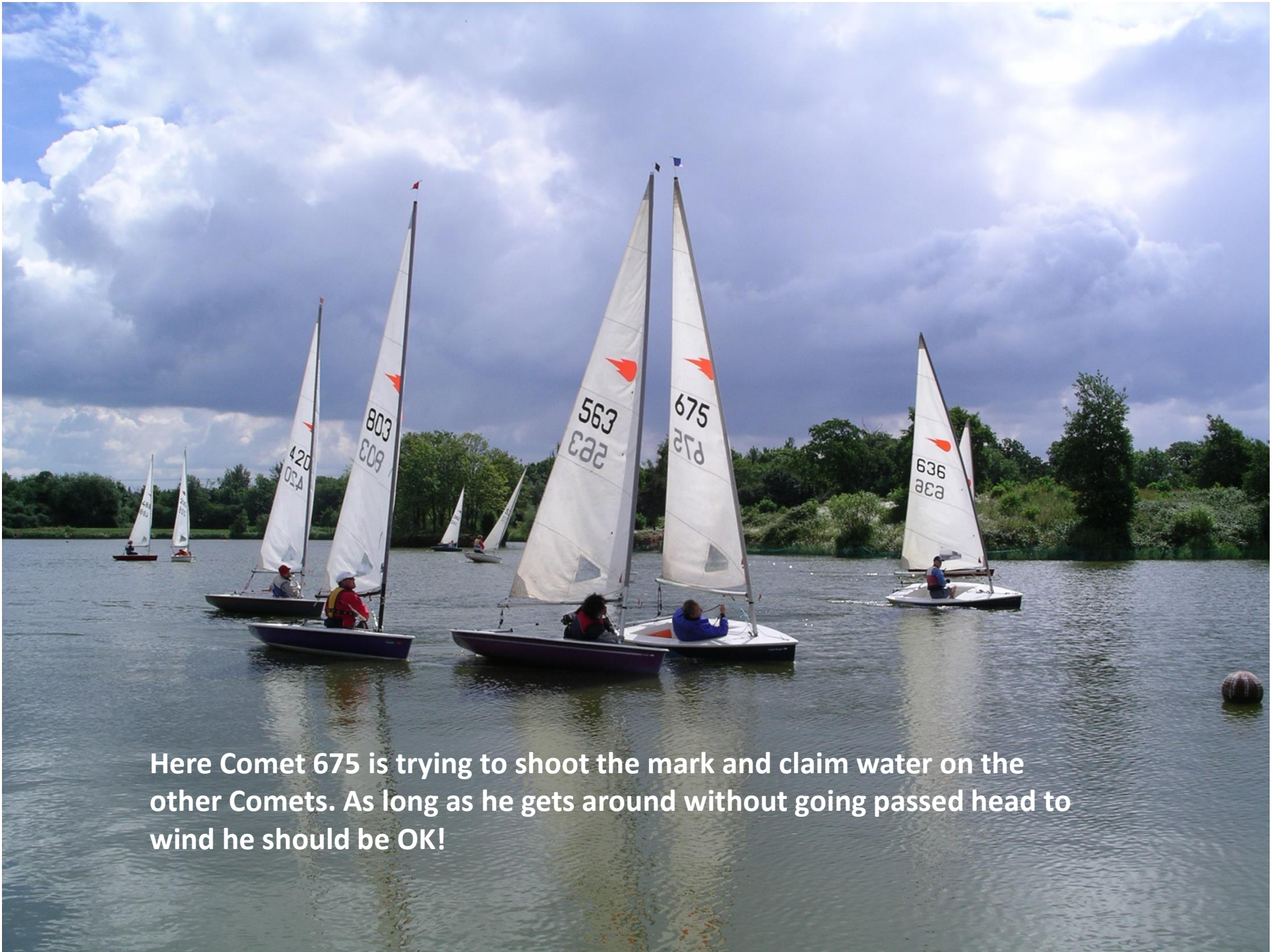


Marks



Rounding a mark. When you're approaching a mark and you're within 3 boat lengths, then you need to allow room for any boat that also wants to go round the mark on your inside if they're overlapped with you (i.e. if the front of their boat is ahead of the rear of your boat.) You can usually tell as they'll be yelling "water" at you!





Here Comet 675 is trying to shoot the mark and claim water on the other Comets. As long as he gets around without going passed head to wind he should be OK!



Phew!

Mark Room: Rule 18.1 – When it applies

Applies at *marks & obstructions*:

- ☰ being left on the same side
- ☰ starts when first in overlap reaches zone
- ☰ until they both have passed it

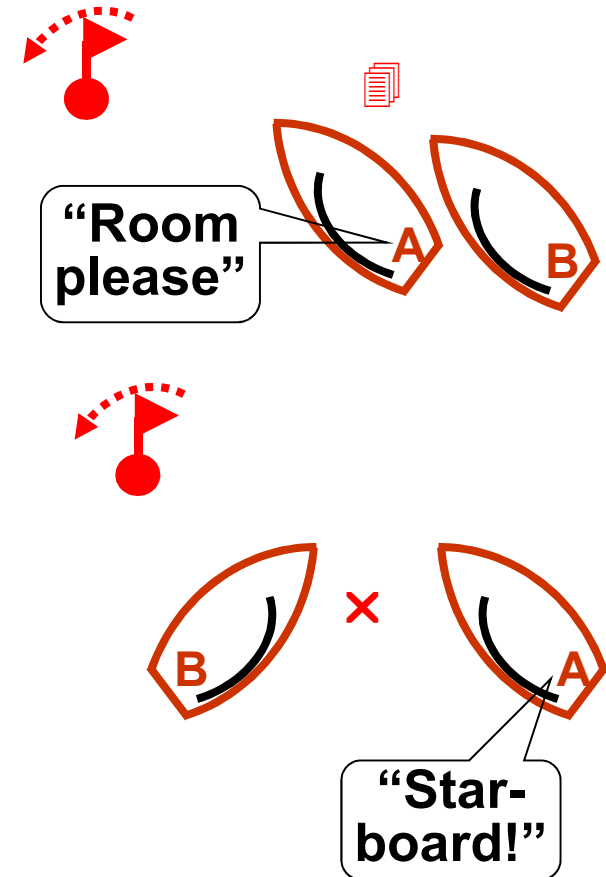
It does not apply:

- 🕒 between boats on opposite tacks on a beat even if they are inside the Mark Zone
- 🕒 at a starting *mark* when *starting*
- 🕒 *When the mark is a continuing obstruction (like an island) – Rule 19 applies*

It can override basic r-o-w rules

It never overrides:

- rule 14 (contact) - rule 16 (r-o-w changing course)
- rule 15 (acquiring r-o-w) - rule 17 (*proper course*)

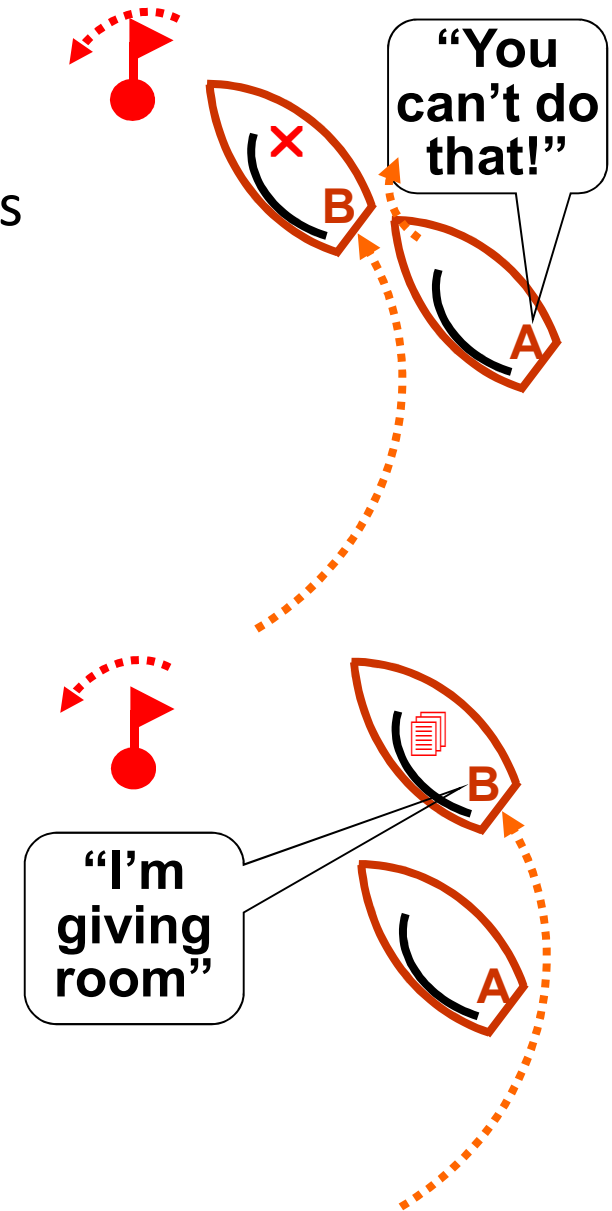


Mark Room: Rule 18.2 - Giving Room

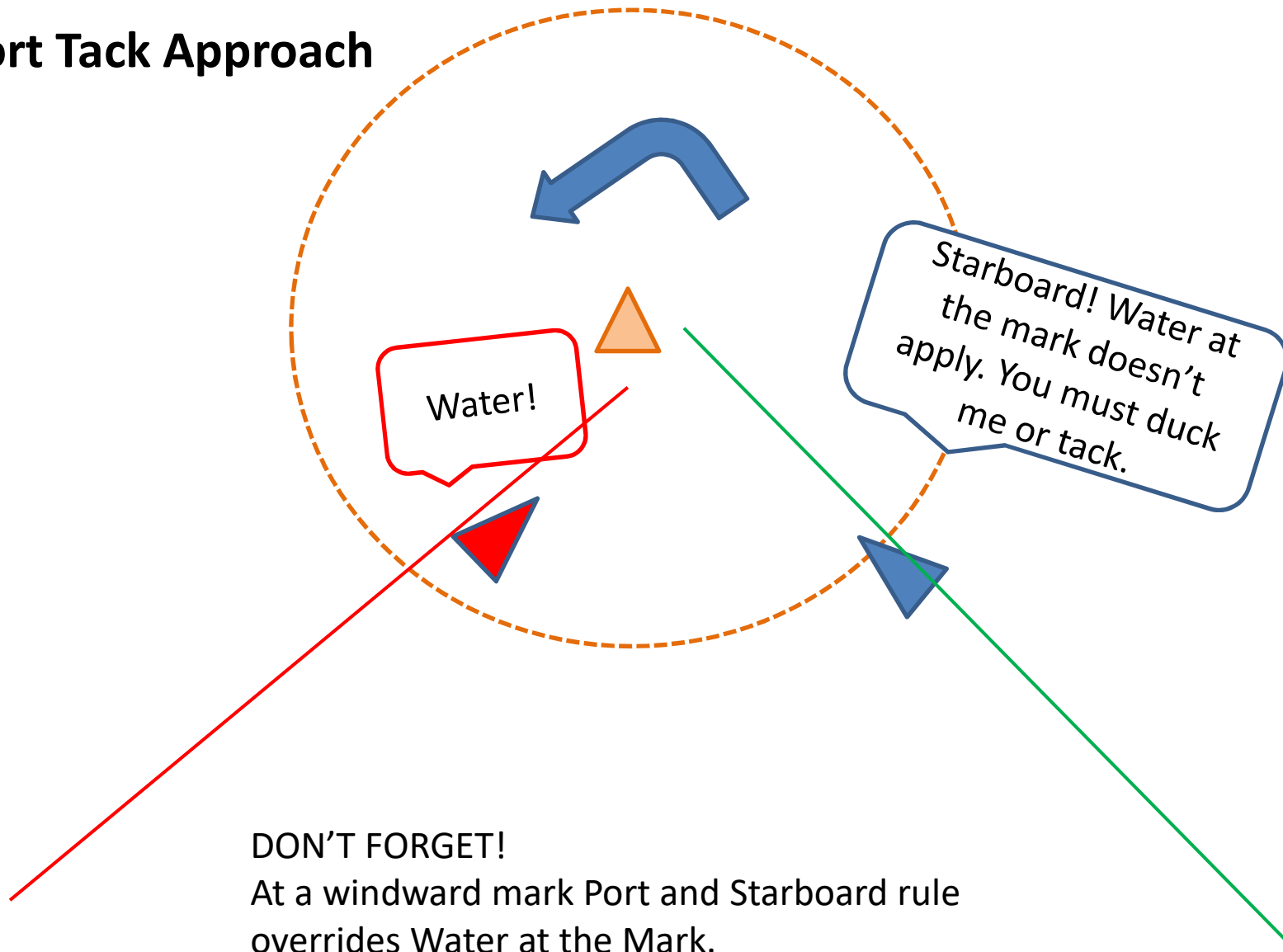
- a When *overlapped*, outside boat at a *mark* shall give inside boat *room* except that:
 - b If *overlapped at 3 lengths*, outside boat must give *room*
 - and must also *keep clear* if she becomes astern or inside
 - c If one boat is *clear ahead at 3 lengths*, the other shall *keep clear* (and give *room* if later *overlapped*)
 - but if boat *clear ahead* tacks, this rule stops applying
 - d If there is reasonable doubt whether a boat obtained or broke an overlap in time, presume she did not
 - e Outside boat doesn't have to anticipate an overlap and can't be expected to create space immediately
- Note:** *Room* here is *room* “on the inside” and includes *room* to tack or gybe when part of manoeuvre

Mark Room: Rule 18.3 - Tacking Rule

- If: boats A & B were on opposite tacks
 - &: B completes a tack inside 3 lengths when A is fetching the *mark*
- 1 Rule 18.2 does not apply (i.e. take the *mark* away)
 - 2 B shall not
 - cause A to sail above **close-hauled** to avoid her
 - prevent A from passing the *mark*
 - & shall give *room* if A becomes *overlapped* inside her

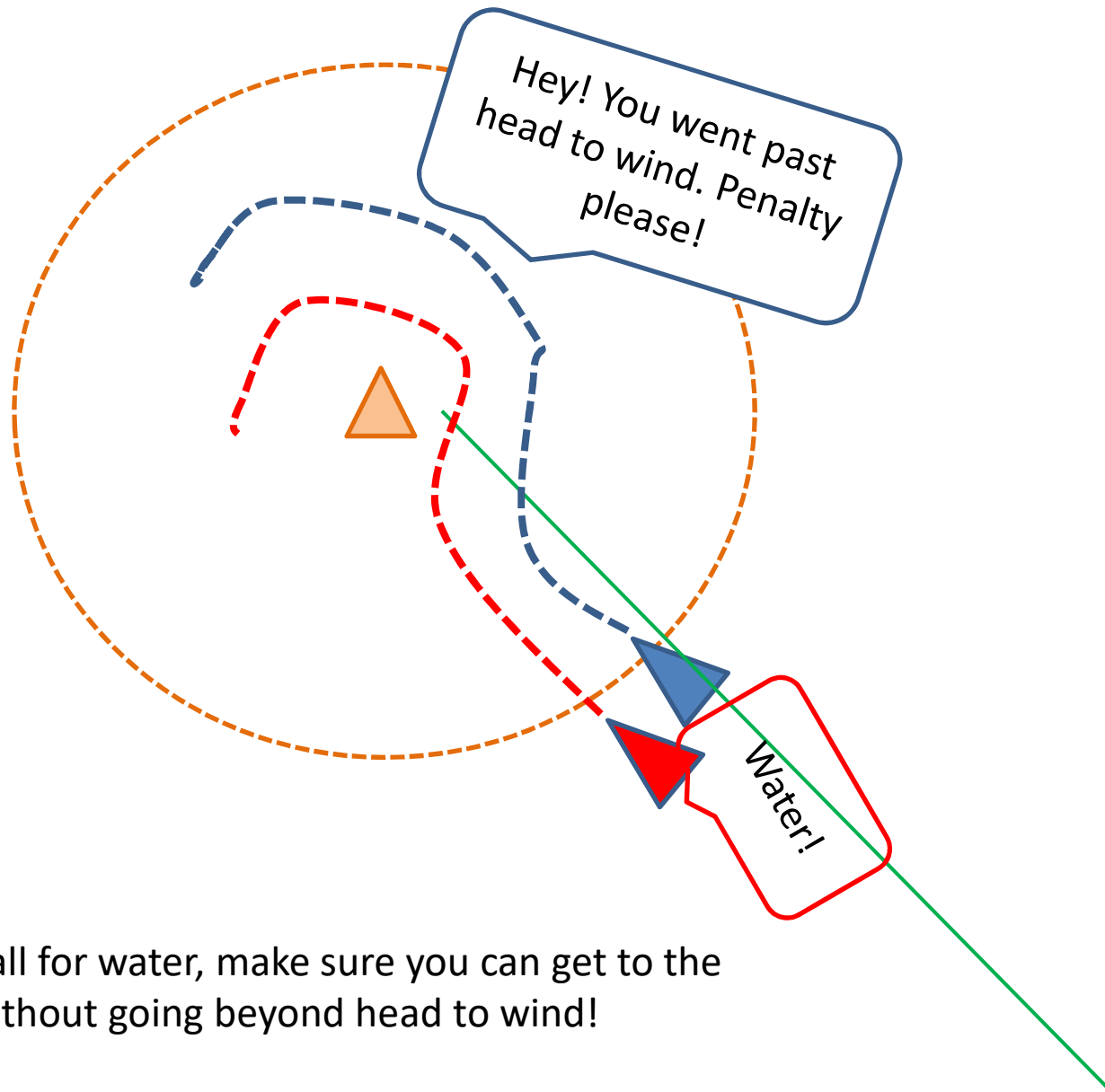


Port Tack Approach



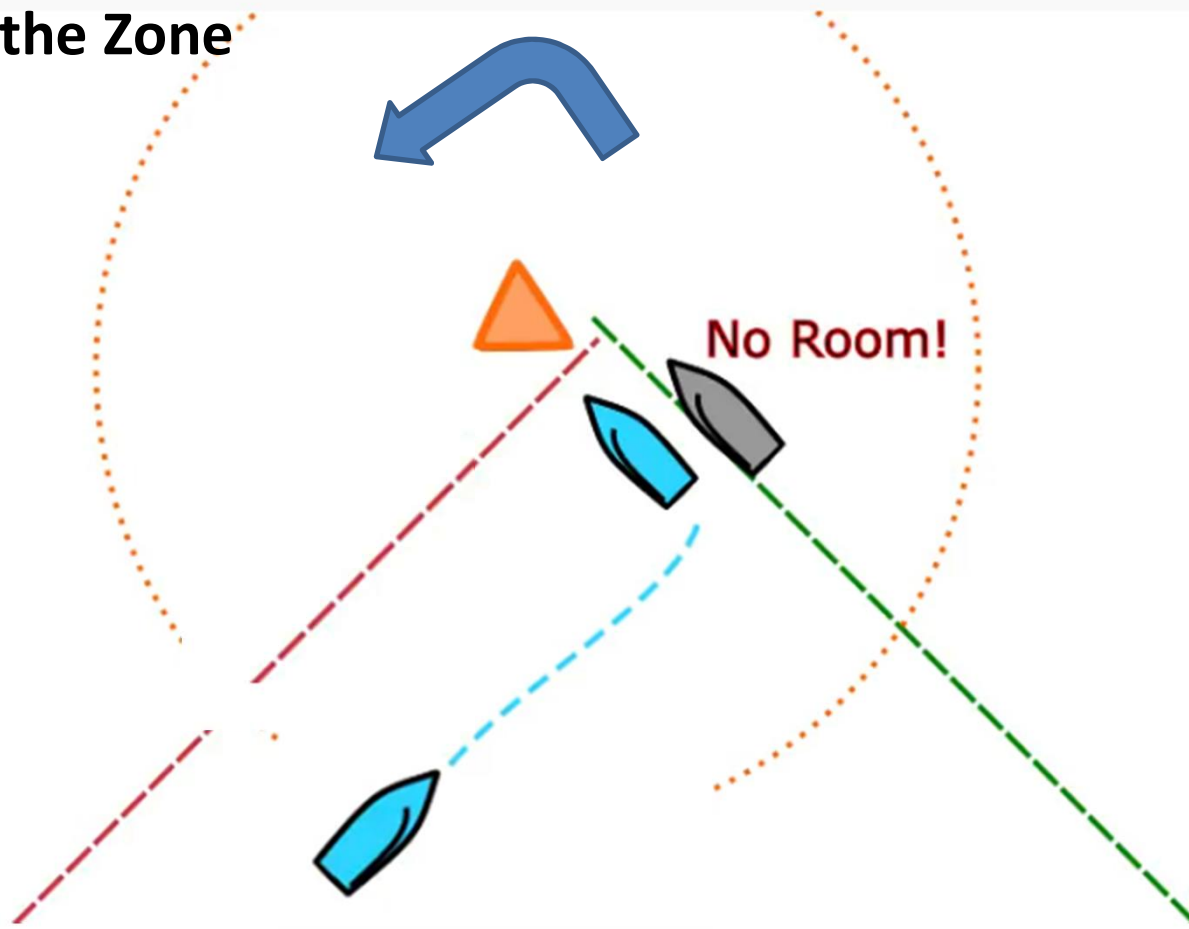
DON'T FORGET!
At a windward mark Port and Starboard rule overrides Water at the Mark.

Squeezing In?



If you call for water, make sure you can get to the mark without going beyond head to wind!

Tacking in the Zone



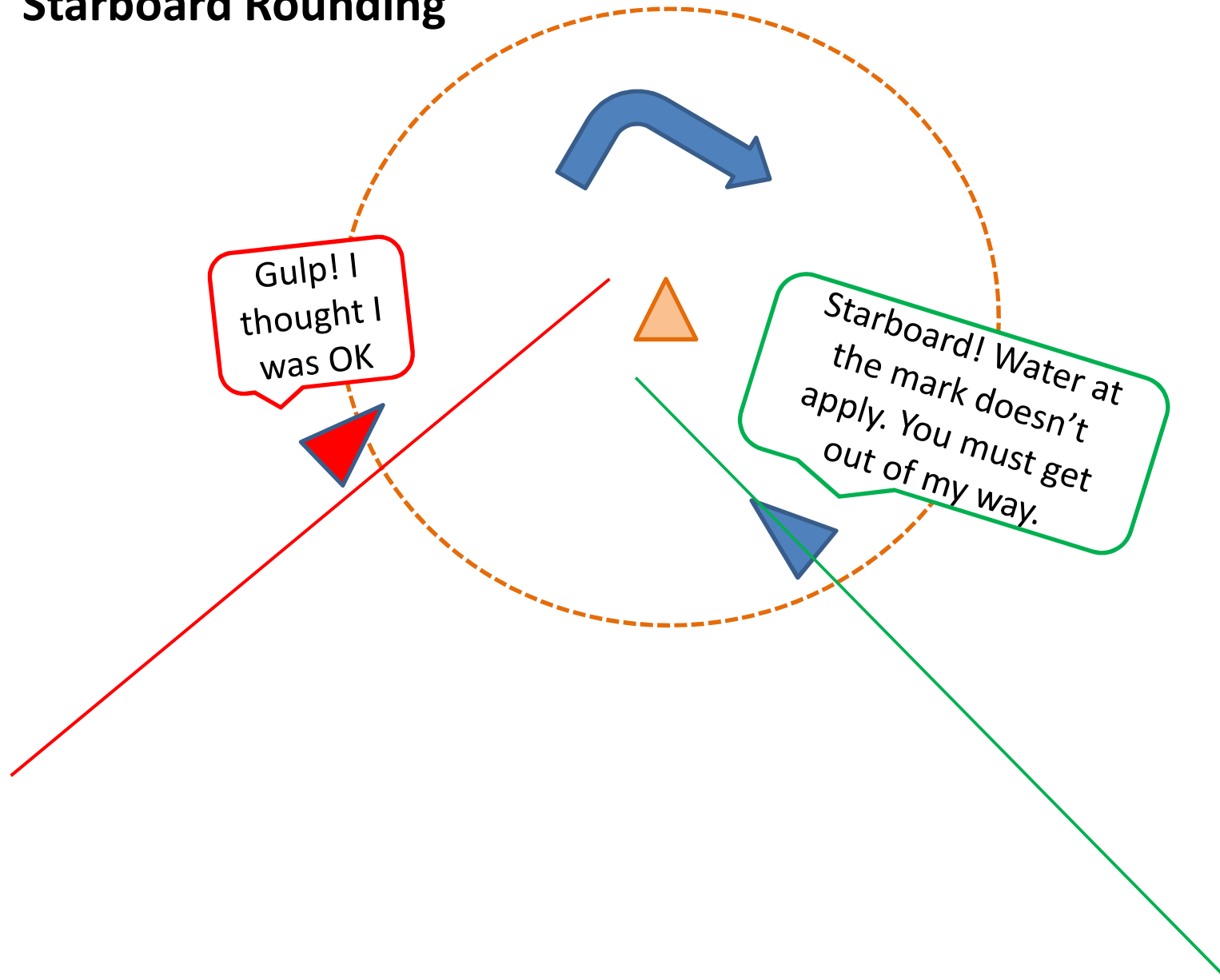
If you tack inside the Mark Zone, you don't have any rights for water. The outside boat doesn't have to sail above close hauled.

Starboard hand mark rounding

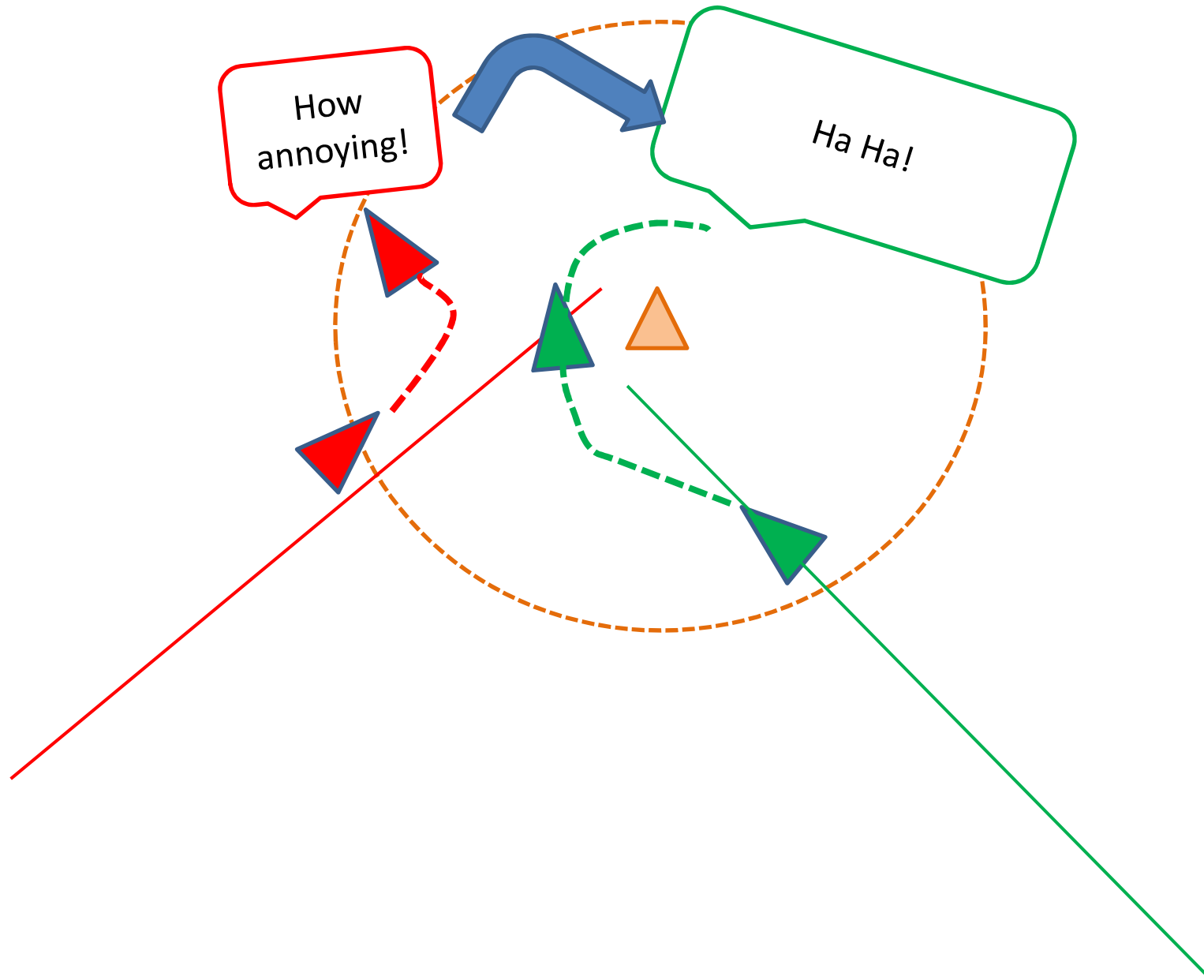


Starboard roundings are allowed! But you need to watch the rules when boats are approaching on opposite tacks

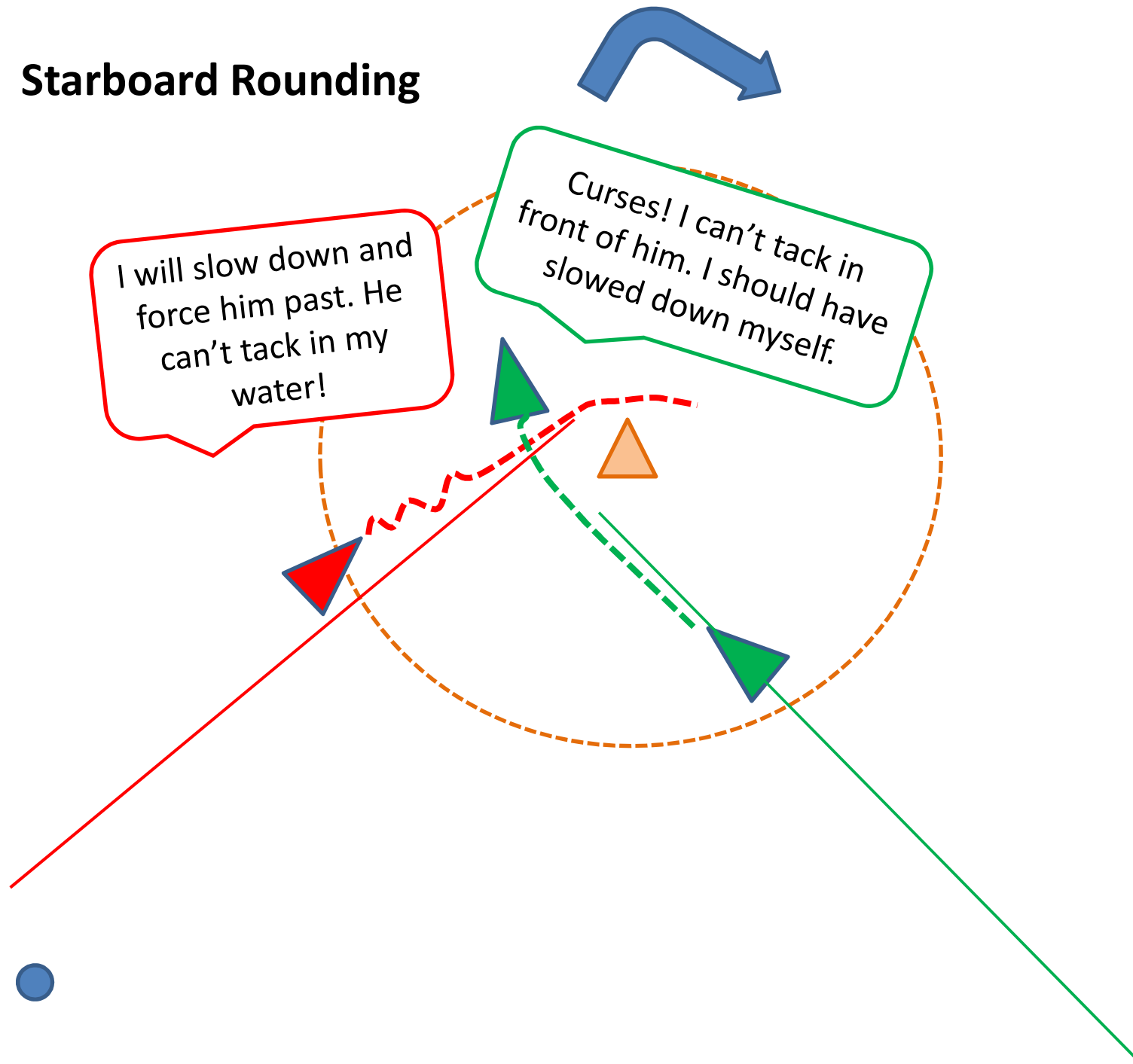
Starboard Rounding



Starboard Rounding



Starboard Rounding



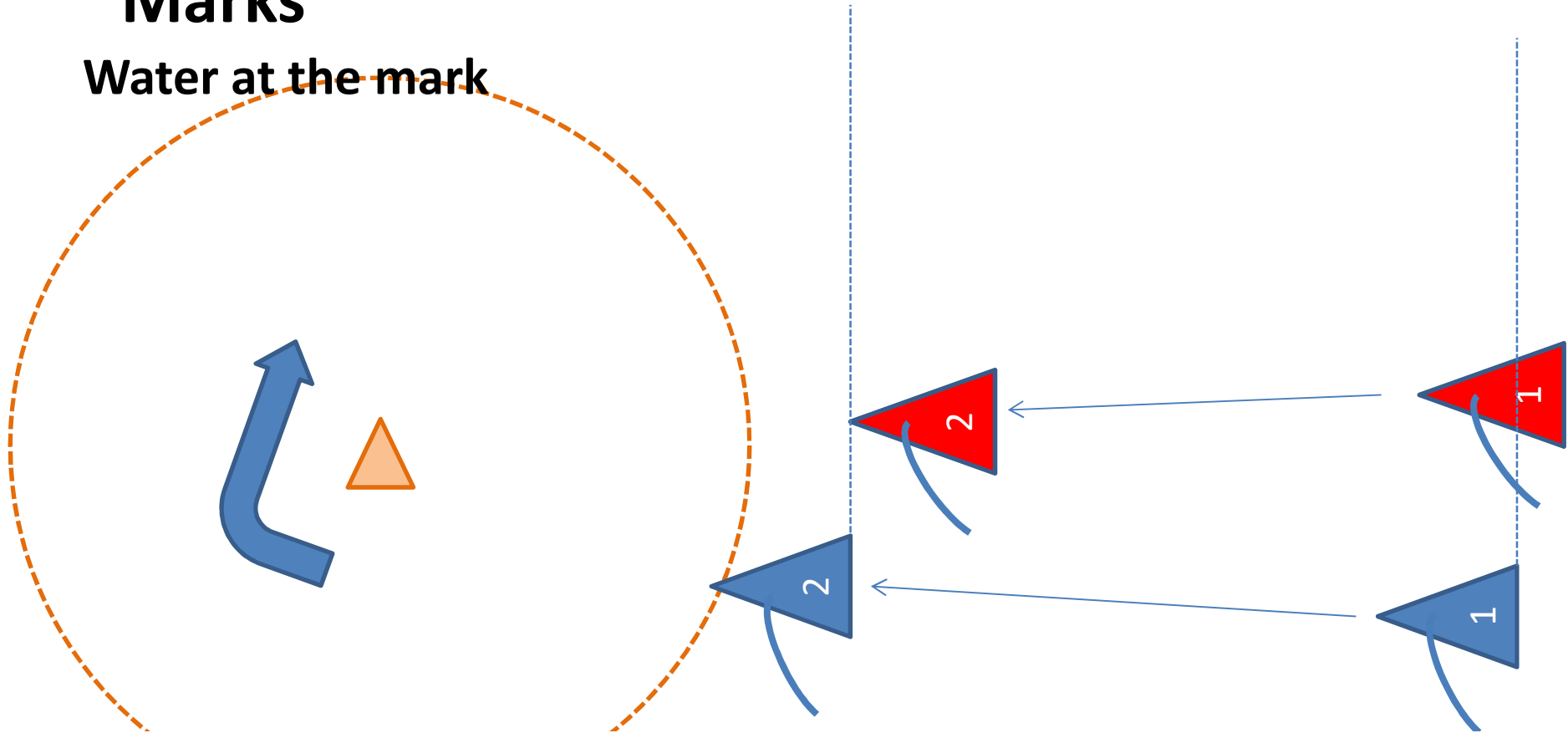
Marks

OVERLAPS AT A MARK – ONUS OF PROOF:

- If there was clearly an overlap before the Mark Zone but the lead boat thinks they are no longer overlapped at the edge of the Mark Zone – they will need to prove it
- If there wasn't a clear overlap before the Mark Zone but the inside boat thinks they have gained one in time – then they will have to prove it
- If multiple boats are overlapped approaching the Mark Zone you can't expect the impossible if you get an inside overlap at the last minute

Marks

Water at the mark



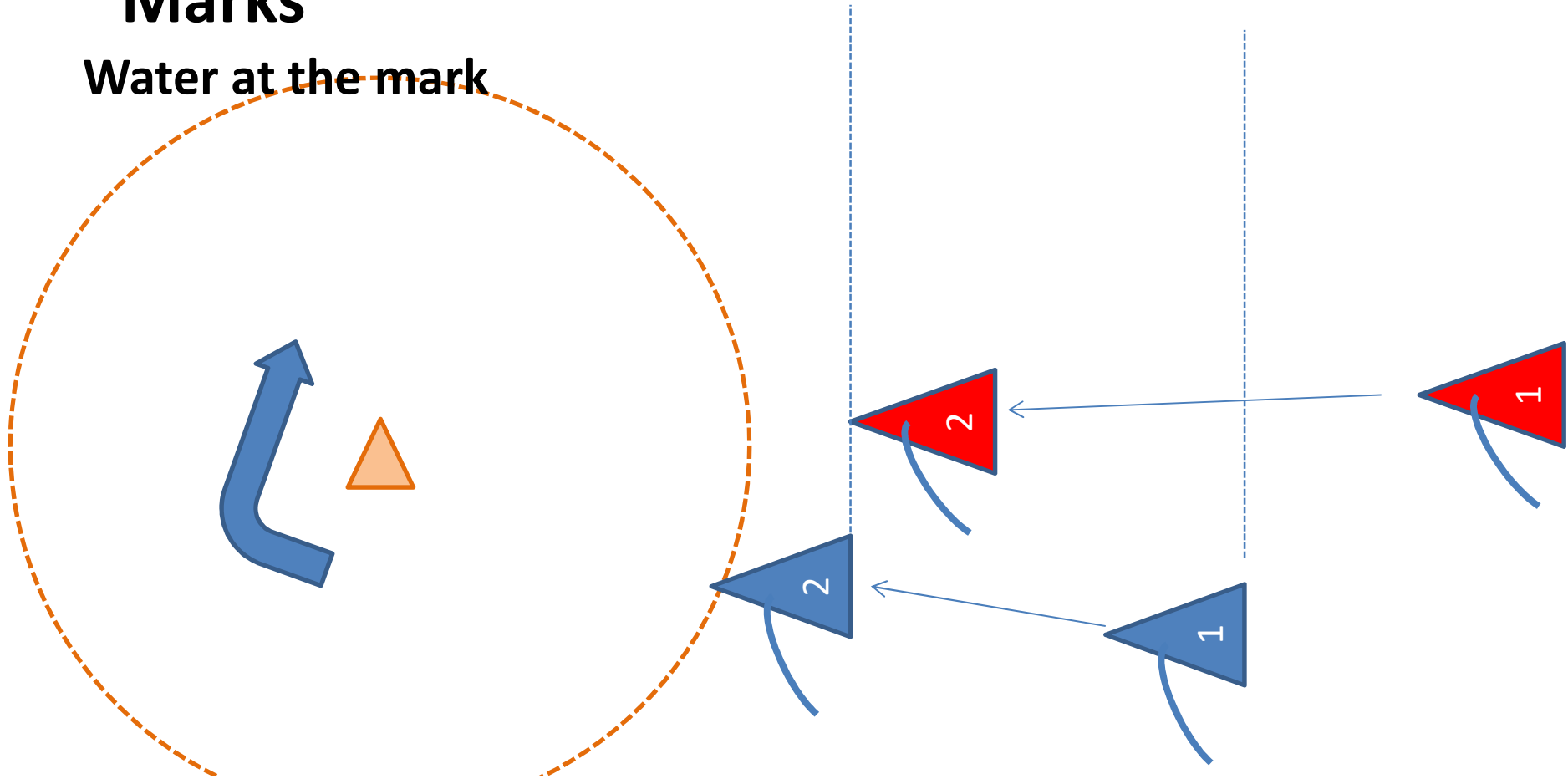
You are Blue and sailing faster than Red

At Position 1 there is clearly an overlap

At Position 2 you think you have broken overlap. If Red doesn't agree, you should give her water. You could protest her if you can proof that the overlap was broken in time – the **onus of proof** is on you (since there clearly was an overlap earlier). If you don't give her room **and impede her** she can protest you and will probably win.

Marks

Water at the mark



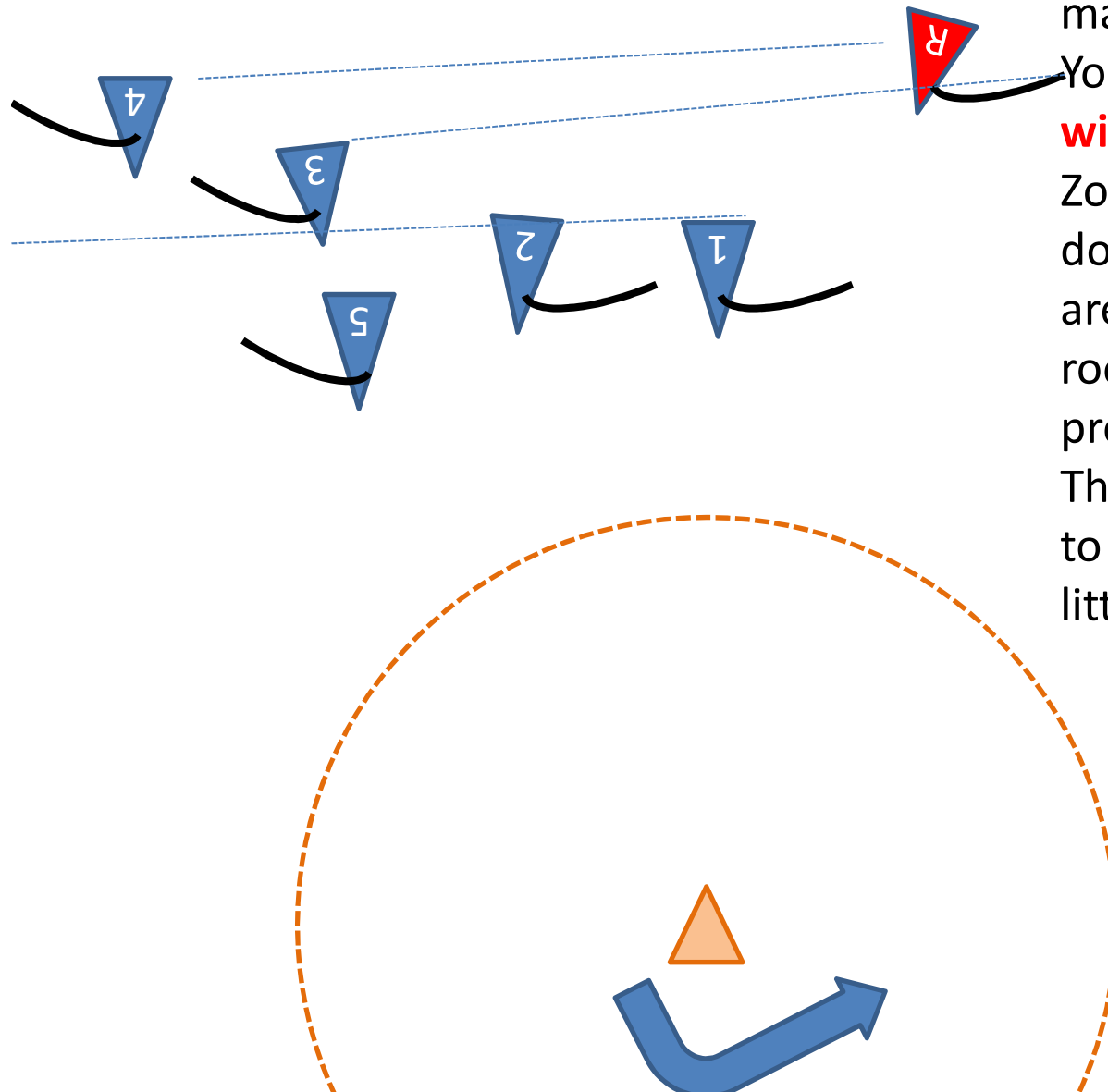
You are Red and approaching fast

At Position 1 there is clearly no overlap

At Position 2 you might have an overlap. You can call for water, but if Blue disputes that you gained the overlap in time, and you insist on water, she should protest you and the **onus of proof** is on you (since there was clearly no overlap earlier). Best to go outside Blue as proof will be difficult!

Marks

Water at the mark

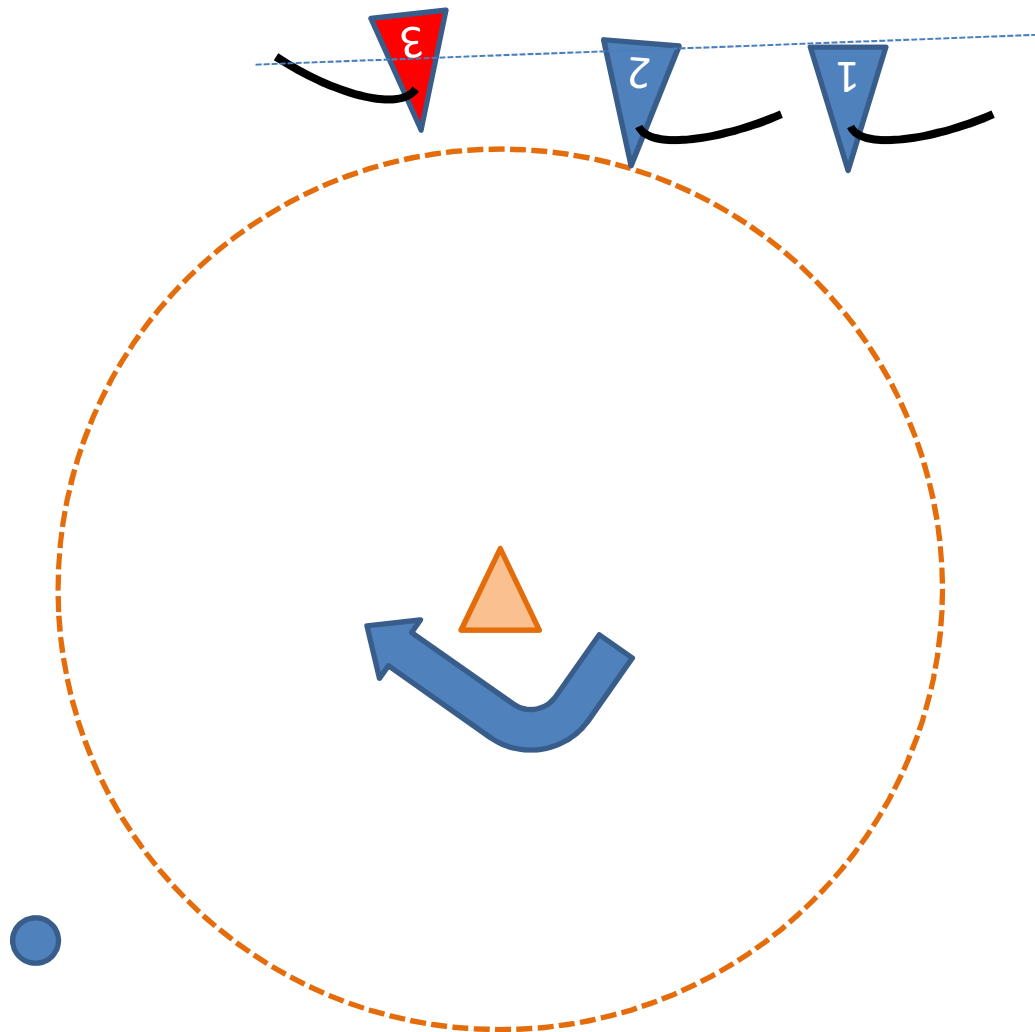


You are Red and approaching fast. It is clear you have an overlap on 3 & 4 already and they have time to make sure you have room.

You are going fast enough that you **will** overlap 1 before the Mark Zone. However, 1 (and the others) don't have to anticipate this and are unlikely to be able to give you room at that time because of proximity of other boats. Therefore you don't have the right to push in. You may need to slow a little and tuck in behind 1.

Marks

Water at the mark



Port v Starboard at a Leeward Mark:

You are Red and approaching mark. It is clear you have an overlap on 1 & 2 already. You may be on Port while they are on Starboard, but this isn't a Windward mark (as none of these boats has to tack to sail their proper course round it), so Rule 18 applies and 1&2 should give you room to gybe and round it

However, you must gybe when you are able to at the mark

Obstructions

Rules 19 : Passing Obstructions

Definition (paraphrased):

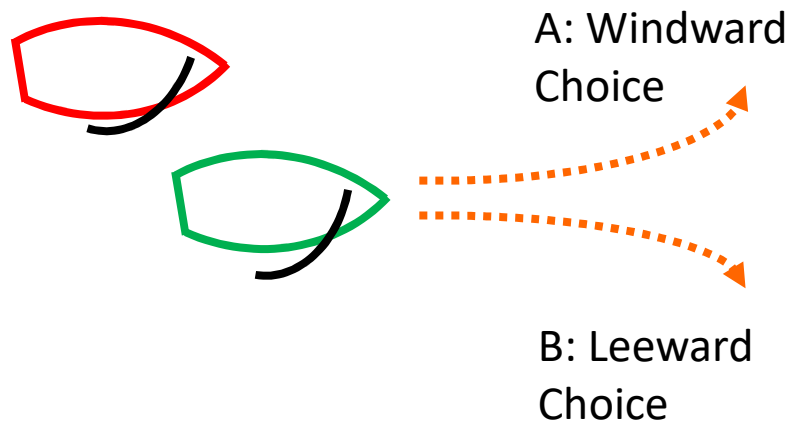
- An object that a boat could not pass without changing course substantially, if she was sailing directly towards it and one boat's length away
- An object that can only be passed on one side or an area to be avoided according to sailing instructions
- Another boat racing **IF** she is the Right of Way boat (or capsized / out of control)

Obstructions

Rules 19 : Passing Obstructions

- Boats are overlapped approaching obstruction
- Red is Keep Clear boat as she is to Windward
- Right of Way boat (Green) has the choice
 - Option A: Passing to Windward – which will require Red to give her room. Green should hail for room
 - Option B: Passing to Leeward – in which case she must give room to Red as well should Red choose to go that way

“Room please!”

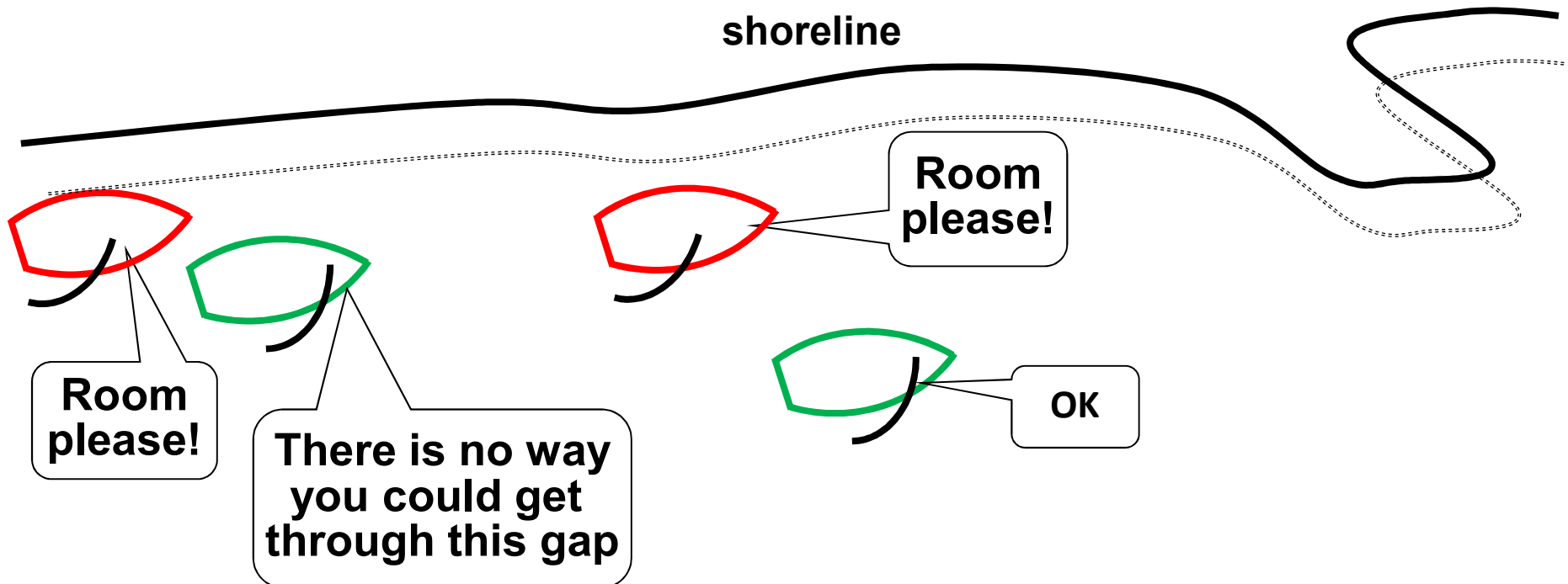


Obstruction =
Rock, Anchored Vessel,
Capsized Boat,
Approaching Starboard
Tack Boat

Obstructions

Rules 19 : Continuing Obstructions

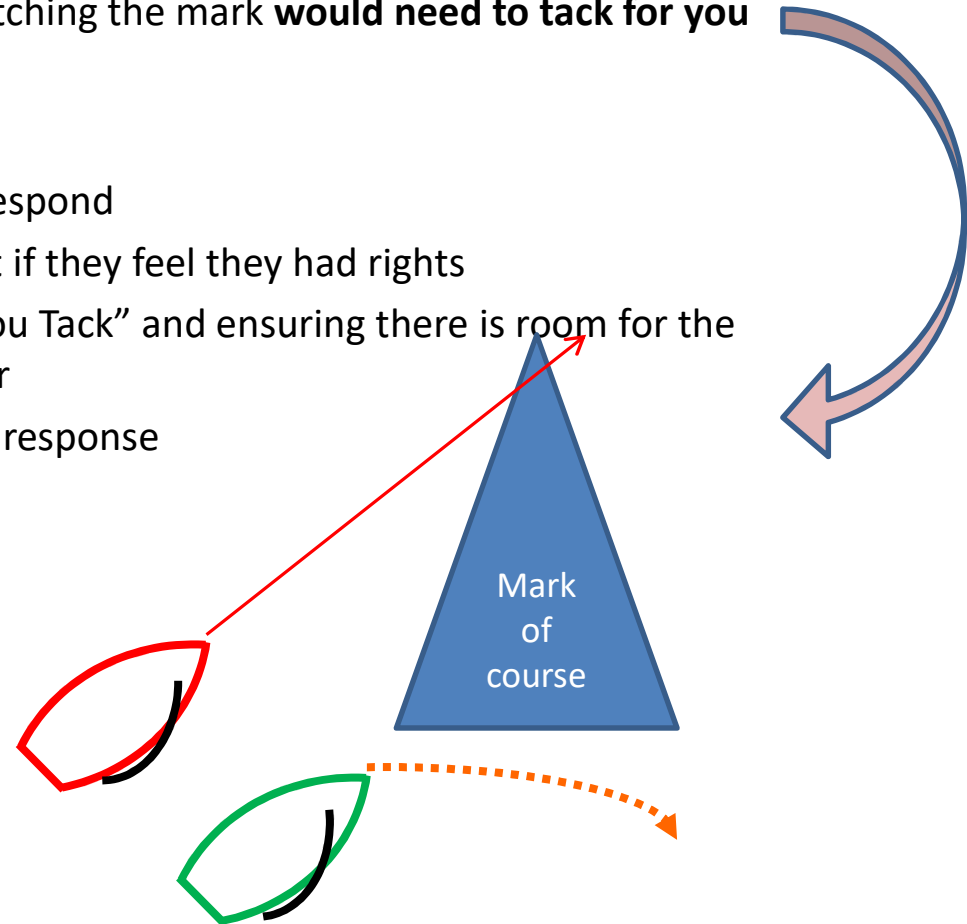
- When boat astern establishes inside *overlap*
 - she is only entitled to *room* if there is *room* to pass at the moment the *overlap* is established
 - if not, she must *keep clear*



Obstructions

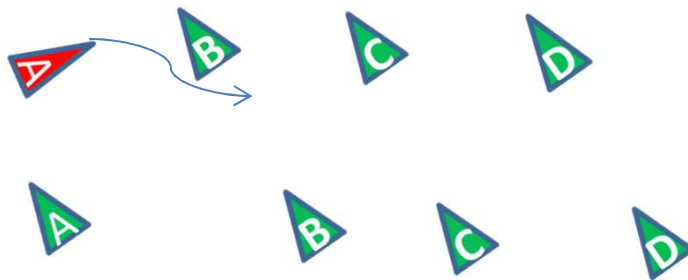
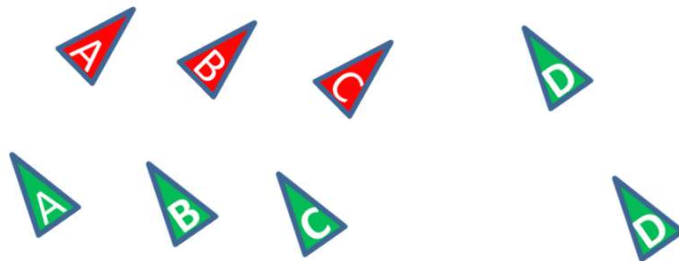
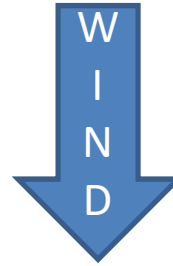
Rules 20 : Tacking for Obstructions

- You can't hail for room to tack if:
 - You could avoid the obstruction by making an insubstantial change of course
 - You are not close hauled, or
 - The obstruction is a mark and a boat fetching the mark **would need to tack for you (not just “shoot the mark”)**
- Responding
 - You must give the hailed boat time to respond
 - Hailed boat should respond and protest if they feel they had rights
 - Hailed boat can respond by replying “You Tack” and ensuring there is room for the boat to complete her tack and avoid her
 - Hailing boat should tack promptly after response





Calling for Water – 1 (Starboard)



Obstructions

Scenario 1

- A,B,C & D approach bank on Stbd tack
- A calls for “Water”
- B sees she will have to tack and calls water on C
- A,B & C tack
- D is approaching a bit further away and calls “Starboard”
- C has to give way by either tacking (after calling for water for stbd boat on B and A), or ducking under D. If the latter, then A&B can duck D as well and ask for room if nec. from C
- If A,B & C all tack, within 30 secs they will all be calling for water from D!

Scenario 2

- A,B,C & D approach bank on Stbd tack
- A calls for “Water”
- B believes A can complete her tack and then bear away to duck under her stern safely and asks A to do this. B must be sure that this is possible given ability of boat A. If there is any doubt, B has to prove it!

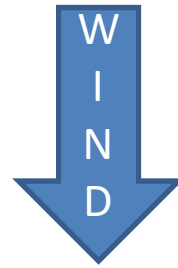
Obstructions

Scenario 1

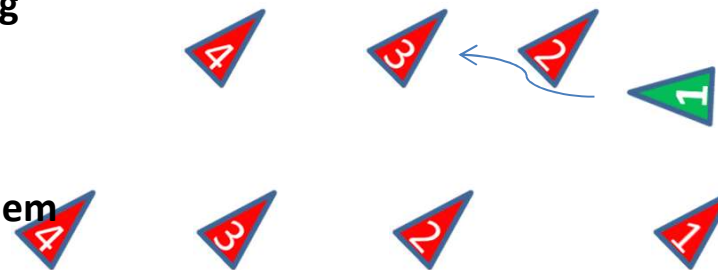
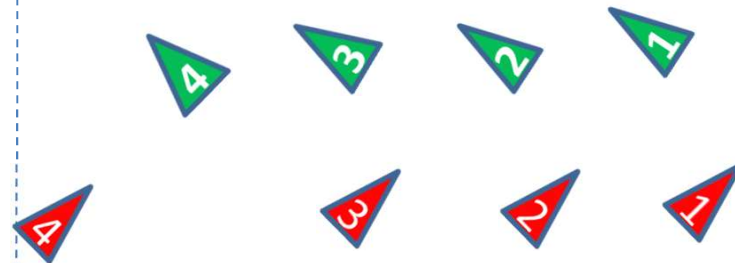
- 1,2,3 &4 approach bank on Port tack
- 1 calls for "Water"
- 2 sees she will have to tack and calls water on 3
- 1,2 &3 tack
- 4 is approaching a bit further away and is on Port. She has to tack or duck all the others.

Scenario 2

- 1,2,3 &4 approach bank on Port tack
- 1 calls for "Water"
- 2 believes 1 can complete her tack without hitting her (this is critical and at 2's risk)
- 2 can call "tack and go behind me" (Though if 1 thinks she won't make it she should shout again)
- 1 will have Stbd tack rights but won't have got them in time for 2 to react
- So 1 will have to bear away to duck 2
- If there is any doubt, 2 has to prove it!
- Note 3 might have to see this coming and be ready to keep out of 1's way!



Calling for Water – 2 (Port)



Demonstration of using the Rules

Ben Ainslie v Robert Scheidt

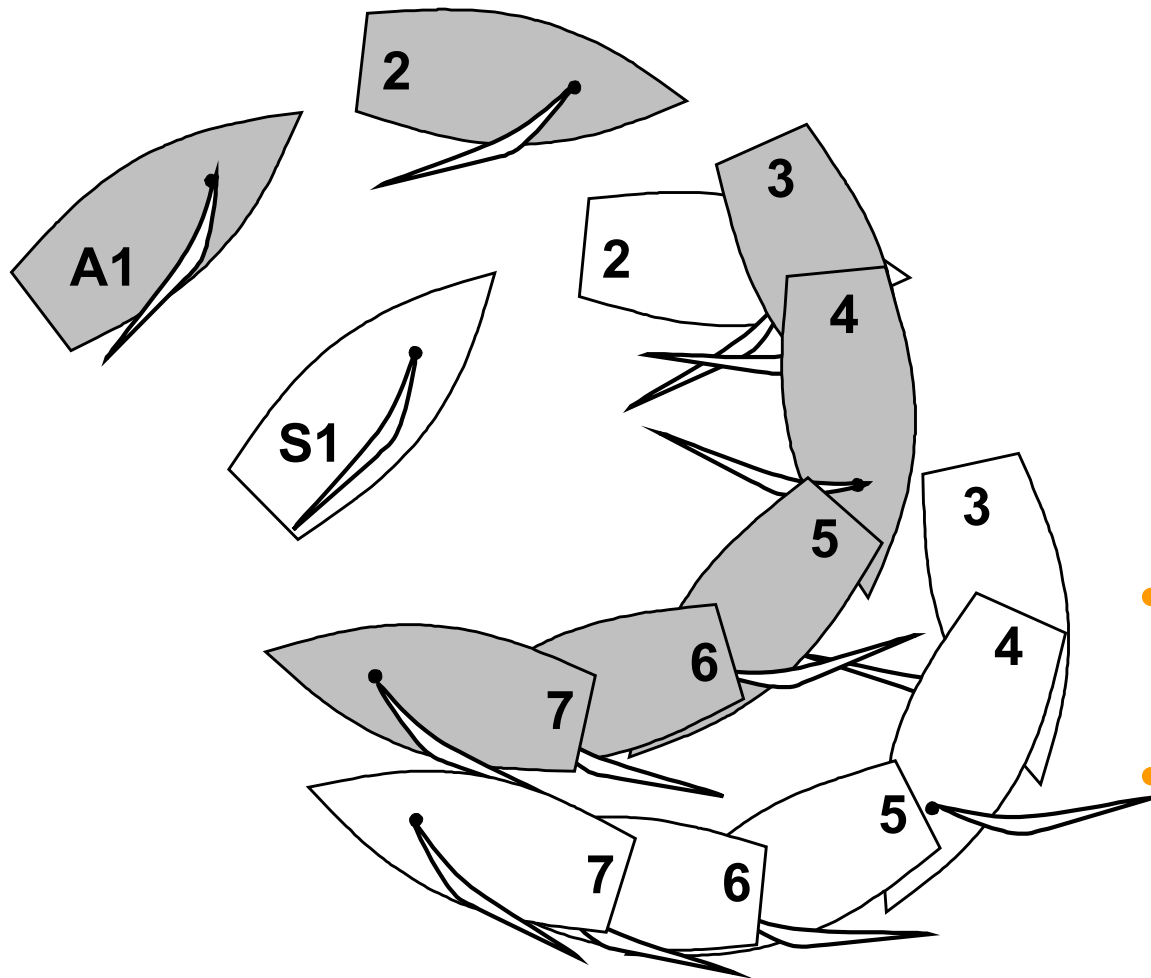
Laser Final Race

2000 Olympics - Sydney



Protest Committee Incident

Ben Ainslie vs Robert Scheidt



- Which of these rules apply?
 - 10: Opposite Tacks
 - 11: Overlapped
 - 14: Avoiding Contact
 - 15: Acquiring RoW
 - 16: Changing Course (!)
- What will Ainslie's defence be?
- What will Scheidt's defence be?

Rule Examples in Quiz Form

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