

8 What the beginner needs to know about the racing rules

Rules applicable when boats meet

updated for 2017-2020 RRS

2A: basic right of way

10. port keep clear of starboard
11. windward keep clear of leeward
12. same tack > overtaking boat keep clear
13. tacking boat keep clear

2B & 2C: limitations (mostly on r-o-w)

14. avoid contact
 15. acquiring right of way
 16. course change by r-o-w
 17. same tack > proper course
- 2C preamble (18-20 basically do not apply at start)
18. mark-room (more below)
 19. room at obstruction
 20. room to tack

2D: 22, 23 override 2A, 2B

21. exoneration
22. *keep clear* if OCS, doing turns, or backing sail
23. *keep clear* of capsized, etc; rescuing
24. not racing keep clear of racing

fouls & atonement

31. touching a mark > one-turn penalty
- 44.2 other foul > two-turns penalty

18 Mark-Room (largely protections for give-way boat)

18.1 does this rule apply?

- * as soon as first of an *overlapped* group enters *zone* around any *mark* of the course? **yes**
- * between port/starboard beating? **no**
- * at start mark? **almost never**

18.2 giving *mark-room*: freeze-frame as first hull enters *zone*: outside *overlapped* to give *mark-room* to inside boat > *mark-room* rights/obligations remain regardless of subsequent changed overlap status unless *mark-room* boat leaves *zone* or tacks

18.3 completing tack to starboard in *zone* near a boat already laying *mark* to be left to port: the tacking boat must

- * **not** make the other boat sail above close-hauled to *keep clear*, and
- * must give *mark-room* if other boat becomes *overlapped* inside > the real killer here is that the tacker loses the protection of rules 16 and 15 *Acquiring Right of Way* (see **exoneration** below)

18.4 at a gybe *mark*: inside *overlapped* boat must sail *proper course* until she gybes

exoneration: boat entitled to *mark-room* is exonerated if she breaks a rules 10, 11, 12, 13, 15 or 16 while taking *room* to which she is entitled (rule 21)

Oct. 2012 HOT Regatta
action on Lake Townsend