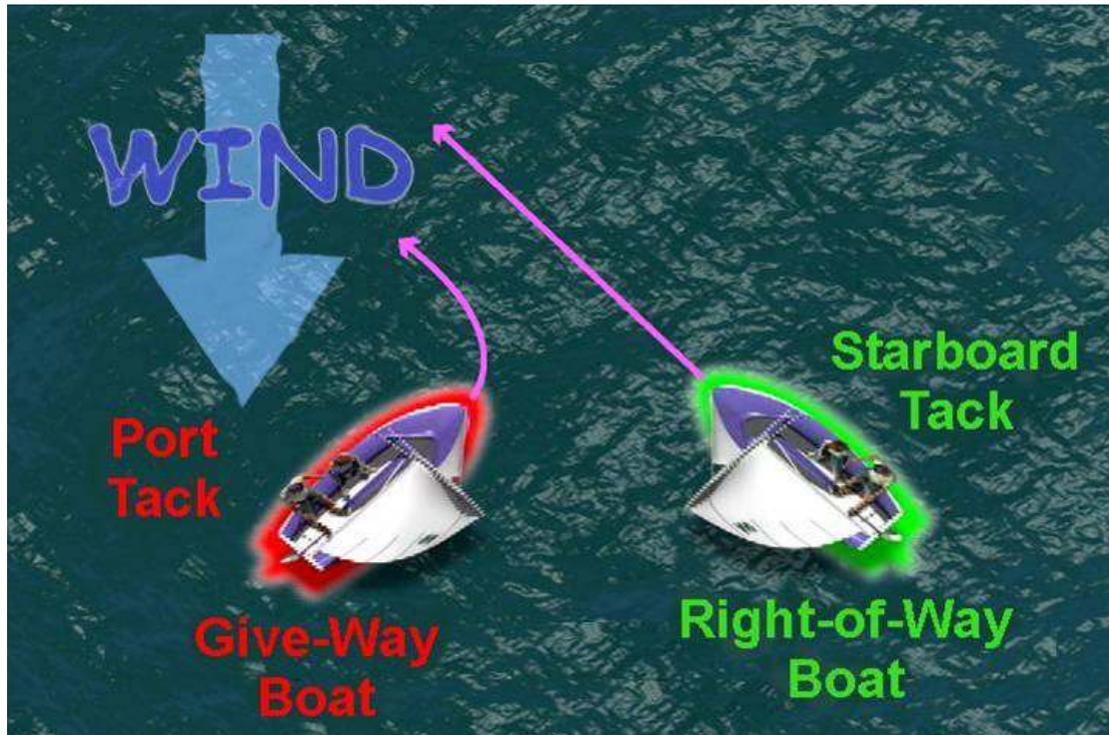
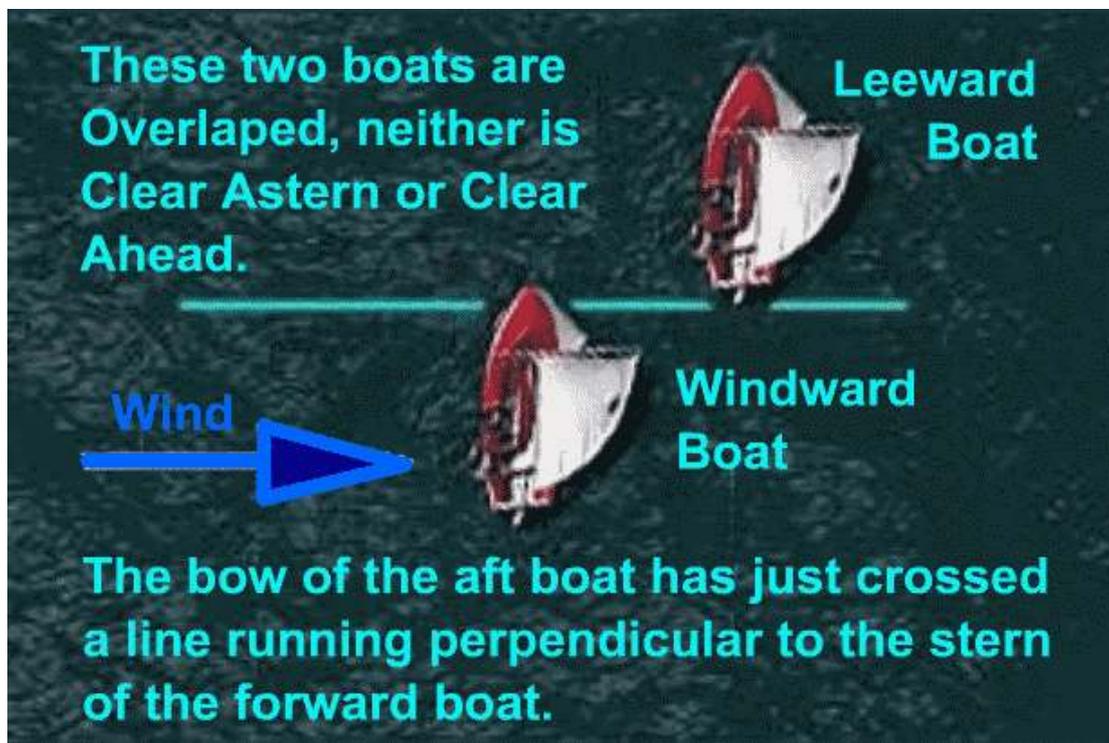


BASIC RYA/INTERNATIONAL RACING RULES



1. Starboard Tack

When boats approach each other on **opposite tacks**, the boat on **port tack** shall **keep clear** of the boat on **starboard tack** (Racing Rule 10). The **port-tack** boat keeps clear, if the **starboard-tack** boat does not have to change course to avoid a collision



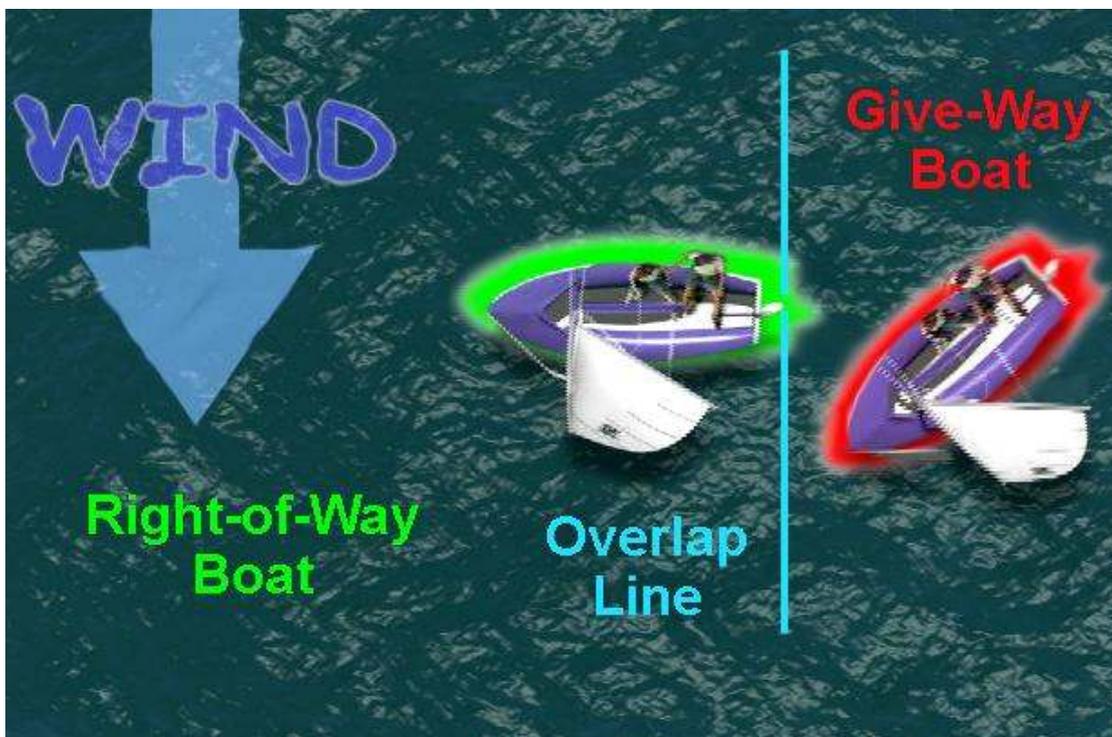
2. Windward boat

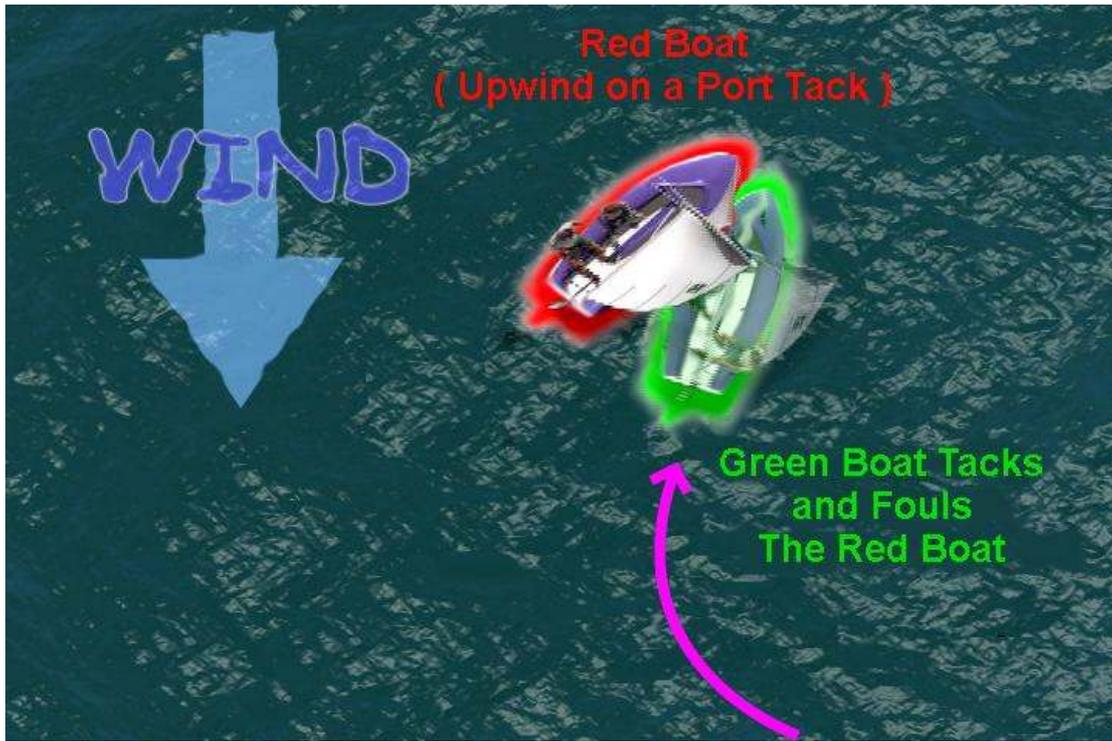
When boats are on the **same tack** and **overlap** each other, the **windward** boat shall **keep clear** of the **leeward** boat (Racing Rule 11).



3. Overtaking Boat

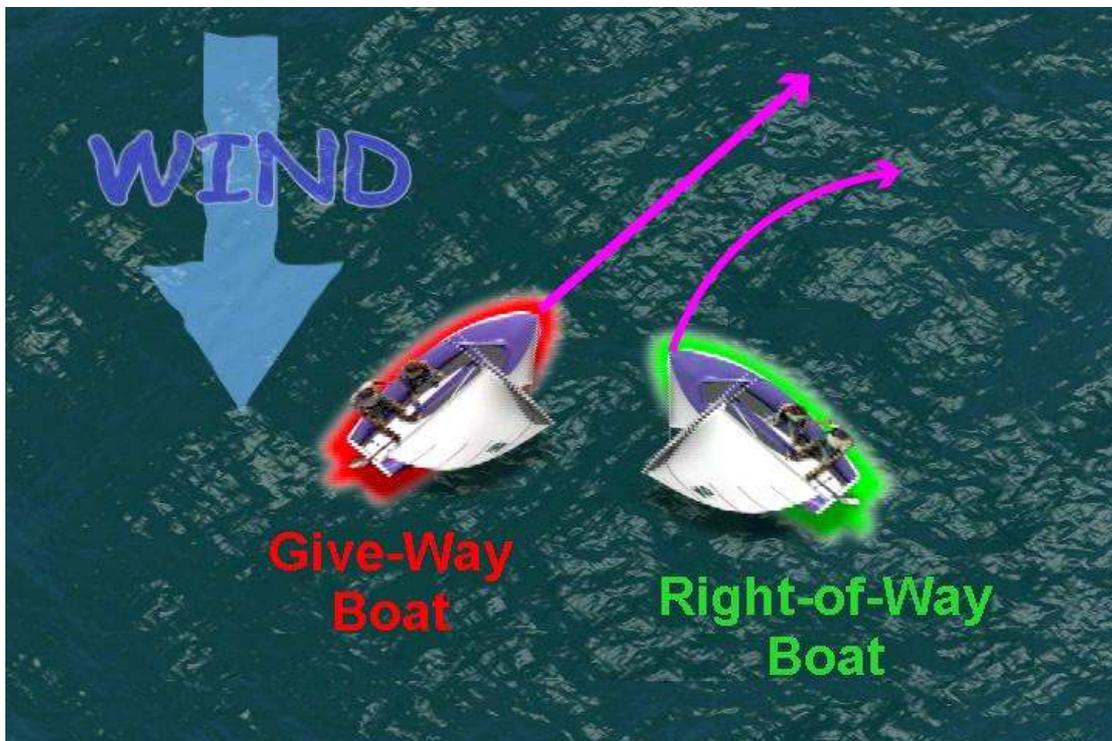
When boats are on the **same tack** and don't **overlap** each other, a boat that is overtaking from behind shall **keep clear** of the boat that is **clear ahead** ([Racing Rule 12](#)). It must change course to avoid running into the back of the other boat. If the boat from behind continues to overtake the other boat and they become **overlapped** then the windward-leeward rule switches on where the **windward** boat must keep clear of the **leeward** boat.





4. Tacking

When you're tacking, you must keep clear of all other boats from the time your boat passes head to wind until it is on a close-hauled course (Racing Rule 13). Look around before you tack to make sure you don't tack in the way of another boat.



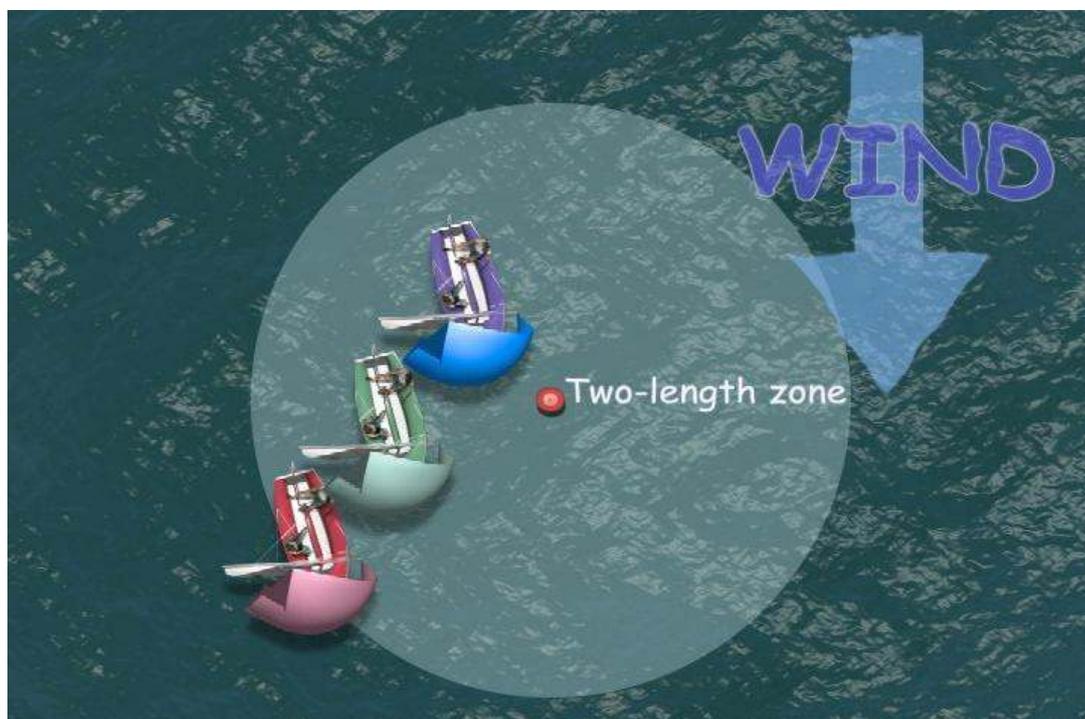
5. Avoid Contact

You must avoid contact with other boats if possible. Even if your boat has right of way you must avoid contact, but you don't need to act until it becomes obvious that the other boat is not going to keep clear (Racing Rule 14).



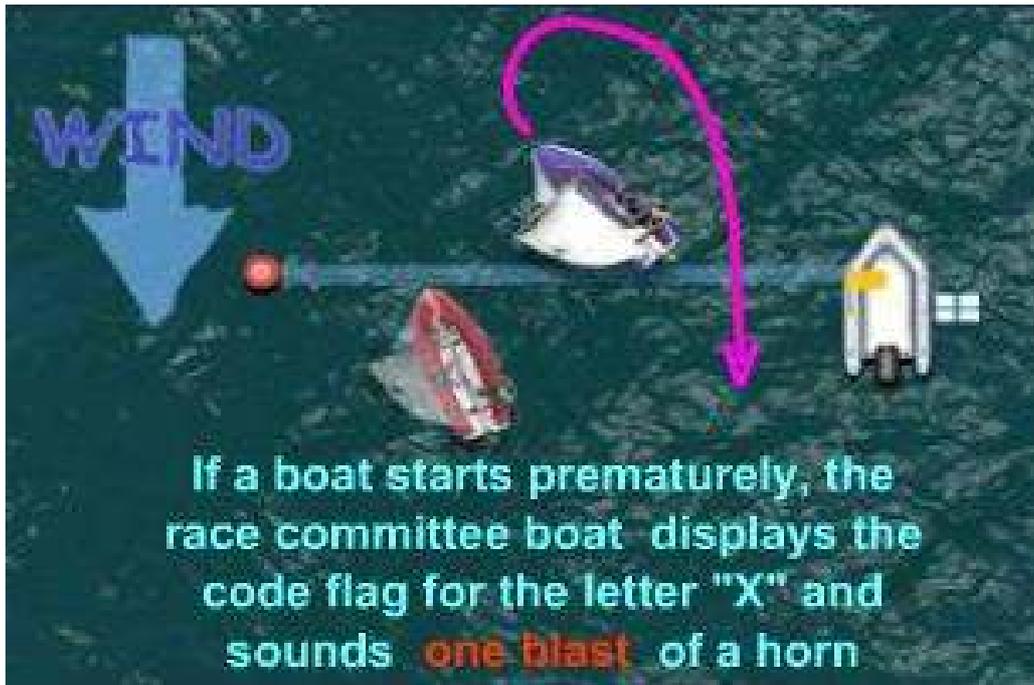
6. Turning

Whenever you are the right-of-way boat and want to turn, you must give the other boat a chance to **keep clear** ([Racing Rule 16](#)). You cannot make an abrupt turn that allows no opportunity for the other boat to stay out of your way.



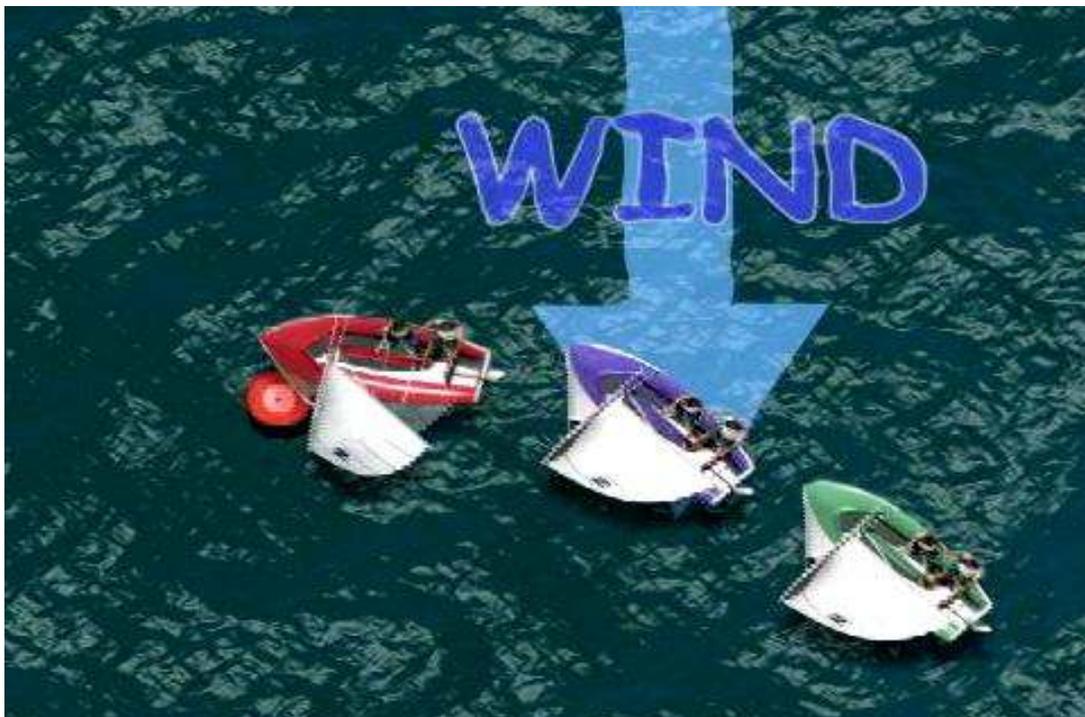
7. Water Space

When a boat reaches the **two-length zone** from a **mark** or **obstruction**, it has to give boats **overlapped** inside it **room** to round or pass the **obstruction** ([Racing Rule 18](#)). The outer edge of this zone is two boat lengths from the **mark**. This Rule is, however not applicable at starting **marks**, and between boats on **opposite tacks** at the **windward** mark.



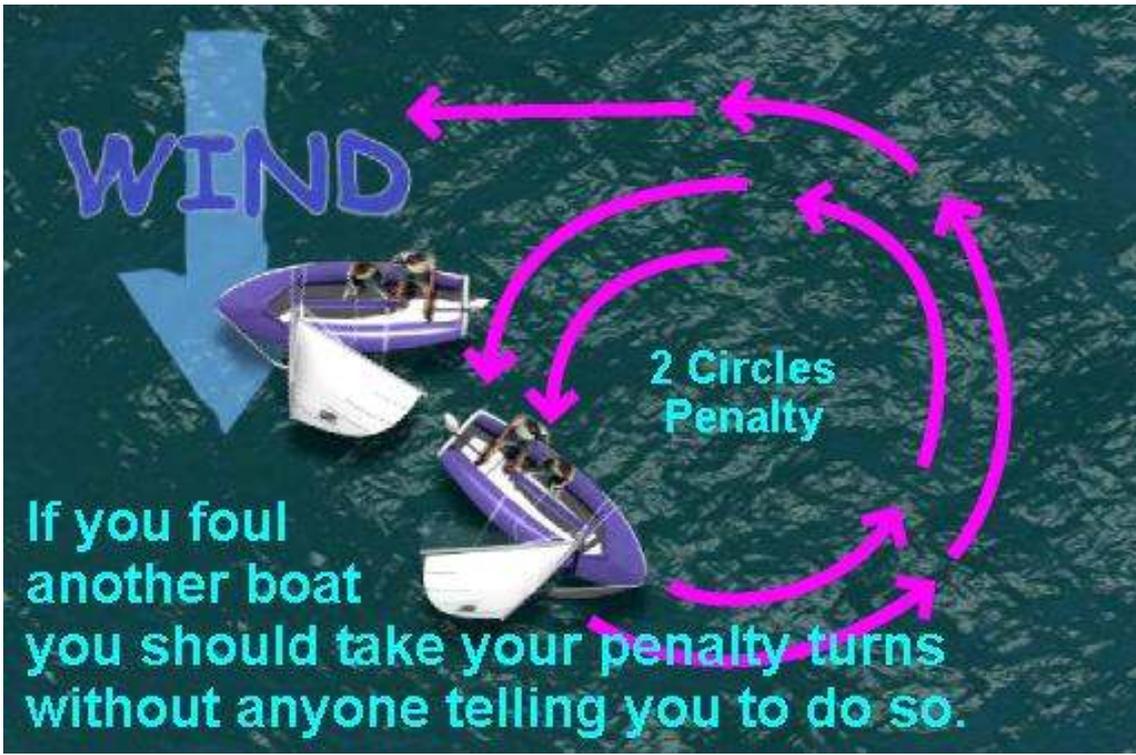
8. Over the line

If you cross the starting line too soon before the start, you have to go back behind the line and start again. While going back, you have to keep clear of all boats that have started ([Racing Rule 20](#)). If a boat starts prematurely, the race committee boat displays the code flag for the letter "X" and sounds one blast of a horn soon after the start horn.



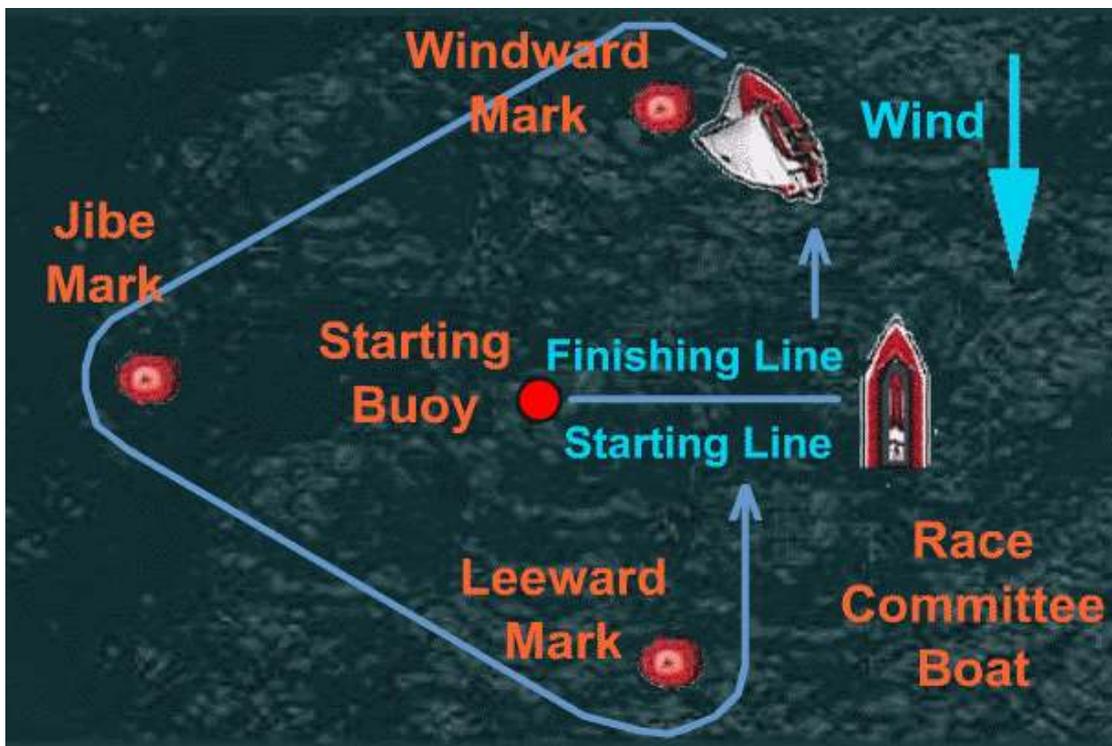
9. Hitting the racing Mark or Buoy

If you hit a mark while racing, you must take a penalty as soon as possible by making one turn, including one tack and one jibe (or one jibe and one tack) A 360 degree turn ([Racing Rule 31](#)). While doing your One-Turn Penalty, you must stay clear of all other boats.



10. Fouling or hitting another boat who is racing

If you foul another boat while racing, you must take a penalty as soon as possible by making two turns in the same direction, including two tacks and two jibes. A 720 degree turn (Racing Rule 44). While doing your Two-Turns Penalty, you must stay clear of all other boats.



Standard racing Course

SAILING RULES: DEFINITIONS

Keep Clear – One boat *keeps clear* of another if the other can sail her course with no need to take avoiding action and, when the boats are *overlapped* on the same *tack*, if the *leeward* boat can change course in both directions without immediately making contact with the *windward* boat.

Clear Astern and Clear Ahead; Overlap – One boat is *clear astern* of another when her hull and equipment in normal position are behind a line abeam from the aftermost point of the other boat's hull and equipment in normal position. The other boat is *clear ahead*. They *overlap* when neither is *clear astern* or when a boat between them *overlaps* both. These terms do not apply to boats on opposite *tacks* unless rule 18 applies. They *overlap* when neither is *clear astern* or when a boat between them *overlaps* both.

Finish – A boat *finishes* when any part of her hull, or crew or equipment in normal position, crosses the finishing line in the direction of the course from the last *mark*, either for the first time or after taking a penalty under rule 31.2 or 44.2 or, under rule 28.1, after correcting an error made at the finishing line.

Leeward and Windward – A boat's *leeward* side is the side that is or, when she is head to wind, was away from the wind. However, when sailing by the lee or directly downwind, her *leeward* side is the side on which her mainsail lies. The other side is her *windward* side. When two boats on the same *tack* *overlap*, the one on the *leeward* side of the other is the *leeward* boat. The other is the *windward* boat.

Mark – An object the sailing instructions require a boat to leave on a specified side, and a race committee vessel surrounded by navigable water from which the starting or finishing line extends. An anchor line and objects attached temporarily or accidentally to a *mark* are not part of it.

Obstruction – An object that a boat could not pass without changing course substantially, if she were sailing directly towards it and one of her hull lengths from it. An object that can be safely passed on only one side and an area so designated by the sailing instructions are also *obstructions*. However, a boat *racing* is not an *obstruction* to other boats unless they are required to *keep clear* of her, give her *room* or, if rule 21 applies, avoid her.

Overlapped – See *Clear Astern and Clear Ahead; Overlap*

Racing – A boat is *racing* from her preparatory signal until she *finishes* and clears the finishing line and *marks* or retires, or until the race committee signals a general recall, *postponement* or *abandonment*.

Room – The space a boat needs in the existing conditions while maneuvering promptly in a seamanlike way.

Tack, Starboard or Port – A boat is on the *tack*, *starboard* or *port*, corresponding to her *windward* side.