



THE BASIC SAILBOAT RACING RULES ALL RACERS SHOULD KNOW

In MAST sailboat racing there are no out-of-bounds lines on the floor or referees to call fouls. The rules are self enforced and administered within the fleet. A basic understanding of just a few important rules will help ensure that everyone has fun and gets home safe.

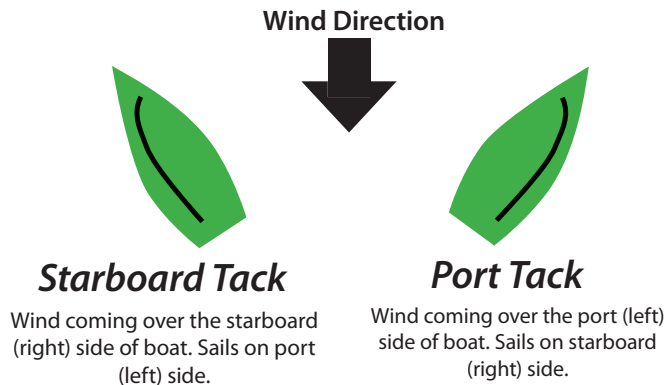
The specifics of the sailboat racing rules are mind-numbingly detailed and written to cover all potential incidents. **DON'T WORRY** - You do not need to know everything about the rules to go out and have fun and be safe. By reading and understanding the following rules and terms, you should be able to get around the course without fouling another boat or causing an accident.

These rules should only be thought of as a beginning!

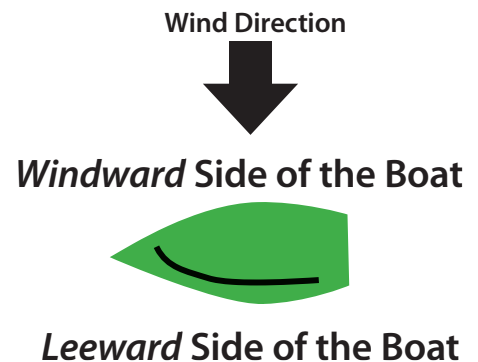
To get an official copy of the complete rules, join US Sailing at www.ussailing.org Members receive an official copy of the current rules as a membership benefit. For a plain language discussion of the rules, look into purchasing Dave Perry's book entitled "*Understanding the Racing Rules of Sailing*" at the same site.

BASIC TERMS

Starboard Tack vs Port Tack



Windward vs Leeward



Right-of-Way

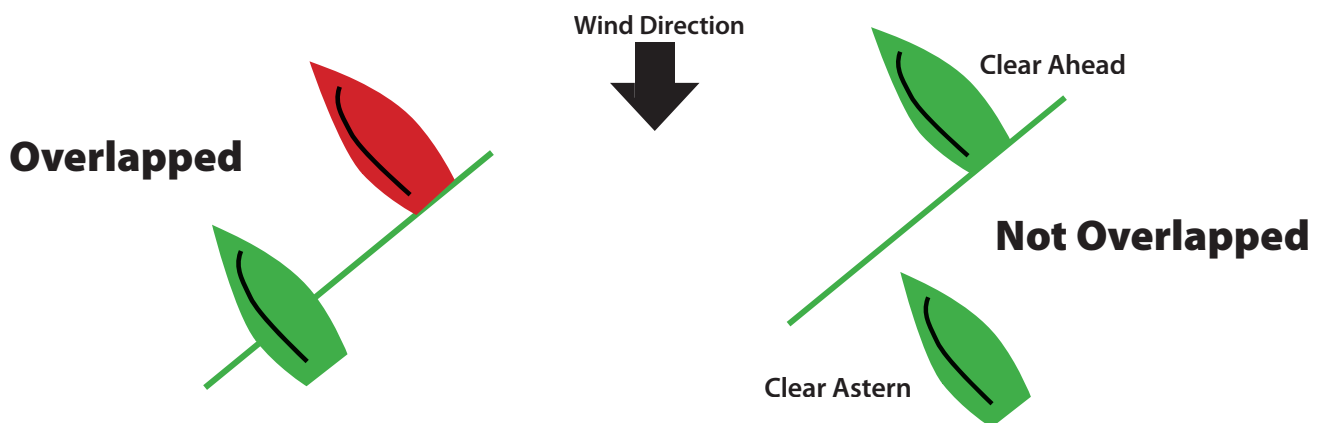
When one boat has the *Right-of-Way*, the other boats is required to *Keep Clear*.



Avoiding Collisions - All boats are required by rule to avoid a collision if possible!
Right-of-Way is no excuse to cause a collision.

Overlapped Boats

A boat *Overlapped* to *Leeward* has *Right-of-Way*. Overlaps are established from the transom.



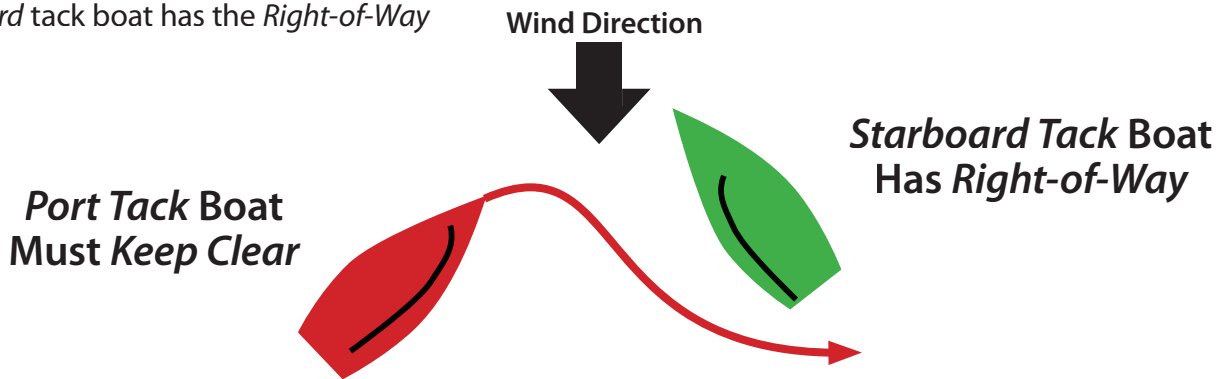
Other Terms Used In This Discussion

- Close Hauled** - A boat sailing as close to the wind direction as possible
- Head-to-Wind** - A boat pointed straight into the wind. Sails will be luffing.
- Inside** - A boat positioned between the mark and another boat
- Outside** - A boat positioned with another boat between them and the mark
- Proper Course** - The course a boat would sail to get to the next mark as quickly as possible
- Room** - The space a boat needs to maneuver properly given conditions

BASIC RIGHT-OF-WAY SITUATIONS

Two Boats Converging on Opposite Tacks

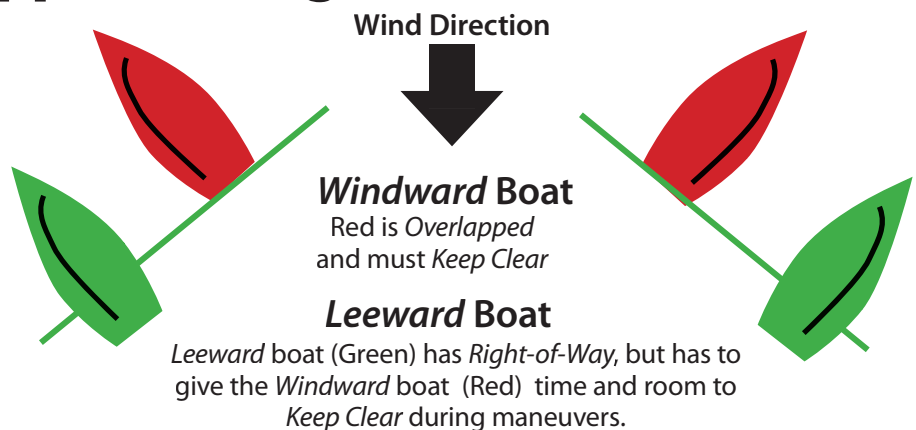
A Starboard tack boat has the *Right-of-Way*



Two Boats Overlapped Sailing On the Same Tack

Leeward boat has the *Right-of-Way*

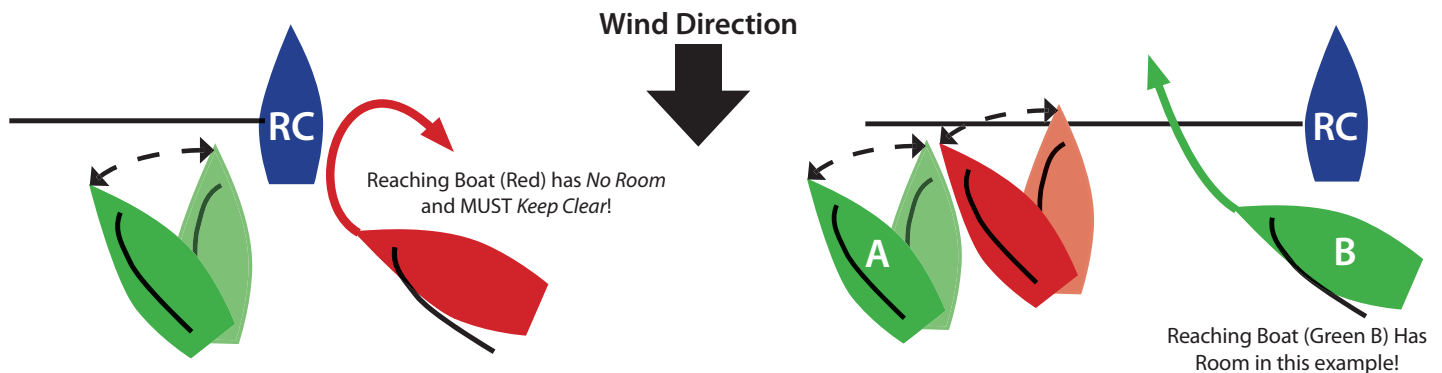
NOTE: This Rule applies for two boats near each other on the same tack. However, remember that any approaching *Starboard Tack* boat will have *Right-of-Way* over all *Port Tack* boats



No Barging at Start

A *Leeward* boat has *Right-of-Way* at the start and is allowed to sail above her *Proper Course* to shut-out any boat heading into the start before the start signal. After the start signal, the *Leeward* boat must assume her proper course.

Basically, any boat to leeward that you can potentially hit should be considered a brick wall.



REACHING BOAT (RED) IS BARGING!

Before the start signal, Green has the right to go "head-to-wind" and force a *Windward Overlapped* boat (RED) over the start line or into a position that it must avoid the Committee Boat or Start Mark by turning away.

LEEWARD BOAT (GREEN A) HAS RIGHT-OF-WAY RED MUST KEEP CLEAR OF GREEN A!

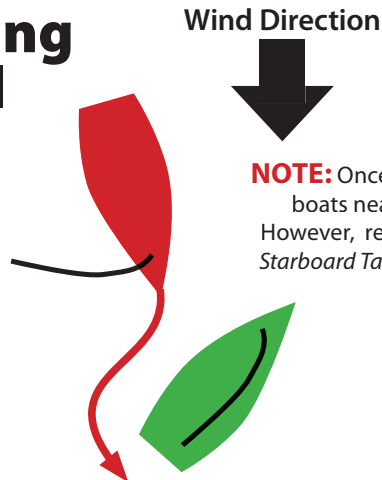
Green A has the right to go "head-to-wind" to force Red over the start line before the start signal. Green A is not close enough to committee boat to shut-out Green B.

BASIC RIGHT-OF-WAY SITUATIONS

Same Tack Boats Converging on Different Points-of-Sail

Leeward Boat has Right-of Way

In this example, both boats are on *Port Tack*. As they converge, the *windward* boat (Red), which is sailing downwind, has to *Keep Clear* of the *leeward* boat (Green).

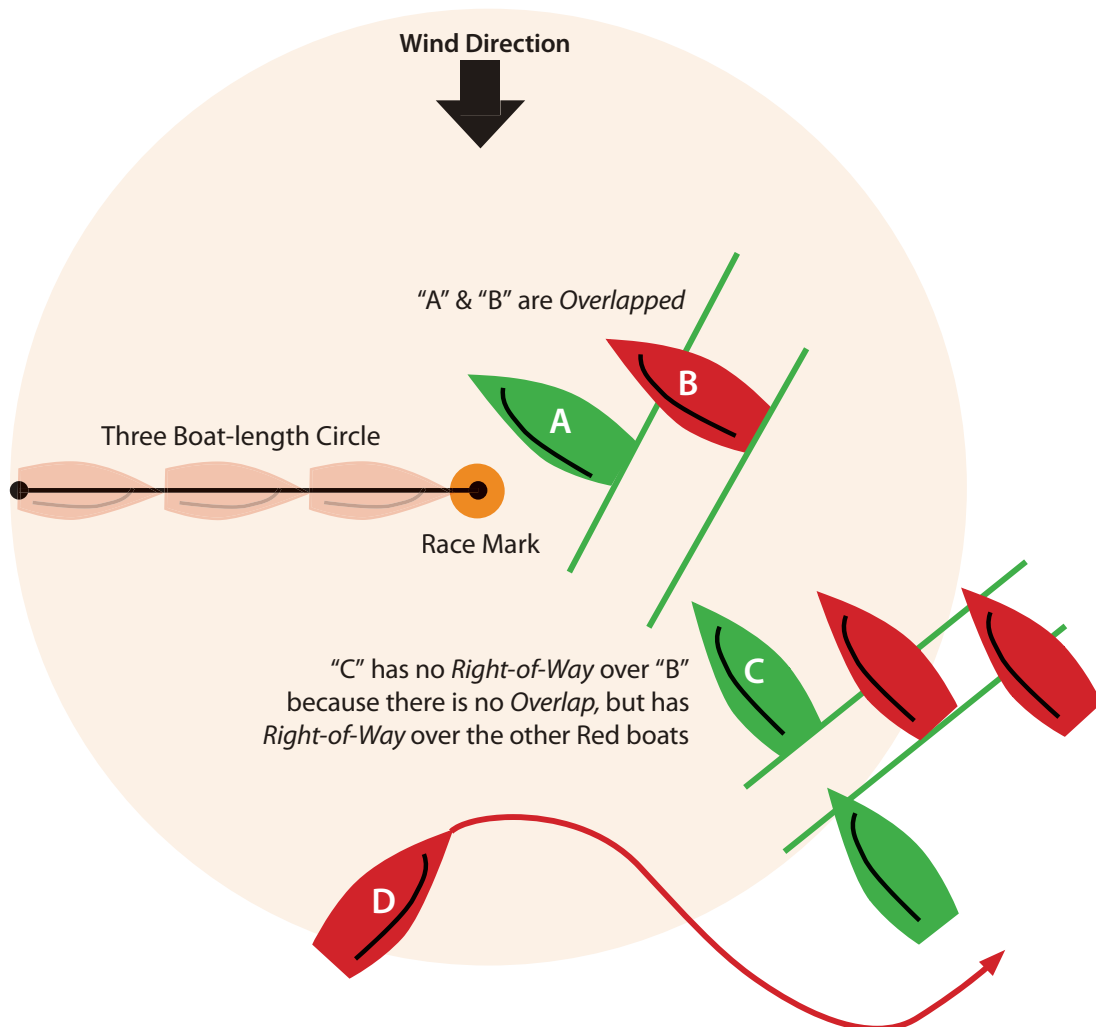


NOTE: Once again this rule applies for two boats near each other on the same tack. However, remember that any approaching *Starboard Tack* boat will have *Right-of-Way* over all *Port Tack* boats.

Boats Converging at Mark

An *Inside* and *Overlapped* boat (Green A) within a three boat-lengths of the mark has the *Right-of-Way*. In general, any *Overlapped* outside boat (Red B) must *Keep Clear* and give room to any boat between them and the mark.

A boat coming into the mark on *Port Tack* (Red D) must be able to complete its tack without obstructing the progress of an incoming *Starboard Tack* boat. If a *Starboard Tack* boat has to adjust course, you fouled them.



WHAT TO DO IF A FOUL OCCURS

IF YOU ARE FOULED

1. Avoid Contact!
2. Hail the word, "PROTEST" to the boat that you believe created the foul.
3. Raise a Red Protest Flag somewhere visible from your stern
4. At the finish, notify the Race Committee that you plan to issue a protest giving the name and/or sail number of the offending boat.
5. Once onshore, find a MAST official to discuss what actions will be taken.

IF YOU FOUL ANOTHER BOAT

1. Avoid Contact!
2. If you believe you fouled another boat, get clear of all other boats and do two complete circles in the same direction. Once the circles are complete, you can rejoin the race without further penalty.
3. If you do not think there was a foul, continue sailing the race with the understanding that you are racing under protest. Once the race is complete, MAST officials will determine which boat was correct based on eye witness accounts and then determine an appropriate action.

IF YOU HIT A MARK

1. Get Clear of all other boats and complete one full 360° circle.

NOTE - You have NO rights over any other boat during the time you are doing penalty circles. Make sure you are clear in both time and distance from all other racers before starting your circles.