

## The Racing rules of sailing (Part 2):

Following on from the basic definitions in Part 1, we will now look at two of the most frequently used rules during a race. These rules fall into the “Right of Way” category. At times, these rules may be affected by other rules concerning overtaking and mark rounding, but we will look at those later. The rules apply to a boat that is racing and is defined as the time period from the raising of the preparatory signal until the boat has either cleared the finishing line or retired from the race.

### Rule 10



When boats meet, we need to establish clear guidelines as to who has right of way. The boat on Starboard Tack has right of way and should hold their course. The onus is on the port tack boat to keep clear. It is important for the right of way boat to hail the other boat with the call “Starboard”!



It is important for the Port Tack boat to take early avoiding action unless they will pass clear ahead of the boat on Starboard Tack (right of way boat). In this situation, Boat No. 394 (Craig!) is cutting it quite fine! Should there be any danger of contact and hence damage, avoiding action should be taken regardless of who has right of way. The right of way boat would then be entitled to “Protest” the other boat.

## **Rule 11**

This rule involves the right of way rules when boats are overlapped. It is also important to note that the boats are on the same tack. In this definition, the leeward boat is considered to have an overlap on the windward boat when any part of the leeward boat intercepts an imaginary line drawn at 90° to the rearmost part of the windward boat. On catamarans, this imaginary line is taken from the rear of the rudder blade.



In this case, 6732 (Leeward Boat) has an overlap on 7765 (Windward Boat). 6732 is the right of way boat and the onus is on 7765 to keep clear. The right of way boat needs to give the other boat time and opportunity to keep clear so you will often hear the leeward boat calling "UP, UP" before changing course. (Tom!)