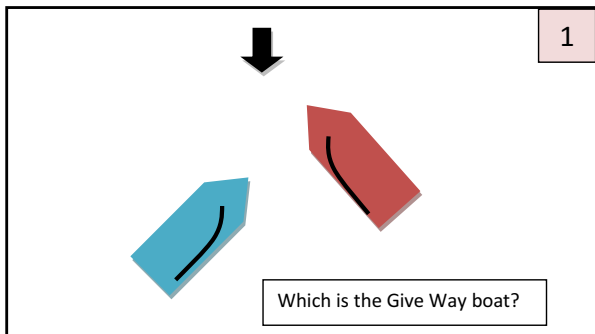


## Racing Rules of Sailing: Flash card diagrams

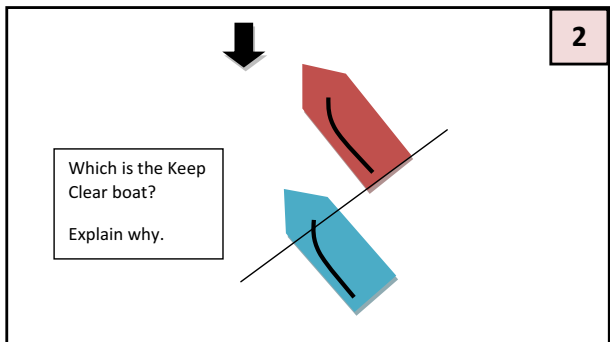
Cut out and paste onto a card. Add the answers to the back of the card.



**Two Boats Converging on Opposite Tacks**

RED Boat: you have Right of Way but must avoid a collision.

BLUE Boat: port tack boat must keep clear. Slow down, steer behind the Red Boat or tack to port.

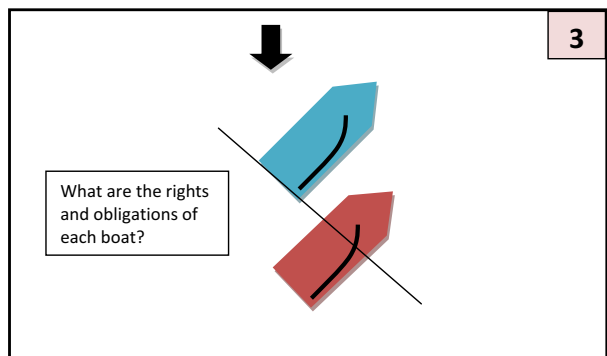


**Two Boats Overlapped Sailing on the Same Tack**

RED BOAT: The RED boat is the windward boat and is overlapped by a boat that is less than one boat length away to leeward; therefore, RED must Keep Clear of the leeward boat. The RED boat cannot 'Come Down' onto the leeward boat

BLUE BOAT: The leeward boat has Right of Way, but has to give the Windward boat – RED - room to Keep Clear during manoeuvres.

The Blue Boat may "Luff up" the RED Boat i.e. force it to go higher and higher until it goes head to wind or tacks away.

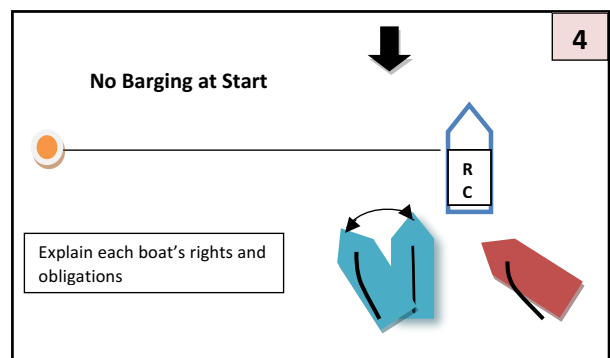


**Two Boats Overlapped Sailing on the Same Tack**

BLUE BOAT: The BLUE boat is the windward boat and is overlapped by the RED boat so BLUE must Keep Clear of the leeward boat. The BLUE boat cannot 'Come Down' onto the leeward boat

RED BOAT: The leeward boat has Right of Way, but, if she alters course, must initially give the Windward boat - BLUE - the room to Keep Clear.

NOTE: Any approaching starboard tack boat has Right of Way over all port tack boats.

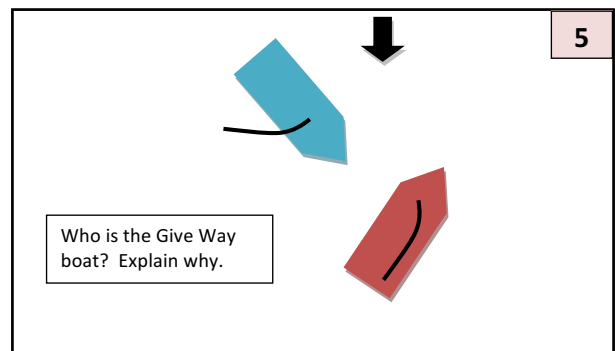


**No Barging at the Start**

BLUE BOAT: Before the START signal, BLUE has the right to LUFF 'head-to-wind' and force the windward overlapped boat –RED- over the start line, if there is room, or into a position where it must avoid the Committee boat, or a Start Mark, by turning away.

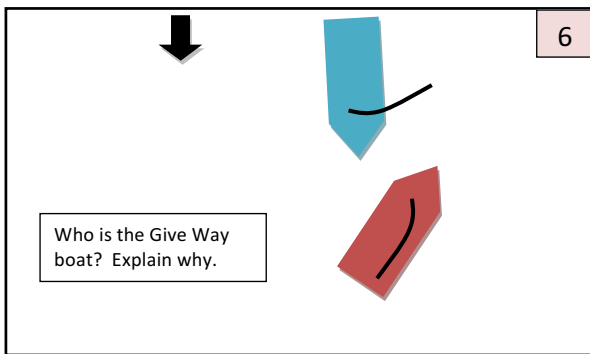
After the START signal, BLUE must not Luff above her PROPER COURSE, that is, her close hauled course.

RED BOAT must keep clear of all starboard tack boats, and luffed-up Head-to-Wind boats, by crossing the start line or turning away.



**5**

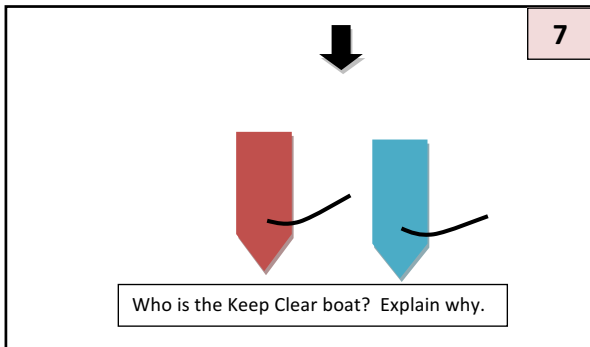
BLUE is the Give Way boat as it is WINDWARD of the RED boat. Both boats are on Port Tack; therefore, the higher priority rule – starboard tack – does not apply.



6

6

RED is the Give Way boat because it is being approached by the BLUE boat on a Starboard Tack (BLUE's main boom is out to Port).



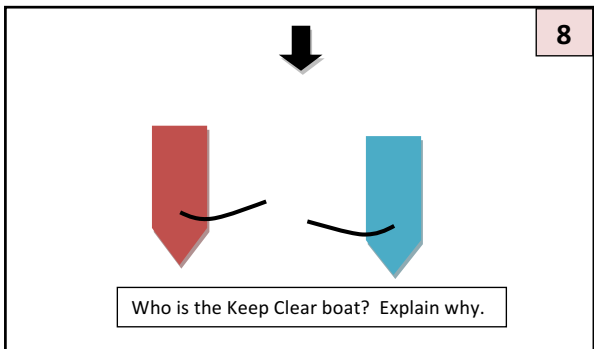
7

7

RED is the Give Way boat.

Both boats are running before the wind on what is deemed the Starboard Tack (booms out on the Port side).

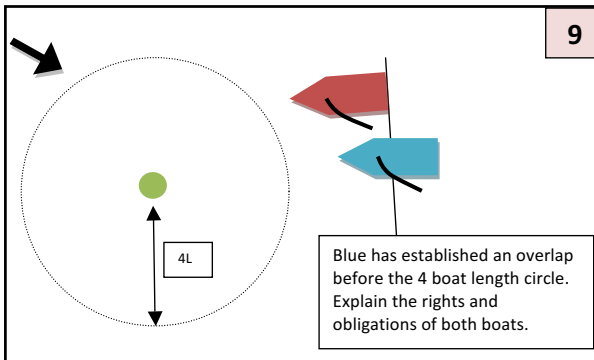
However, the boom positions make RED the 'Up-wind' boat and hence the Give Way boat.



8

8

RED is on Starboard Tack and BLUE is on a Port Tack, determined by the position of their booms. Therefore, BLUE is the Keep Clear boat.



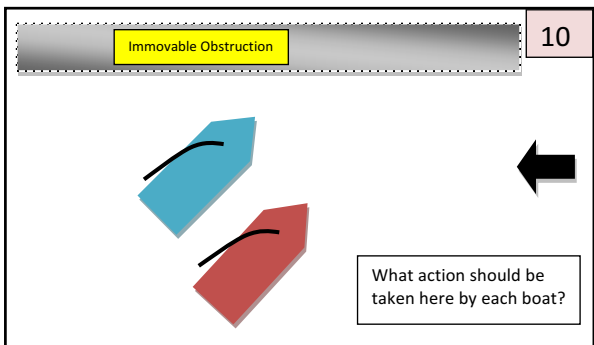
9

9

**Rules for Rounding a Buoy**

BLUE has overlapped RED on the INSIDE before they reached the four boat length circle's perimeter. BLUE can now call "Buoy Room" and have a clear Port Rounding sail around the buoy.

RED has been overlapped on the INSIDE before the four boat length perimeter has been reached and must now keep clear of BLUE.



10

10

**Approaching a Non-Navigable Obstacle**

Both BLUE and RED are on starboard tacks heading towards the shore (or another obstacle).

BLUE can't normally tack onto Port and into the path of a Starboard Tack boat but under these circumstances BLUE can call for "WATER!" and RED must respond by tacking away or replying, "You Tack" and moving as soon as BLUE starts to go about.

If RED does this, she is responsible for keeping clear of BLUE while she tacks and clears the obstruction.