

COOTS' SAILBOAT RACING RULES

Version 2006.1.01 Revision B

Western Oregon Messabouts

www.coots.org



1. DON'T FORGET YOU'RE HERE TO HAVE FUN!

2. PORT/STARBOARD: When boats on opposite tacks meet, the boat on port tack must keep clear. This is the most fundamental rule in sailing.

3. WINDWARD/LEEWARD: When boats are on the same tack, two rules apply:

* windward boat keep clear

* overtaking boat keep clear (also see #9)

4. CHANGING TACKS: While you are tacking, you must keep clear of other boats which are not tacking. If you acquire the right-of-way over a nearby boat with a tack or gybe, you must give that boat reasonable room and time to react.

5. AVOIDING COLLISIONS: Even when you have the right of way, you must avoid collisions. Boats involved in a collision may continue to race only after getting out of the way of other boats and sailing a complete circle.

6. BUOY ROOM: When you round or pass a mark other than a starting mark, you must give room to round that mark to any boat that has an inside overlap on you as you get near (within two boatlengths of) the mark.

7. BARGING: The “buoy room” rule does not apply at the start line. Do not barge there by reaching in and squeezing between a boat to leeward of you and a start line mark. If you do not have room on the line, you must tack and come around again.

8. OVER EARLY: If any part of your boat is across the start line when the start signal is made, you must restart: sail clear of other boats, sail back around the pin or the committee boat, and re-cross the line.

9. DEFENDING AGAINST OVERTAKING BOATS: If a boat tries to pass you to windward, you are entitled to defend your lead by luffing up as far as head-to-wind, but you must give the windward boat room to keep clear (see also item #5). If a boat tries to pass you to leeward on a reach or run, you may not make life even tougher for that boat by sailing below the course to the next mark.

10. TOUCHING A MARK: If you touch a mark, you may continue to race only after getting out of the way of other boats and sailing a complete circle.

11. RULE INFRINGEMENT: You are officially racing and therefore bound by the racing rules from the 5-minute start warning until you have cleared the finish line. If you break a rule, you may exonerate yourself by sailing clear of other boats and doing a 360° turn.