



Principles

Sportsmanship, fair sailing and misconduct
A fundamental principle of sportsmanship is that when you break a rule you will promptly take a penalty, which may be to retire. You must play fairly. If you do not, or if you bring the sport into disrepute, you may be penalized severely.

Helping those in danger You must give all possible to any person or vessel in danger

Decision to race

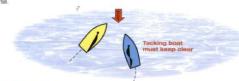
Deciding whether it is safe for you to start or continue racing is for you alone, not for the people





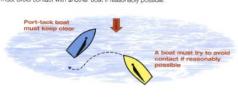
Tacking

After a boat passes head to wind, she must keep clear of other boats until she is on a close-hauled course.



Avoiding contact

A boat must avoid contact with another boat if reasonably po

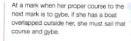


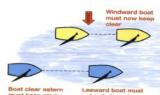


Proper course

Normally, a boat can sail any course she chooses as long as she keeps clear of other boats or gives them room when she must do so. Occasionally, the course she is allowed to sail after her starting signal is restricted by her proper course, which is a course she would sail to finish as soon as possible in the absence of the other boat.

If she obtains a feeward overlap from clear astern and within 2 lengths of another boat, she must not sail to windward of her proper course while the overlap exists.

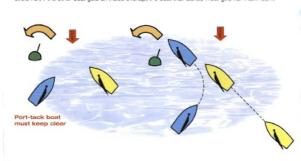




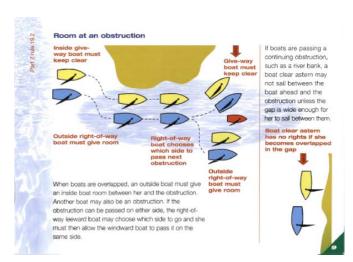


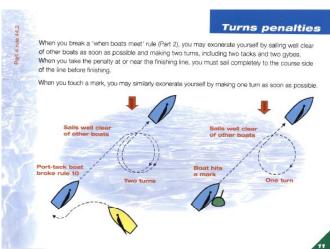


On opposite tacks at a windward mark
When boats are on opposite tacks, the basic rule applies and the port tack boat must keep clear. When a boat completes a tack inside the zone, and the other boat is fetching the mark, the boat that tacked must not cause the other boat either to bear away and miss the mark or to sail above close-hauled to avoid her, if the other boat gets an inside overlap, the boat that tacked must give her mark-room.









Protesting and requesting redress

If you are involved in an incident and think the other boat has broken a rule, you may protest. You must inform the other boat by shouting "Protest" at the first opportunity she can hear you. If your boat is 6 metres or longer, you must display a red flag at the first opportunity after the incident and leave it displayed for the remainder of the race. You will need to lodge the protest in writing, but you do not have to go ahead with the protest if you later change your mind

If you feel your finishing position has been made significantly worse because the race committee (the people running the

racing) has done something wrong, or because another boat broke a rule and this resulted in injury to you or your crew, or physical damage to your boat, you may be able to get redress (for example, by being given points for an estimated finishing position). You need to apply in writing to the protest committee

Sometimes, the much simpler and quicker RYA advisory and arbitration procedures for resolving



At the starting signal, your boat must be completely on the pre-start side of the starting line. If it is not, you must return and start correctly, keeping clear of boats that have started while you do so; otherwise you will lose your







If the race committee cannot identify all the boats that did not start properly, it may stop the race by displaying the 'first substitute' flag (blue and yellow triangle) with two extra sound signals immediately after the starting signal.

Sailing the course

You must start, pass each mark on the required side in the correct order, and finish, so that a string representing your boat's track after starting and until finishing would, when drawn taut, lie on the required side of each mark and touch each rounding mark. You may correct any errors to comply with this rule, provided you have not already finished.

You finish when any part of your boat, crew or equipment in the normal position, crosses the finishing line in the direction of the course from the last mark (after completing any penalties you need to take as a result of breaking rules near the finishing line).

Room to tack at an obstruction

When you are close-hauled and want to tack to avoid an obstruction, but cannot, you may hail for room. Before tacking, you must give the hailed boat time to respond. The hailed boat must either tack as soon as possible, in which case you must also tack as soon as possible, or she must reply 'You tack', in which case you must tack as soon as possible and she must give room. This rule does not apply at a starting mark surrounded by navigable water when boats are starting.





Propulsion

With some exceptions, you must use only the wind and water to increase, maintain or decre your boats speed. You may adjust the trim of the sails and the hull, and perform other acts of seamanship, but must not otherwise move your body to propel the boat.

Two of the exceptions are:

- a you may move your body to exaggerate the rolling that helps the boat through a tack or a gybe provided that, immediately afterwards, your boat's speed is not greater than it would have been in the absence of the tack or gybe.
 b Except on a beat to windward, when surfing (rapidly accelerating down the leeward side of a
- wave) or planing is possible, the boat's crew may pull the sheet and the guy of any sail in order to begin surfing or planing,

but only once for each wave or





The race committee

The race committee publishes sailing instructions, runs the races and produces the results. The saiing instructions will include a description of the marks, the starting and finishing lines, and the ourse to be sailed

The usual starting sequence is:

5 minutes before the start	Warning signal (the relevant class flag)
4 minutes before the start	Preparatory signal usually flag P (white square on a blue background)
1 minute before the start	Preparatory signal fowered
Start	Warning signal lowered

Each visual signal is accompanied by a sound signal

