STIFFKEY COCKLE CLUB

RACING RULES

In all examples Blue boats have right of way over Yellow

Wind

1. At the Start

Water At The Mark Rule doesn't apply at or before the start

Within 6 minutes of start



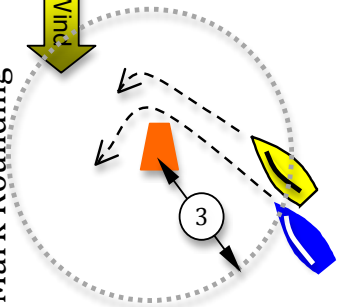
Windward Boat Keep Clear Rule

Port & Starboard Rule

Windward Boat Keep Clear Rule

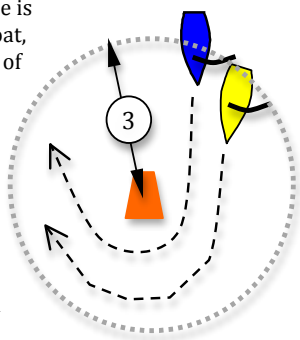
2. Mark Rounding

Wind

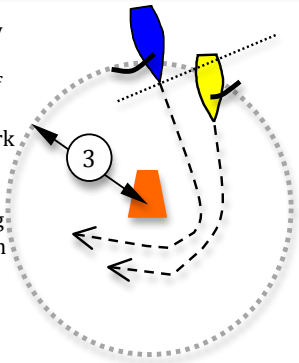


Blue has an overlap entering the 3 boat length zone so has right of passage

Although Blue is windward boat, she has right of passage around the leeward mark because she has an overlap entering the 3 boat length zone



Although Yellow is on starboard, Blue has right of passage around the leeward mark because she has an overlap entering the 3 boat length zone



3. Windward Leg

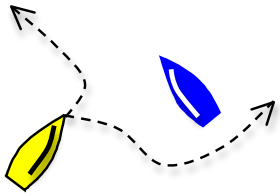
Wind

Tacking in Someone's Water

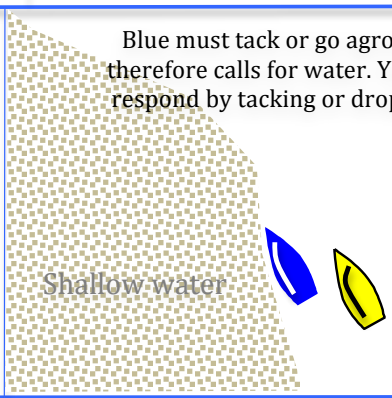


Unless yellow can complete her tack on to starboard (i.e. be sheeted and making way) she has no rights over blue.
NB Yellow cannot call Starboard until her tack is complete

Port & Starboard Rule



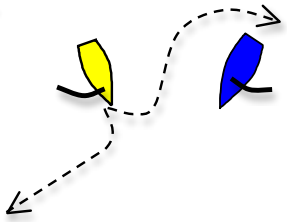
Blue must tack or go aground. Blue therefore calls for water. Yellow must respond by tacking or dropping back



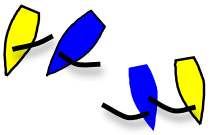
4. Downwind

Wind

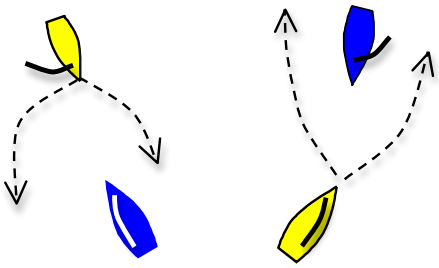
Port & Starboard Rule



Windward Boat Keep Clear Rule



Port & Starboard Rule



The Golden Rule is AVOID A COLLISION

If a collision occurs between boats someone **is in the wrong** and therefore should take the appropriate penalty as soon as possible, keeping clear of other boats, or retire. If you decide to retire stay downwind and well clear of boats still racing.

Penalties:

Collision = 720º Hitting a racing mark or the Committee Boat = 360º