

## Basic Racing Rules of Sailing

1. On *opposite tacks*, **port** tack must keep clear of **starboard** tack.
2. On the *same tack and overlapped*, the **windward** boat must keep clear of the **leeward** boat.
3. On the *same tack and not overlapped*, the boat **clear astern** must keep clear of the boat **clear ahead**.
4. When *changing tacks*, a boat **tacking** or **gybing** must keep clear of a boat on a tack.
5. When boats are *overlapped* going into a mark or obstruction, the **outside** boat must give the **inside** boat enough room to round, provided that the overlap was established before the lead boat came within **two boat lengths** of the mark.
6. When going downwind, do not sail below your proper course to the next mark.
7. When you are the right-of-way boat, you must give the “keep clear” boat room to keep clear. You cannot “hunt” or force them into a foul.
8. Round all marks in the specified direction, and do not touch a mark.
9. *Always avoid collisions*. Even when you are the right-of-way boat, you must not hit other boats.
10. Most fouls can be exonerated with penalty turns: do two circles for fouling another boat, one circle for hitting a mark.

### notes:

- Rules 1-5 are the most important to get around the course. Learn these first!
- These rules are self-policing. If you are fouled by another boat, be polite but direct and hail “protest.” If you foul someone, acknowledge it immediately, do your circles, and keep racing.