





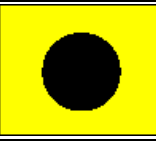

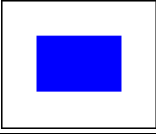




Practical Information (Not Part of the Sailing Instructions)

1. **Always maintain a proper lookout** as well as hearing to avoid colliding with other boats. Even when a boat has the right of way, that boat must try hard to avoid any collision.
2. **Over Early:** If any part of a boat's hull is across the start line when the start signal is made, the boat must re-start. While returning to the start line to re-start, a boat must keep clear of any boats that are not returning.
3. **Port tack gives way to starboard tack:** If two sailboats are approaching each other and the wind is on a *different* side of each boat, then sailing rules are that the sailboat which has the wind on the port side must always give right of way to the other. (The port side is the left-hand side of the boat when you are facing the front.)
4. **Windward gives way to leeward:** If two sailboats are approaching each other and the wind is on the *same* side of each boat, then sailing rules are that the vessel which is to windward (the direction of the wind) must give the right of way to the vessel which is leeward (the opposite direction of the wind).
5. **Any vessel overtaking another** should always keep out of the way of the vessel being overtaken.
6. **Changing Tack:** While tacking, a sailboat must keep clear of other boats that are not doing so. If a boat acquires the right-of-way over a boat near-by with a tack or gybe, the boat must give that boat reasonable room and time to react. A boat cannot tack to force a nearby boat to tack because that boat has no rights until the tack is completed.
7. **Two Turns Penalty:** If a boat breaks any of the right-of-way rules above, that boat must get clear of the racing area and complete a Two-Turns Penalty (RRS 44.1) which is comprised of one tack, one gybe, one tack and one gybe **OR** one gybe, one tack, one gybe and one tack.
8. **Mark Room:** When a boat rounds or passes a mark other than a starting mark, that boat must give room to round that mark to any boat that has an inside overlap (three hull lengths of the largest boat) of the mark. This includes the finish mark.
9. **Hitting a Mark:** If a boat hits a mark while racing, that boat must get clear of the racing area and complete a One-Turn Penalty (RRS 44.1) which is comprised of one tack and one gybe **OR** one gybe and one tack.
- 10.

Race Signal Flag	What the Flag Means
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<p>Flag C</p>      	<p>'Change of Course' To signal a change in the next leg of the course, the race committee displays flag C with repeated short sound signals and change the colour of the next windward mark.</p> <p>The race committee will display a green triangle for a change in direction of the windward mark to starboard or a red rectangle for a change in direction of the windward mark to port.</p> <p>The race committee may also adjust the length of the windward leg at the same time by displaying flag C with repetitive sounds and a placard with a "+" if the length is increased or a "-" if the length is decreased.</p> <p>The race committee may also display a magnetic bearing to the next mark.</p>
<p>Flag I</p> 	<p>'One-Minute Rule' Any boat's hull over the start line during the last minute of the starting sequence and is identified, has to sail around an end of the start line in order to start the race fairly.</p>
<p>Flag L</p> 	<p>When used on the water, this flag means 'Come within hail of the signal vessel for a message.' or 'Follow me.'</p>
<p>Flag S</p> 	<p>'Shorten Course' Finish between the staff displaying the 'S' flag and the nearby mark.</p>