## RC POND RACING RULES

This <u>unofficial</u> summary and modification of the 2021-2024 Racing Rules of Sailing addresses the realities of RC racing, distant marks, etc.. The primary goal is to have FUN and for all sailors to subscribe to the RRS fundamental principle of sportsmanship by self-policing, doing their turns, unprompted by other competitors, explaining why they are doing turns...while being tolerant of others doing their best to comply and not using the word "Protest!" while racing..

- **SPORTSMANSHIP AND THE RULES is changed to:** "Competitors in the sport of sailing are governed by a body of *rules* that they are expected to follow <del>and enforce.</del> A fundamental principle of sportsmanship is that when a boat breaks a *rule* and is not exonerated, <u>she</u> will promptly take an appropriate penalty, which may be to retire."
- Rule 10 ON OPPOSITE TACKS ... a port-tack boat shall keep clear of a starboard-tack boat.
- Rule 11 ON SAME TACK, OVERLAPPED ... a windward boat shall keep clear of a leeward boat.
- Rule 12 ON SAME TACK, NOT OVERLAPPED ... a boat clear astern shall keep clear of a boat clear ahead.
- **Rule 13** WHILE TACKING After a boat passes head to wind, she shall *keep clear* of other boats until she is on a close-hauled course...
- **Rule 14 AVOIDING CONTACT is changed to:** A boat shall avoid *serious* contact with another boat if reasonably possible. Minor side to side, or bow to stern, hull or rigging contact, <u>not</u> changing the relative position of boats in a race, is permitted.
- **Rule 15** ACQUIRING RIGHT OF WAY When a boat acquires right of way, she shall initially give the other boat *room* to *keep clear*, unless she acquires right of way because of the other boat's actions.
- **Rule 16 CHANGING COURSE** When a right-of-way boat changes course, she shall give the other boat *room* to *keep clear*.
- **Rule 17 ON THE SAME TACK; PROPER COURSE** If a boat *clear astern* becomes *overlapped* within two of her hull lengths to *leeward* of a boat on the same *tack*, she shall not sail above her *proper course* while they remain on the same *tack* and *overlapped* within that distance,
- **Rule 18.2** MARK ROOM is changed to: When boats are *overlapped* the outside boat shall give the inside boat *mark-room*. If a boat is <u>4-boat lengths (Appendix E1.1)</u> *clear ahead* when she reaches the *zone*, the boat *clear astern* at that moment shall thereafter give her *mark-room*. If there is reasonable doubt that a boat obtained or broke an *overlap* in time, it shall be presumed that she did not. When an inside *overlapped* right-of-way boat must gybe at a *mark* to sail her *proper course*, until she gybes, she shall sail no farther from the *mark* than needed to sail that course.
- **20.1 ROOM AT AN OBSTRUCTION Hailing is changed to:** A boat may hail for *room* to tack or gybe and avoid a boat on the same *tack*, if she is approaching an *obstruction, such as land to avoid running aground*, and will soon need to make a substantial course change to avoid it safely.
- **31 TOUCHING A MARK is changed to:** A boat may touch a mark other than a starting mark when starting or a finishing mark while finishing.
- **44 & E4.3 PENALTIES are changed to:** After getting well clear of other boats and prior to the next mark, a boat may take a One-Turn Penalty when she may have broken a rule(s) of Part 2, or rule 31, in an incident while *racing*. However, if the boat gained a significant advantage by her breach, despite taking a penalty, her penalty shall be an additional One-Turn Penalty. If the boat caused another boat to become *disabled* and retire, her penalty shall be to retire.
- **61 PROTEST REQUIRMENT** is changed to: The word, "Protest" shall not be used during a race. A boat involved in, or seeing, an incident during a race, may, in the spirit of teaching, ask the other party after the race whether they are aware that a Rule may have been broken.
- **E.2.1 HAILING REQUIREMENTS** The individual digits of a boat's sail number shall be hailed; e.g. "one-five' for "15".