

DSC Hansa (Access) 303W Racing Rules 2021-2024 v.1.4

Note: These Rules are adapted from the World Sailing (ISAF) Introductory Rules for Sailing Version 1.01 (February 2008) and the NZIODA Green Fleet Rules for Racing (May 2010) with some language copied verbatim. They are intended to facilitate racing for sailors new to the sport on The DSC home waters. The corresponding rule in the official World Sailing *Racing Rules of Sailing* are listed *in grey in parentheses ()*.

Basic Rules

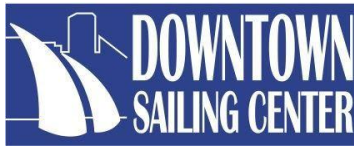
1. Do what you can to keep yourself and others safe (1.1).
2. Comply with the principles of good sportsmanship (2).
3. Avoid crashing and bumping into other boats (14).
4. Keep trash out of our waters (*Basic Principle & Fundamental Rules*).
5. The point of the race is to get around the racecourse as quickly as possible without fouling other boats. "Go Fast Turn Left!"

Rules When Boats Meet

6. When you and the other boat are on opposite *tacks*, if the wind is blowing over your left (port) side you must avoid the other (starboard tack) boat (10).
7. When you and the other boat are on the same tack, you must steer to avoid the other boat
 - a. If it is downwind (to leeward) of you (11).
 - b. If it is in front of you (even if it is going slower) (12).
8. Do not steer in a manner that causes another boat to crash into other boats (15, 16, 19).
9. If you are on starboard tack (wind on your right side) and on a collision course with a port tack boat, maintain course so the port tack boat can steer to avoid you (16).
 - a. If the port tack boat does not see you, shout your presence and turn the boat to avoid crashing (14).
10. If you are close to another boat and either of you needs to avoid an object to avoid crashing, work together to avoid crashing. (19).

Rules At Marks

11. When rounding or passing a mark:
 - a. Try not to hit the mark (you might get stuck on it if you do) (31).
 - b. The boat closest to the mark gets to round it first (18).
 - c. Try to sail so that all boats can get around the mark and keep racing to the next mark.



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Rules When Starting

12. At the start of the race, your boat must be behind the starting line.
 - a. If you over the starting line too early, you must avoid other boats and restart correctly.
 - i. The Race Committee will call you back if you are “over early” (21).
13. When starting:
 - a. Make your final approach to the starting line on starboard tack (wind on your right side) (10). This is not a *rule* but a very strong recommendation.
 - b. Avoid tacking too close to other boats (13).

Taking Penalties

14. If you foul someone, your penalty is one of the following:
 - a. If you can do it safely without fouling more boats, spin the boat in a circle and keep sailing (44 - *this modifies RRS 44.1*).
 - b. If you are close to other boats, or if you can't do the penalty turn for any reason (21), the race committee will give you a “go slow” penalty that has a similar result to a penalty turn.

Other Rules

15. You shall sail your boat using the sails and by steering normally. No paddling, getting towed by a powerboat, etc. (42).