

APPENDIX BB –Version 3 (June 2011)

EXPERIMENTAL

KITEBOARDING COMPETITION

RULES

*A vertical line to the left of a paragraph indicates an important change from the corresponding paragraph in the April 2009 Version of this appendix. The only significant changes made in June 2011 to the January 2011 Version were to the definitions **Capsized** and **Finish** and to rules BB2.1, BB3.5 and BB7.3.*

Kiteboarding competition shall be sailed under The Racing Rules of Sailing as changed by this appendix. Rules shown in red are rules for kiteboarding that differ from the rules for windsurfing in Appendix B or from the rules for sailboats in Sections 1 – 7. These kiteboarding rules are evolving. Organizing authorities are urged to download and use the most recent version. The ISAF Racing Rules Committee and the ISAF Windsurfing and Kiteboarding Committee would appreciate receiving suggestions for improving these rules.

The term ‘boat’ elsewhere in the racing rules means ‘kiteboard’ or ‘boat’ as appropriate. A kiteboarding event can include one or more of the following disciplines or their formats:

Discipline	Formats
Racing	Course racing; Marathon; <i>Downwind Racing; Slalom; Boarder X; Kitecross</i>
Expression	Wave performance; Freestyle; <i>Wakestyle; Hang Time; High Jump; Kite Loop; Sliders</i>
Speed	<i>Offshore Speed Courses; Speed Crossings; Alpha Speed Course</i>

In expression competition a kiteboard's performance is judged on skill and variety rather than speed and is organized using elimination series. Either wave performance or freestyle competition is organized, depending on the wave conditions at the venue. In speed competition, a 'round' consists of one or more speed runs in which the kiteboards take turns sailing the course at intervals. In the racing discipline a marathon race is a race scheduled to last more than one hour.

In racing or expression competition, 'heat' means one elimination contest, a 'round' consists of one or more heats, and an elimination series consists of one or more rounds.

BB1 DEFINITIONS

BB.1 The following additional definitions apply:

About to Round or Pass A kiteboard is *about to round or pass* a mark when her proper course is to begin to manoeuvre to round or pass it.

Beach Start When the starting line is on the beach, or so close to the beach that the competitor must stand in the water to *start*, the start is a *beach start*.

Capsized A kiteboard is *capsized* if

- (a) her kite is in the water,
- (b) her lines are tangled with another kiteboard's lines, or
- (c) the competitor has, clearly by accident and for a significant period of time,
 - (1) fallen into the water or
 - (2) become disconnected from the hull.

Finish A kiteboard *finishes* when, while the competitor is in contact with the hull, any part of her hull, or the competitor in normal position, crosses the finishing line in the direction of the course from the last mark, either for the first time or after taking a 360° Turn Penalty under rule 44.3 or correcting an error made at the finishing line under rule 28.1.

Jumping A kiteboard is *jumping* when her hull, its appendages and the competitor are clear of the water.

Keep Clear One kiteboard *keeps clear* of another if the other can sail her course with no need to take avoiding actions and, when the kiteboards are *overlapped* on the same *tack*, if the *leeward* kiteboard can **move her kite in any direction** or change course in both directions without immediately making contact with the *windward* kiteboard.

Leeward and Windward A kiteboard's *leeward* side is the side that is or, when she is head to wind, was away from the wind. However, when sailing by the lee or directly downwind, her *leeward* side is the side on which her **kite** lies. The other side is her *windward* side. When two kiteboards on the same *tack* *overlap*, the one whose hull is on the *leeward* side of the **other's hull** is the *leeward* kiteboard. The other is the *windward* kiteboard.

Looping A kite is *looping* when it is being flown in a single loop or in a pattern of repeated loops, clockwise, counter clockwise or alternating between the two.

Obstruction An object that a kiteboard could not pass without changing course substantially, if she were sailing directly towards it and **10 metres** from it. An object that can be safely passed on only one side and an area so designated by the sailing instructions are also *obstructions*. However, a kiteboard *racing* is not an *obstruction* to other kiteboards unless they are required to *keep clear* of her or, if rule 22 applies, avoid her. A vessel under way, including a kiteboard *racing*, is never a continuing *obstruction*.

Start A kiteboard *starts* when, **her hull and the competitor** having been entirely on the pre-start side of the starting line at or after her starting signal, and having complied with rule 30.1 if it applies, any part of her hull, or **the competitor** crosses the starting line in the direction of the first *mark*.

Tack, Starboard or Port A kiteboard is on the *tack*, *starboard* or *port*, corresponding to the competitor's hand that would be forward if the competitor were in standard riding position (riding heel side with both hands on the control bar). A kiteboard is on *starboard tack*, when the

competitor's right hand would be forward and is on the *port tack* when the competitor's left hand would be forward.

BB1.2 [No changes.]

BB2 RULES FOR ALL COMPETITION

Rule BB2 applies to all competition.

BB2.1 Changes to the Rules of Part 4

- (a) Add new rule 41.1(e): 'another kiteboard, who is also competing, may assist a relaunch.'
- (b) Rule 42 is changed to 'A kiteboard shall be propelled only by the action of the wind on the **kite**, by the action of the water on the hull and by the unassisted actions of the competitor. **However, the competitor shall not make material forward progress by paddling, swimming or walking.**'
- (c) Add to rule 43.1(a): 'However, a competitor may wear a drinking container that shall have a capacity of at least one litre and weigh no more than 1.5 kilograms when full.'
- (d) Rule 44 is deleted and replaced with:

44 PENALTIES AT THE TIME OF AN INCIDENT

44.1 Taking a Penalty

A kiteboard may take a Scoring Penalty when she may have broken one or more rules of Part 2 in an incident while *racing*. Sailing instructions may specify the use of the 360° Turn Penalty, in which case the 360° Turn Penalty shall replace the Scoring Penalty. Alternatively, sailing instructions may specify that a kiteboard may choose either the 360° Turn Penalty or the Scoring Penalty. However, if the kiteboard caused injury or serious damage or gained a significant advantage in the race or series by her breach her penalty shall be to retire.

44.2 Scoring Penalty

- (a) When a kiteboard decides to take a Scoring Penalty, she shall inform the other kiteboard, if possible. She shall complete a scoring adjustment form for each penalty within the time limit for *protests*.
- (b) The race score for a kiteboard that takes a Scoring Penalty shall be the score she would have received without that penalty, made worse by the number of places stated in the sailing instructions. However, she shall not be scored worse than Did Not Finish. When the sailing instructions do not state the number of places, the number shall be the whole number (rounding 0.5 upward) nearest to 20% of the number of kiteboards entered. The scores of other kiteboards shall not be changed; therefore, two kiteboards may receive the same score.

44.3 360° Turn Penalty

After getting well clear of other kiteboards as soon after the incident as possible, a kiteboard takes a 360° Turn Penalty by promptly turning her hull and sailing it through a complete 360° turn with the hull in the water. A gybe is not required.

BB2.2 Entry and Qualification *[No changes.]*

BB2.3 Event Organization *[No changes.]*

BB2.4 Identification on Competitors

Appendix G is deleted and replaced with:

Appendix G – Identification

Every kiteboard shall be identified as follows:

- (a) Each competitor shall be provided with and wear a shirt with a personal competition number of no more than three digits.
- (b) The numbers shall be displayed on the front and back of the shirts and be at least 15 cm high.
- (c) The numbers shall be Arabic numerals, all of the same solid colour, clearly legible and in a commercially available typeface giving the same or better legibility as Helvetica. The colour of the numbers shall contrast with the colour of the shirt.

BB2.5 Touching a Mark *[No changes.]*

BB2.6 Deleted Rules

Rules 17, 18.3, 45, 47.2, 48, 49, 50, 51, 52, 54, 61.1(a)(2), 67, J2.2(28) and J2.2(33) are deleted.

BB3 CHANGES TO THE RULES OF PART 2 FOR RACING COMPETITION

Rule BB3 applies to racing competition.

BB3.1 Changes to the Rules of Part 2, Section C

- (a) The first sentence of rule 18.1 is changed to ‘Rule 18 **begins to apply** between kiteboards when they are required to leave a *mark* on the same side and at least one of them is *about to round or pass* it. **The rule no longer applies after the kiteboard entitled to *mark-room* has passed the *mark*.**’
- (b) Rule 18.2(b) is changed to
If kiteboards are *overlapped* when the first of them is *about to round or pass* the *mark*, the outside kiteboard at that moment shall thereafter give the inside kiteboard *mark-room*. If a kiteboard is *clear ahead* when she is *about to round or pass* the *mark*, the kiteboard *clear astern* at that moment shall thereafter give her *mark-room*.
- (c) Rule 18.2(c) is changed to

When a kiteboard is required to give *mark-room* by rule 18.2(b), she shall continue to do so even if later an *overlap* is broken or a new *overlap* begins.

(d) Rule 18.3 is deleted.

(e) Rule 18.4 is changed to

When an inside *overlapped* right-of-way kiteboard must **change tack or bear away** at a *mark* to sail her *proper course*, until she **changes tacks or bears away** she shall sail no farther from the *mark* than needed to sail that course. Rule 18.4 does not apply at a gate *mark*.

BB3.2 Changes to Other Rules of Part 2

(a) In the preamble of Part 2, ‘rule 23.1’ is changed to ‘rules 23.1 and 23.3’.

(b) **Rule 13 is deleted and replaced by:**

13 EXCEPTIONS TO RULES 10, 11 AND 12

13.1 When a kiteboard **changes tack** on an upwind leg, she shall *keep clear* of other kiteboards until she is **moving** on a close-hauled course. During that time rules 10, 11 and 12 do not apply. If two kiteboards are subject to this rule at the same time, the one on the other’s port side or the one astern shall *keep clear*.

13.2 When sailing downwind, if one kiteboard is *looping* her kite and another is not, the kiteboard that is *looping* her kite shall *keep clear* of the one that is not. During that time rules 10, 11 and 12 do not apply. If two kiteboards are *looping* their kites at the same time, then the kiteboard required to *keep clear* under rule 10, 11 or 12 shall do so.

13.3 If two kiteboards converge while sailing downwind and it is not possible under rule 10, 11 or 12 to determine which one has right of way,

- (a) if they are *overlapped*, the one on the other's starboard side shall *keep clear*.
 - (b) if they are not *overlapped*, the one *clear astern* shall *keep clear*
- (c) Rule 16 is deleted and replaced by:
 - 16 CHANGING COURSE OR KITE POSITION**
 - 16.1** When a right-of-way kiteboard changes course *or the position of her kite*, she shall give the other kiteboard *room* to *keep clear*.
 - 16.2** On a beat to windward, when it becomes clear to a *starboard-tack* kiteboard that a *port-tack* kiteboard is *keeping clear* by sailing to pass astern of her and there is risk of contact, the *starboard-tack* kiteboard shall, if reasonably possible, keep her kite high enough to allow the *port-tack* kiteboard to pass close astern of her hull.
 - 16.3** In slalom racing, a right-of-way kiteboard shall not change *her* course *or the position of her kite* during the last 30 seconds before her starting signal if as a result the other kiteboard would have to take immediate action to avoid contact.
- (d) Rule 17 is deleted.
- (e) Rule 21 is deleted and replaced by:
 - 21 STARTING ERRORS AND OTHER REQUIREMENTS; JUMPING**
 - 21.1** A kiteboard sailing towards the pre-start side of the starting line or one of its extensions after her starting signal to *start* or to comply with rule 30.1 shall *keep clear* of a kiteboard not doing so until she is completely on the pre-start side.
 - 21.2** During the last minute before her starting signal, a kiteboard that significantly slows down or stops, or one that is not making

material forward progress, shall *keep clear* of all others unless she is accidentally *capsized*.

21.3 A kiteboard that is *jumping* shall *keep clear* of a kiteboard that is not. During that time rules 10, 11 and 12 do not apply. If two kiteboards are *jumping* at the same time, then the kiteboard required to *keep clear* under rule 10, 11 or 12 shall do so.

(f) Rule 22 is deleted and replaced by:

22 CAPSIZED OR AGROUND; RESCUING

22.1 If possible, a kiteboard shall avoid a kiteboard that is *capsized* or has not regained control after *capsizing*, is aground, or is trying to help a person or vessel in danger.

22.2 A kiteboard that is *capsized* or aground shall not act in a way that hinders another kiteboard.

(f) Rule 23.1 is changed to ‘If reasonably possible, a kiteboard not *racing* shall not interfere with a kiteboard that is *racing*. After *finishing*, a kiteboard shall immediately clear the finishing line and *marks* and avoid kiteboards still *racing*.’

(g) Add new rule 23.3: ‘A kiteboard shall not sail in the course area defined in the sailing instructions when races are taking place except in her own race.’

BB3.3 Starting Races *[No changes.]*

BB3.4 Other Rules for the Conduct of a Race

Add new rule 29.3:

29.3 Recall for a Slalom Race

(a) When at a kiteboard’s starting signal for a slalom race or heat any part of her hull **or the competitor** is on the course side of the starting line, the race committee shall signal a general recall.

- (b) *[No changes, except change ‘sail number’ to ‘competitor number’.]*
- (c) *[No changes.]*

BB3.5 Changing Equipment

A competitor shall change equipment only in the launching area.

BB4 RULES FOR EXPRESSION COMPETITION

BB4.1 Right-of-Way Rules *[No changes.]*

BB4.2 Starting and Ending Heats *[No changes.]*

BB4.3 Registration of Sails; Course Area; Heat Duration *[No changes.]*

BB4.4 Outside Help

Rule 41 becomes rule 41.1. Add new rule 41.2: ‘An assistant may provide replacement equipment to a kiteboard but shall keep clear of other kiteboards competing. A kiteboard whose assistant fails to keep clear shall be penalized. The penalty shall be at the discretion of the protest committee.’

BB5 ELIMINATION SERIES *[No changes.]*

BB6 RULES FOR SPEED COMPETITION *[No changes, except that ‘sail number’ is changed to ‘competition number’ in rules BB6.3(a) and (b).]*

BB7 PROTESTS, REDRESS, HEARINGS AND APPEALS

BB7.1 *[No changes.]*

BB7.2 *[No changes.]*

BB7.3 Add new rule 62.1(e): ‘capsizing because of the action of a kiteboard that was breaking a rule of Part 2.’

BB7.4 *[No changes.]*

BB8 SCORING *[No changes.]*