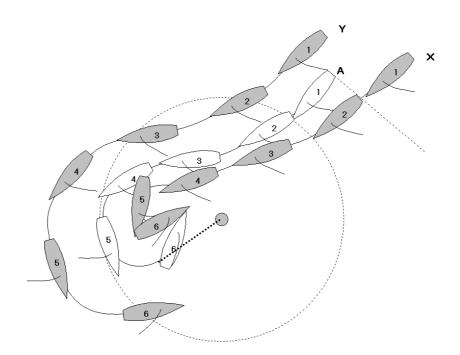
ISAF RAPID RESPONSE TEAM RACING CALL 2008/001

Rule 11 On the Same Tack, Overlapped

Rule 16.1 Changing Course

Rule 18.2(c) Not Overlapped at the Zone

Rule 18.2(d) Changing Course to Round or Pass Rule D1.1(c) Deletion of Rule 18.4 in Team Racing



Question

When A reaches the two-length zone of a downwind mark to be left to port, she is clear ahead of X, and overlapped with Y to windward. Rule 17.1 does not apply between A and Y. A luffs Y away from the mark without breaking rule 16. A remains inside the two-length zone, and then gybes and returns to prevent X from rounding the mark inside her. After the gybe, A luffs quickly to a course clearly above a course to round the mark without giving X room to keep clear. There is contact between A and X. There is a valid protest. What should the call be?

Answer

Because X was clear astern of A at the two-length zone, rule 18.2(c) requires that she thereafter keeps clear of A. Although rule 18 continues to apply until the boats have rounded or passed the mark, rule 18.2(d) only applies to A's alteration of course as long as it is consistent with rounding or passing the mark.

A's alteration of course to position 6 is not consistent with rounding or passing the mark, and A breaks rule 16.1 by not giving Blue 1 room to keep clear. Penalize A.

X is required by rule 11 and rule 18.2(c) to keep clear of A. However, if the umpires decide that X would have kept clear if A had not broken rule 16, X is exonerated for that breach. If the umpires decide that X was not keeping clear irrespective of the luff by A, penalize both; A for breaking rule 16.1 and X for breaking rules 11 and 18.2(c).

When rule 18 applies between two boats and the right of way boat is changing course to round or pass a mark, rule 16 does not apply between her and the other boat. When the change of course is not consistent with rounding or passing the mark, rule 16 will apply to the right of way boat - even when other parts of rule 18 are still applicable between the two boats.