

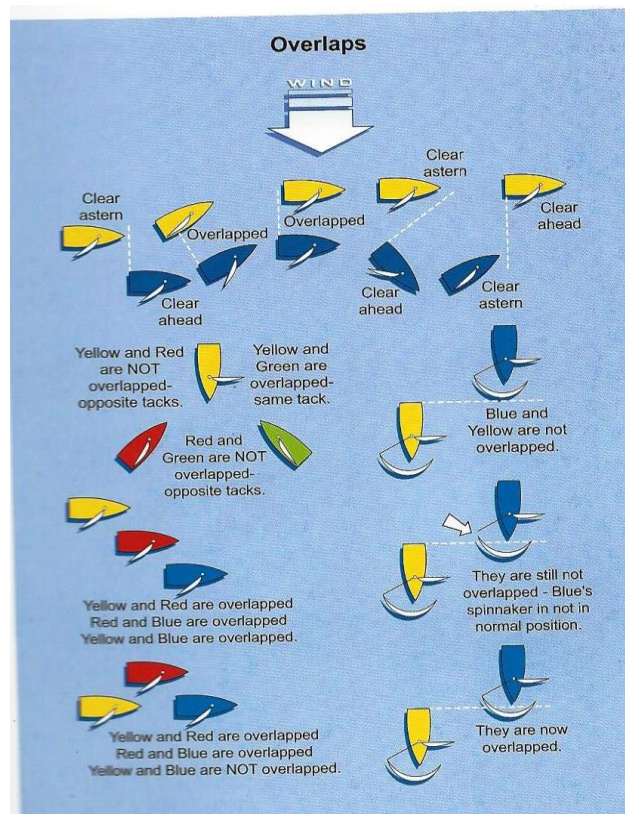
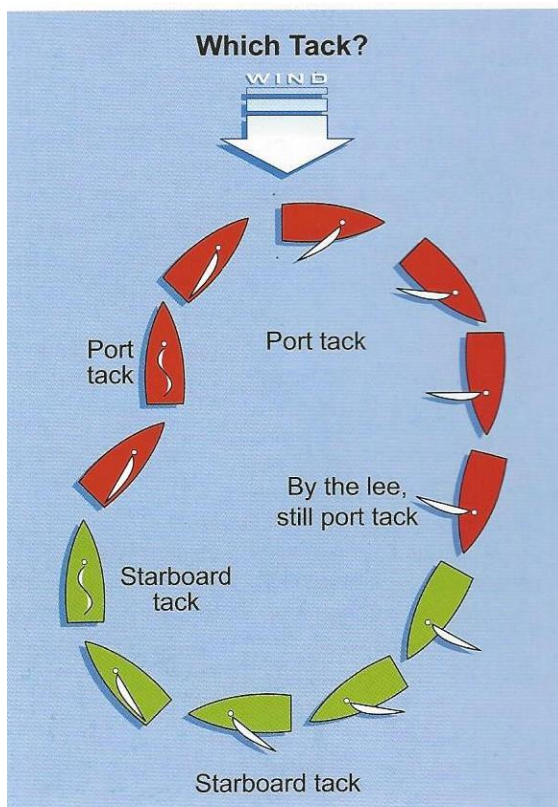


# Paradise Radio Yacht Club (Inc.)

## RACING RULES OF SAILING WORKSHOP 2021 – 2024

### MODULE 2 - Part 2 section A -Right of Way 12 and 13

1. In the last module we covered RRS 10 On Opposite Tacks and 11, On the Same tack, overlapped. We will continue with the “Right of Way Rules” and cover 12 and 13 which are also contained in Part 2, Section A of the RRS. This will complete the Right of way rules which determine which boat has ROW and which boat is required to keep clear.
2. Revision of module one: It is necessary for boats to be able to quickly decide which is the keep clear boat. When there is no question of tacking, there are only two criteria:
  - a. Which tack is each boat on, and
  - b. If they are on the same tack, are they overlapped?
3. A boat is always on either starboard or port tack, even when she is tacking. The following two diagrams explain which tack a boat is on and if they are overlapped:





4. **OBJECTIVE:** At the end of this module, you will be able to:
- Identify which boats have ROW between boats on the same tack when they are not overlapped. and
  - Identify which boat has ROW while tacking.

## **SECTION A**

### **RIGHT OF WAY**

*A boat has right of way over another boat when the other boat is required to **keep clear** of her. However, some rules in Sections B, C and D limit the actions of a right-of-way boat.*

5. **RRS 12.**  
**ON THE SAME TACK, NOT OVERLAPPED**

*When boats are on the same *tack* and not *overlapped*, a boat *clear astern* shall *keep clear* of a boat *clear ahead*.*

<https://www.youtube.com/watch?v=bSSWfC1ccYo>

6. **RRS 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. During that time rules 10, 11, and 12 do not apply. If two boats are subject to this rule at the same time, the one on the other's port side or the one astern shall *keep clear*.*

<https://www.youtube.com/watch?v=OHPhHahigdk>

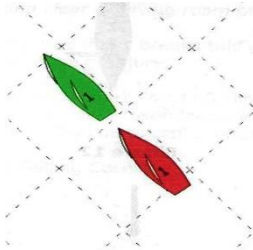
7. It is important that you understand the right-of-way rules. They are the foundation block required for understanding the rules of our sport. For those requiring further reading on this subject, use the link below to RC Sailing Rules and Tactics, by John Ball. This is an informative series of articles written for radio sailing. Chapter 1: The Definitions cover today's subject matter.

<https://sites.google.com/site/johnsrcsailingrulesandtactics/>

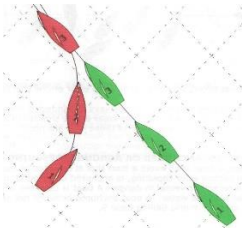
8. See how you are going. Complete the test of objectives for this modular on page 3.

9. In our next session we will commence on Section B, GENERAL LIMITATIONS. Some of the rules of this section place limitations on the actions of the *right-of-way* boat. We will commence with rule 14. Avoiding Contact and 15 Acquiring Right of Way .

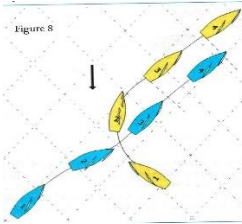
## TEST OF OBJECTIVES MODULE TWO RRS 12 AND 13



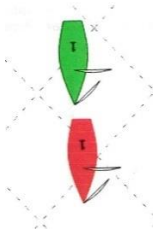
1. Which boat has to keep clear?      red/green
2. Which rule applies?                10, 11, 12, or 13.



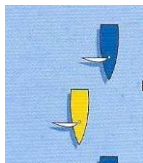
3. Does red break rule 13?      yes/no



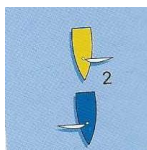
4. Which boat is responsible to keep clear at position 2?  
yellow/blue



5. Which boat is responsible to keep clear? red/green
6. When does a tacking boat's responsibility to keep clear of other boats begin?
7. When does a boat complete a tack?
8. A boat keeps clear of a right-of-way boat when?



9. Does rule 12 apply to this situation? Yes/no



10. Does rule 12 apply to the situation in 2?



- Answer: 1: Red
2. 12
  3. No he has completed his tack before green has to alter course and green has room to maneuver.
  4. yellow he has passed head to wind is now tacking.
  5. green.
  6. After a boat passes head to wind.
  7. When she is on her close-hauled course.
  8. (a) if the right-of-way boat can sail her course with no need to take avoiding action and,  
(b) when the boats are *overlapped*, if the right-of-way boat can also change course in both directions without immediately making contact.
  9. Yes.
  10. No. As the boats are on opposite tacks, rule 10 applies.