

ISS RACING GUIDELINES 2010

The following has been put together to assist windsurfers competing or just in general windsurfing to the right of ways while windsurfing. This is only a guideline, for more detailed rules please refer to ISAF Racing Rules of Sailing 2009 – 2012 including Appendix B: Windsurfing Competition Rules; and the Sailing Instructions.

The most important and simple rule of all is:

Avoid a collision if at all possible, even if another sailor is to blame!

Opposing Sailing Directions or Tacks

- Starboard tack (right hand forward) has right of way over Port. In general, Starboard sailor should hold their line while Port sailor passes downwind.

Same Sailing Directions or Tacks

- Overtaking board must stay clear.
- With overlap, upwind board should not bear off on a downwind (leeward) board.
- Downwind board should not violently luff up into wind, to prevent being overtaken by upwind board. Luffing that is easy to react to and is gradual is OK.

At Gybe Marks

- With overlap, on approach to mark, outside (windward) board must allow enough water for inside (leeward) board to perform a gybe.
- With overlap, outside board must not initiate carve gybe until inside board has started their gybe.
- A board arriving at the mark after another board, should not interfere with the board that was at the mark first. (Exceptions obviously apply if first sailor falls off, leaving 2nd sailor with no time to react!)
- If in doubt about your ability to gybe inside another sailor safely at a buoy please gybe around the outside.

And finally:

1. All competitors have a duty to stop racing and assist any fellow competitor who due to kit failure, injury or other unknown circumstance may require assistance. Anybody that does stop to assist a fellow competitor on the water during a race will be given a redressed scoring position.
2. Racing is all about fun but can be dangerous at times too, it is every windsurfers and/or competitors responsibility to keep it safe.

3. If a competitor is seen to be sailing dangerously during a race, they can be removed from that race and if deemed necessary from the competition.

Glossary

Overlap

For two boards going in the same direction, draw a line across the back of the foremost board, and if the second board overlaps that line, it overlaps.