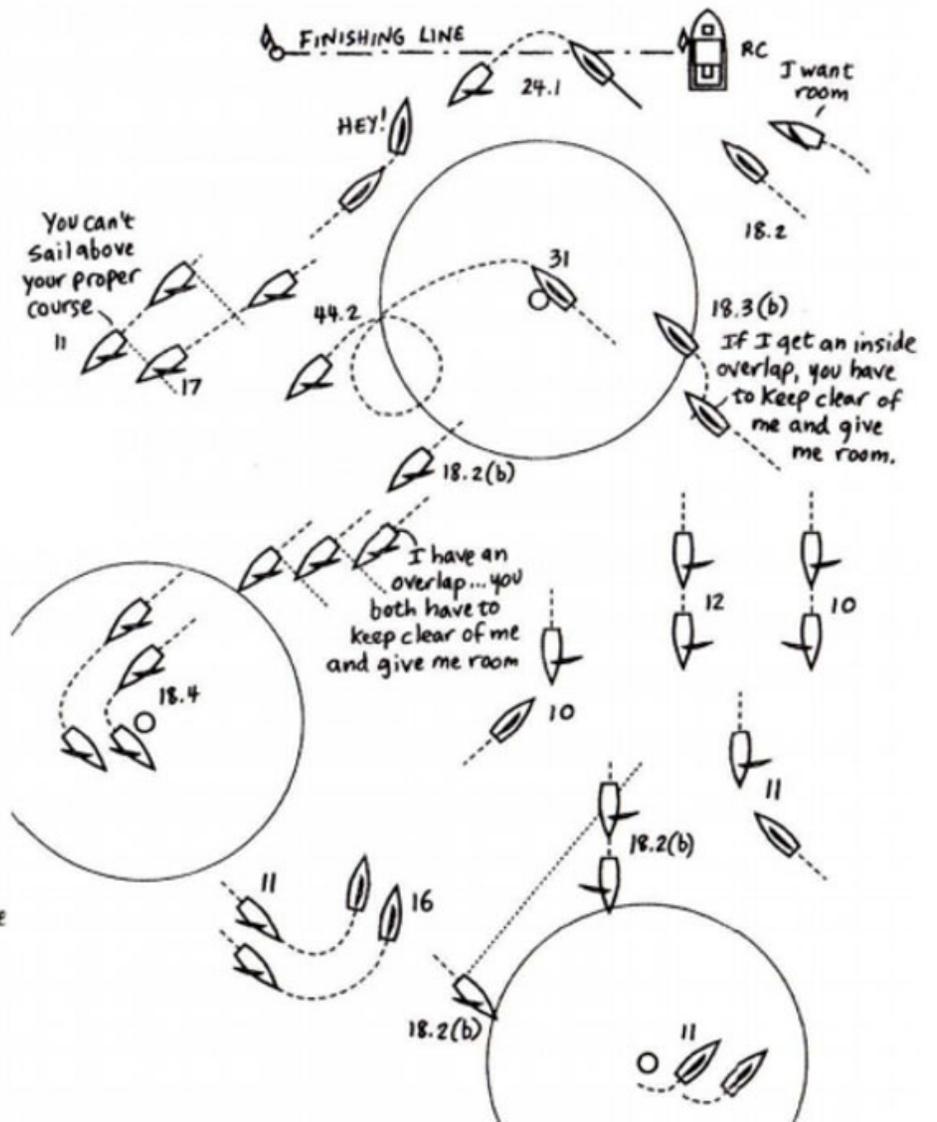
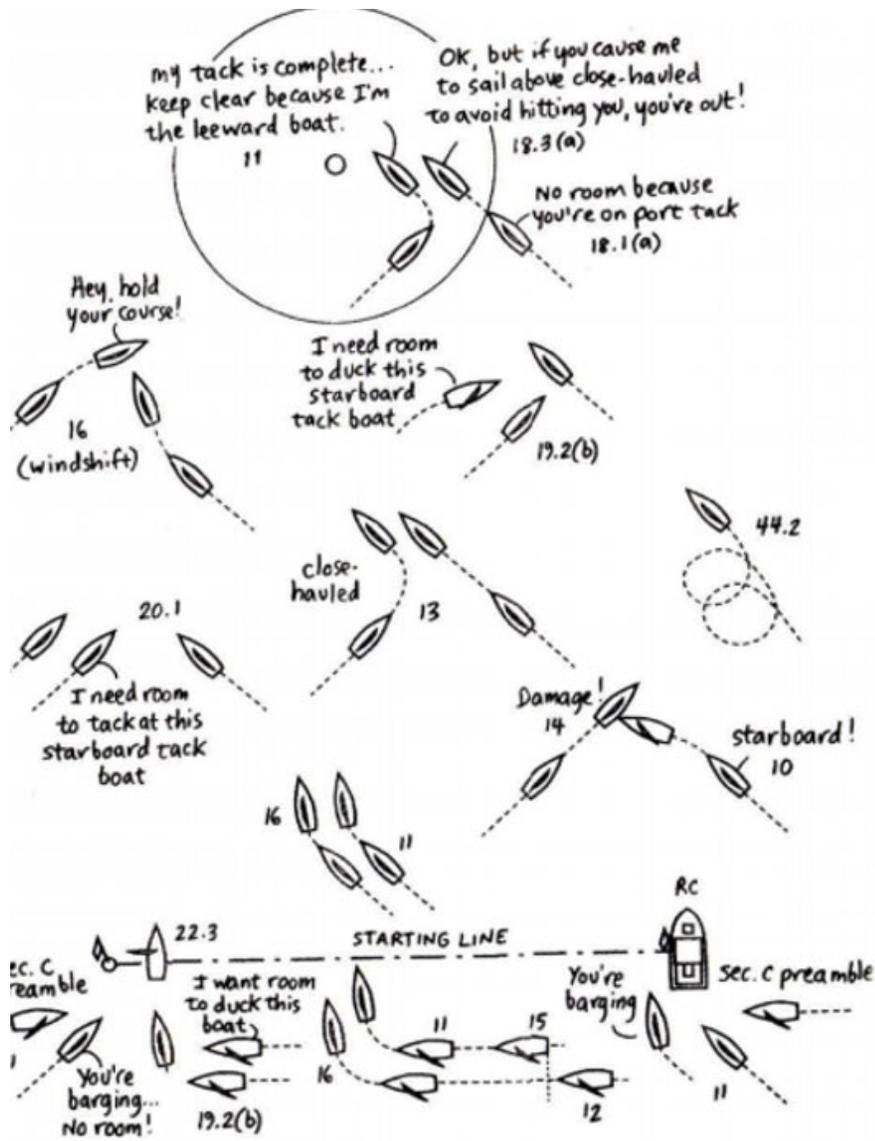
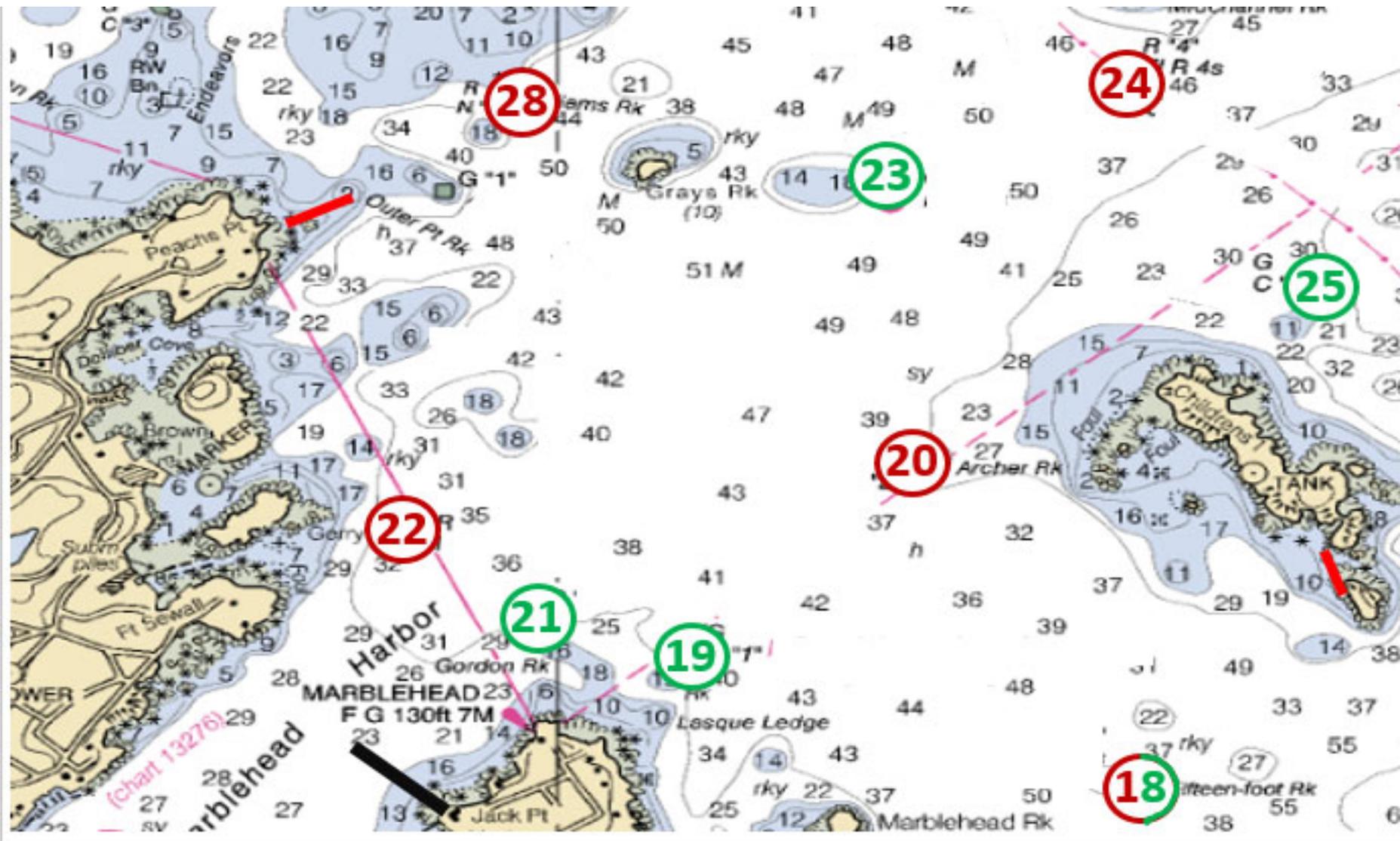


The Twilight Rules



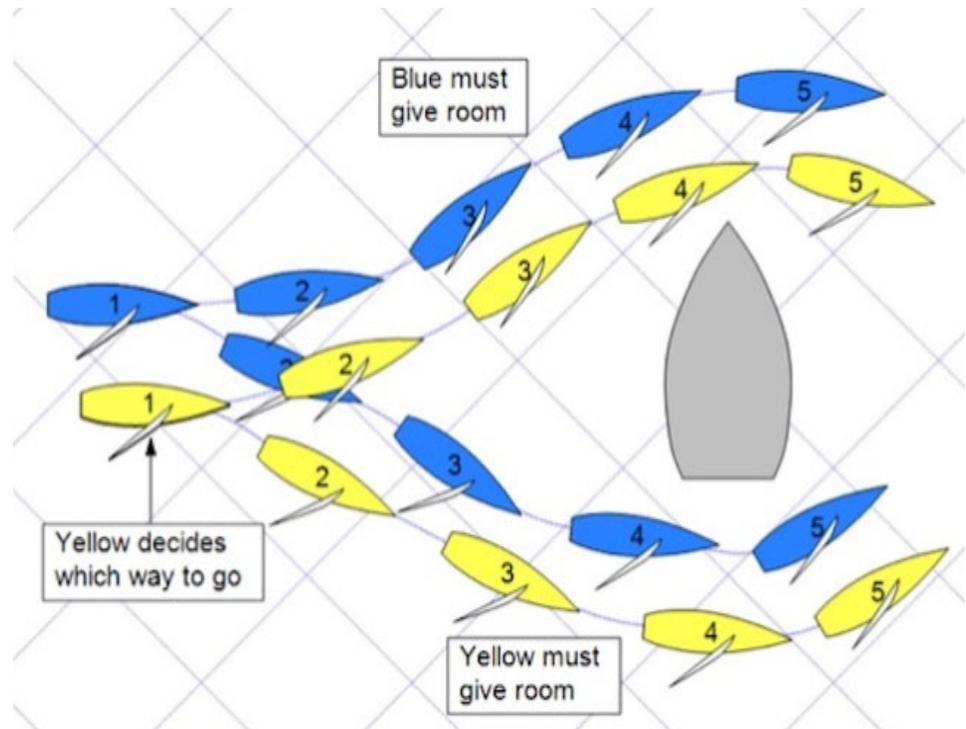


2021-2024 changes (focus on Town Class)

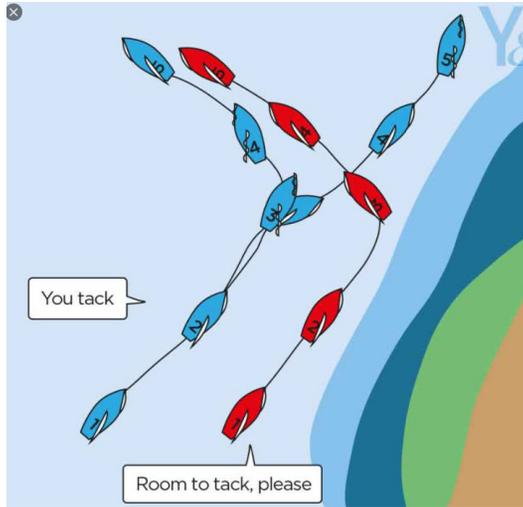
- **Starting & Finishing** is now determined by the hull (this has no impact on Townies unless you attached a bow sprit in the offseason to fly your J1...)
- **Obstruction** slightly clarified to clarify that an “object, area, or line” so designated in the sailing instructions is an obstruction (check the Twilight Instructions / Course Map, we have several “no go” areas clearly labelled)
- **Sail the Course** is a new definition. It pulls the definitional aspects of RRS 28 (string rule) out of that rule, allowing RRS28 to be written in the style of a rule.
 - It does not change anything that we have done in the past (e.g. round to port if a single mark is posted or if more than one mark is posted the side of the mark furthest away from the next mark – unless the course is shortened then all bets are off and we argue about it over a beer).
- **Proper Course** now makes it clear that there may be multiple options for proper course by stating that a proper course is “A course a boat would choose in order to *sail the course and finish as soon as possible...*” (and for twilights add: “... before the sun goes down.”)
- Additional Requirements for **Hails**: when a hail may not be heard a signal (horn, whistle, other) shall be made. You can also hail in any language you want as long as the other boats understand it (Swedish anyone?) and English is always acceptable.

Obstructions

- “An object that a boat could not pass without changing course substantially, if she were sailing directly towards it & one of her hull lengths from it.”
 - CYC docks & rocks, Lighthouse rocks, Little Harbor rocks, Ft. Sewell rocks, Children’s Island, Moored boats...
- Moored boats: overlapped leeward boat has right of way & chooses which side to pass
 - Can choose to pass to leeward of the moored boat: she must give windward boat room to pass as well.
 - Can choose to pass to windward: windward boat must give her room to pass. This includes tacking (if close hauled).
 - Remember: moored boats move. Give extra room.

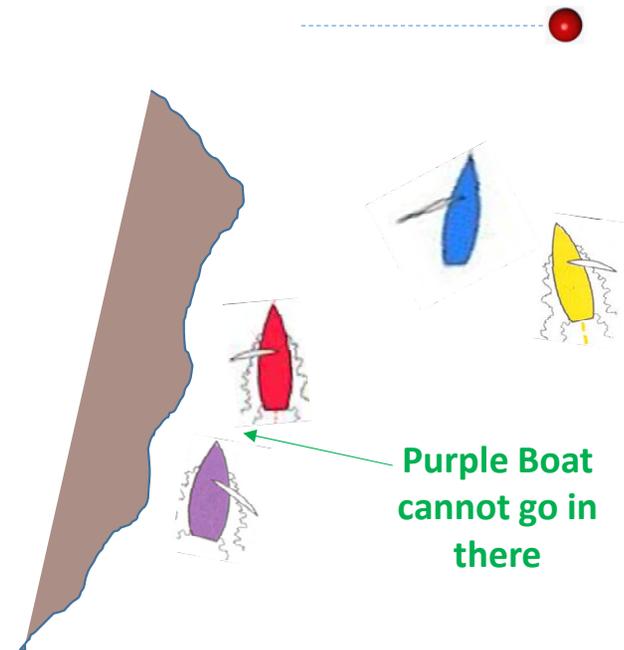


Obstructions



Land, rocks & docks: these are Continuing Obstructions as they can only be passed to 1 side.

- If you are the ROW boat and heading toward land or rocks and need to tack to avoid it, you must **hail "Room to Tack"** to the give way boat (loud and clear).
- The hailed boat shall **immediately either (i) tack, or (ii) respond "You Tack"** & give ROW boat room to tack
- **ROW must tack immediately**
- If you are the hailed boat, you may need to pass the hail on to additional boats to windward of you. Do so **immediately**.



Continuing Obstructions (19.2c): "if a boat that was clear astern & required to keep clear becomes overlapped between the other boat & the obstruction and, at the moment the overlap begins, there is not room for her to pass between them, she is not entitled to room ... (and) she shall keep clear."

- e.g., don't try to squeeze between a boat ahead of you & a rocky shoreline. You don't have any rights if you go in there & there isn't room!

The Pre-Start

- Racing Rules of Sailing start at the Warning Signal (yellow shape + audible, 9 minutes until start)
 - But stay away from the starting line area when Rhodes-19 (or Tech Dinghies!) are in sequence (until our 3 minute signal)
- Standard rules include the basics: port-starboard, windward-leeward, clear ahead-clear behind
 - One exception to remember is that there is no “Proper Course” before the starting signal...
 - ...but be kind, no reason to push someone into a Hinckley
- Drifting conditions: lack of steerage
 - All rules still apply! Suggestion: remain socially distant ☺
 - Rule 14: Avoiding Contact. If you are the right-of-way boat (and are actually moving forward), you still can't bump into someone else. Keep clear & then PROTEST.



Even the big boys have fun in the pre-start

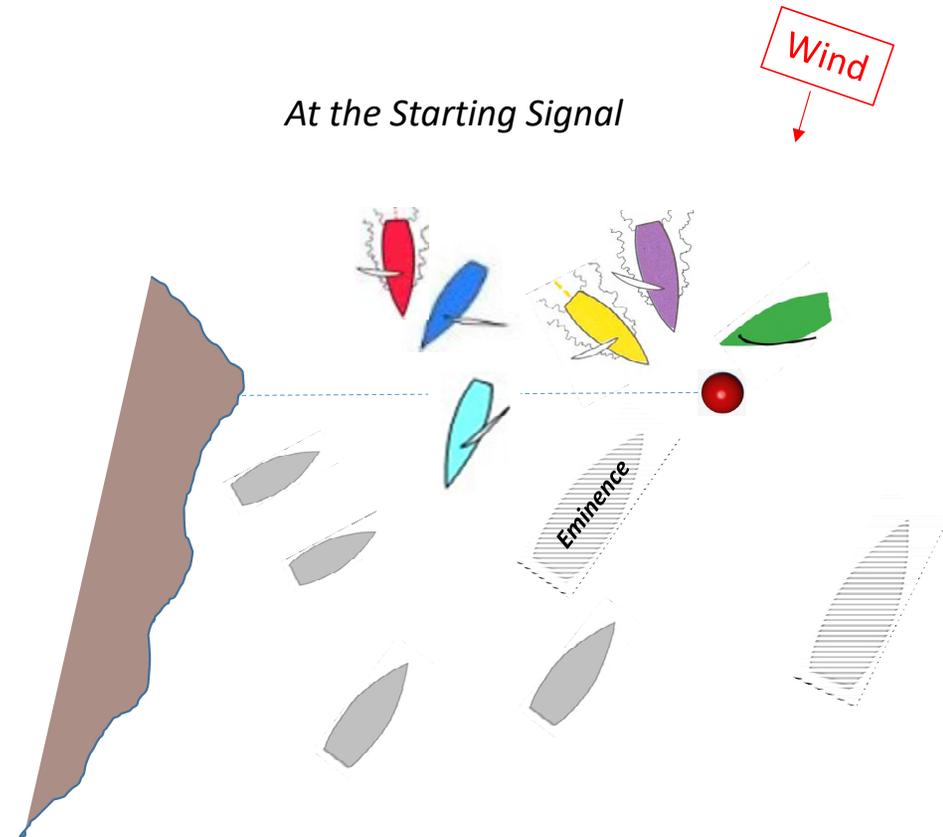
Prada is right-of-way boat (leeward & overlapped) and luffed INEOS

Prada had to give INEOS time and space to keep clear which they did (note, no hail required!)

INEOS fails to immediately keep clear and is penalized!

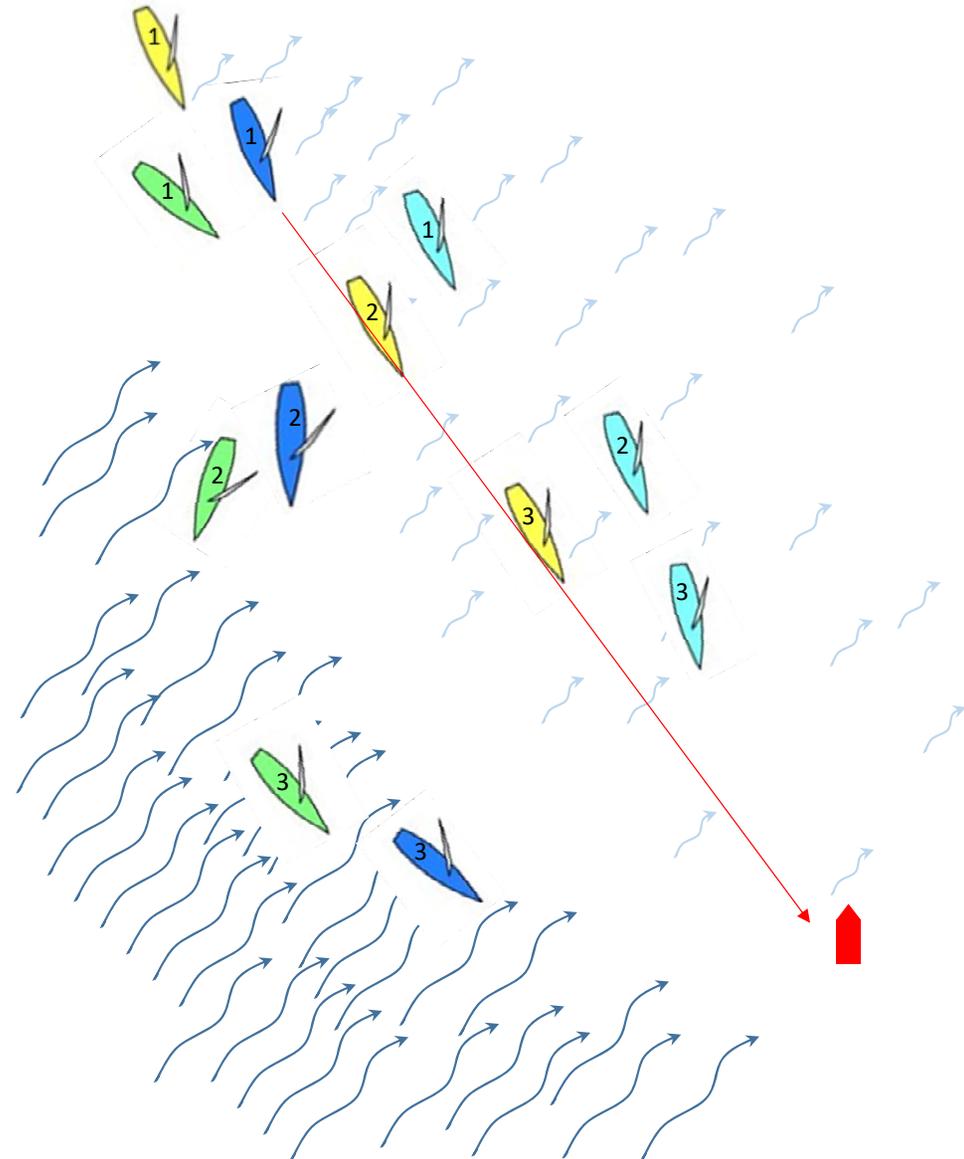
The Start

- Start: “A boat starts when, her hull having been entirely on the pre-start side of the starting line at or after her starting signal, ..., any part of her hull crosses the starting line from the pre-start side to the course side.”
 - Individual Recall: per the RRS, RC shall post Flag X + 1 audible. BUT, our Twilight SI say no audible will be made - instead RC will post Flag X + broadcast the OCS boat’s sail number on the VHF.
 - Over early: if any part of your boat is across the line when the start siren sounds: you must go back to the pre-start side of the start line & re-start (without getting in the way of anyone else).
- Same rules for downwind or reaching starts
- Inside overlapped boats do not have Mark Room at the start! (no barging...)
- If you hit the pin when starting you have to do 1 penalty turn (1 tack & 1 gybe) without interfering with anyone else
- Watch out for Continuing Obstructions: moored boats, docks & rocks. Plan your harbor getaway!



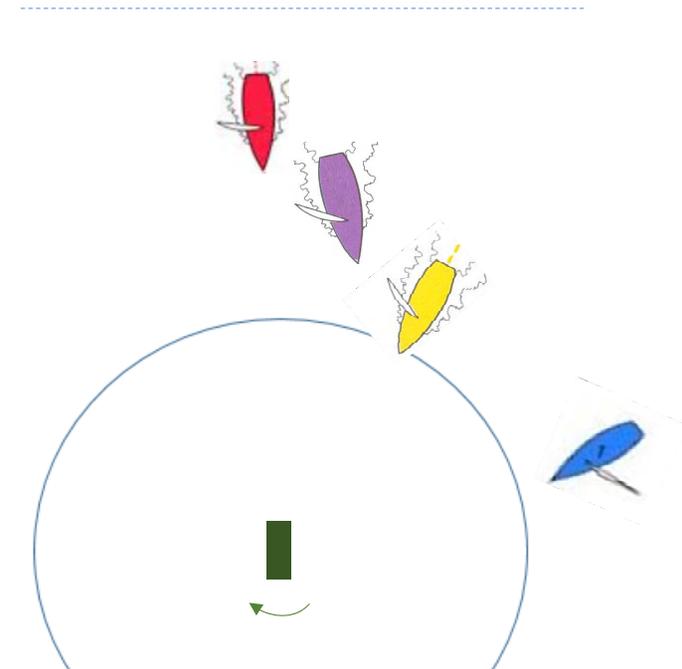
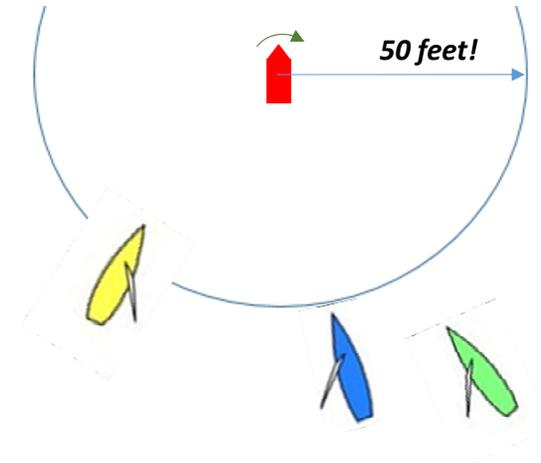
The First (or any) Leg

- Rule 17: When/how overlap occurred restricts leeward boat
 - If overlap is established within 2 hull lengths (33 feet!), you *cannot* sail above your Proper Course
 - This includes if you established the overlap at the start!
 - But beware the gybe loophole when going downwind...
- Proper course: “A course a boat would choose in order to sail the course & finish as soon as possible in the absence of other boats...”
 - Some subjectivity: you can chase pressure, current, geography, etc...
 - With the Rule 17 overlap limitation, you can't do a hard luff on a boat to windward, but you don't have to sail the rumb line either!
- Rule 42: no sail pumps, rocking, ooching (yup that's a thing), sculling or repeated tacks/gybes unrelated to changes in wind or tactics.
 - Although you can scull from irons to close-hauled when stationary or moving slowly
 - And of course you can roll tack (yup, even a Townie)
- Drifting conditions: If you are moving backward, I have no idea what rules apply (they aren't covered in the RRS)
 - If you can't tell what tack you are on and your wind indicator is doing circles, open a beer.



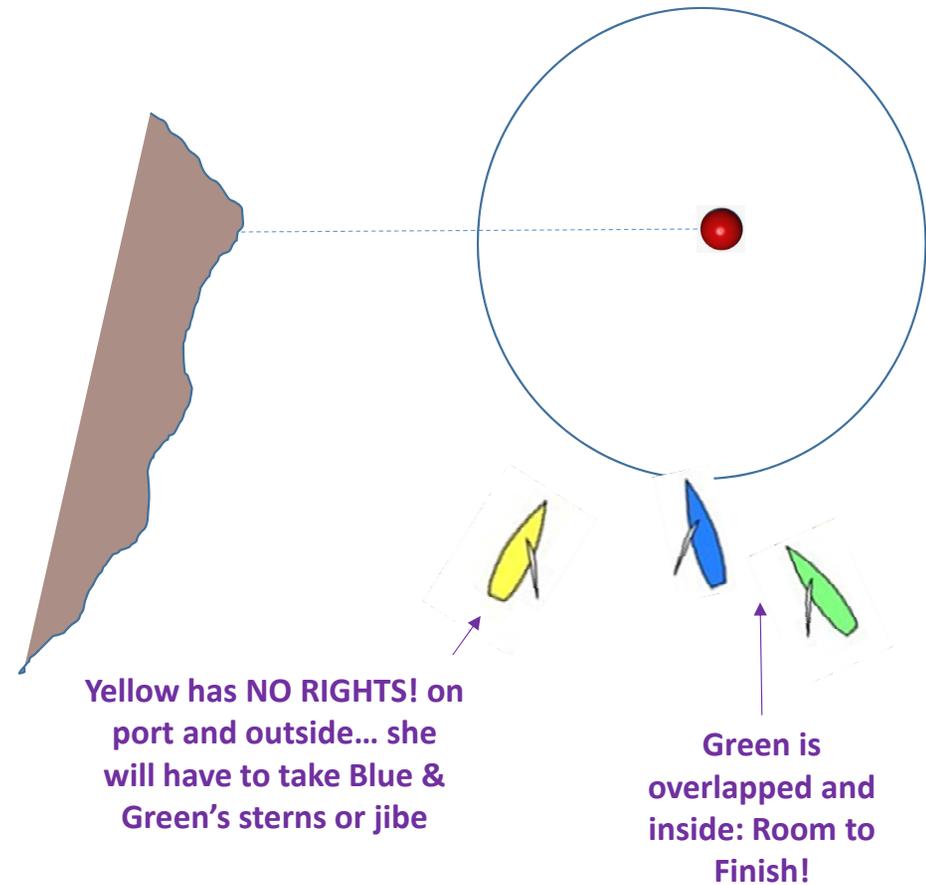
The Marks

- **Zone:** radius is 3 boat lengths (50 feet) - Measure it in your driveway: it's far!
 - At a TC speed of 4 knots = 7.2 seconds (1 knot of boat speed = 1.7 feet/second)
 - Zone is based on the boat closest to the mark: if a R19 is closer than you (but you are overlapped), zone is 58 feet (8.4 sec). With a Tech Dingy: 36 feet (5.3 sec)!
- **Overlap:** established when entering the zone if BOW of the inside TC (closest to mark) is ahead of the RUDDER of outside TC (not the stern!), or if a boat in between them overlaps both boats.
 - Windward Mark – Port rounding: if you tack in the zone, you have NO rights: stay out of the way! ... but if approaching starboard boats are overstood, you can tack under them: just don't force them above close hauled.
 - Windward Mark - Starboard rounding: starboard boat has ROW & Port tack boat needs to keep clear & give starboard boat Mark Room (including the tack).
 - Leeward Mark: inside overlapped boat has ROW regardless of jibe
- **Mark Room (Rule 18):** "Room for a boat to leave a mark on the required side."
 - If establishing/breaking an overlap at the zone is up for debate, assume no overlap/overlap
 - Rule 18 includes room to tack and room to gybe at the mark (but not an inch more!)
 - Rule 18 turns off once mark room has been given.
 - Remember, if you must give Mark Room to a boat that needs to gybe, give plenty of distance for their boom or you may end up with a big bump on your head 😊



The Finish

- “A boat *finishes* when, after *starting*, any part of her hull crosses the finishing line from the course side.”
 - This is important for drifters, you don’t need your entire boat to cross the line, just your bow.
 - But you are racing until you clear the line with your rudder, so don’t hit the pin with your transom and don’t bust out the paddles just yet!
- Pin: treat it as a mark of the course (starboard rounding!) with its own 3-boat length zone. Same rules apply.
- If you hit the pin when finishing you have to do 1 penalty turn (1 tack & 1 gybe) without interfering with anyone else & then re-finish



Scenarios

Wind

