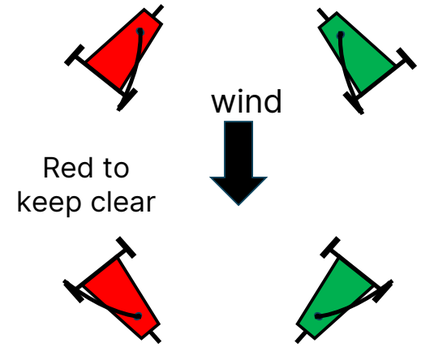
GIVE WAY RULES GUIDE

Note: this simplified rules guide is for easy reference only. The official IBRA rules document and any NOR modifications override this reference sheet

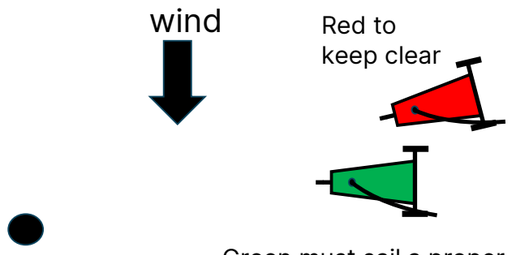
Opposite Tacks
(E.1)

Port tack (wind from left) gives way to Starboard tack (wind from right)



Same Tack 1
Overlapped (E.2)

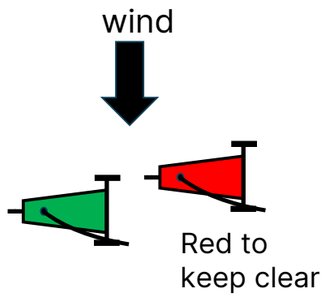
Blokart to windward keeps clear



Green must sail a proper course: *their fastest route to the next mark*

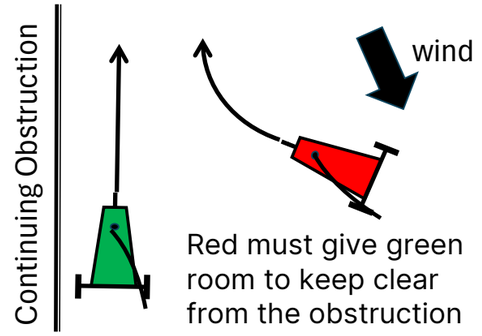
Same Tack 2
Not Overlapped (E.3)

Blokarts behind keeps clear



Continuing Obstruction
(E.11)

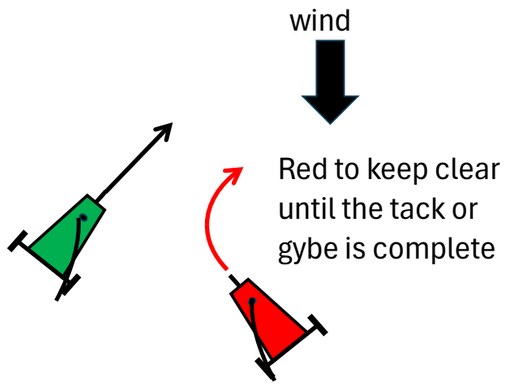
A blokart cannot be forced into a continuing obstruction



Red must give green room to keep clear from the obstruction

Tacking & Gybing
(E.7)

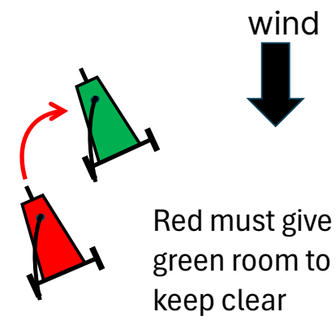
Keep clear while in the act of tacking or gybing



Red to keep clear until the tack or gybe is complete

Changing Course
(E.5)

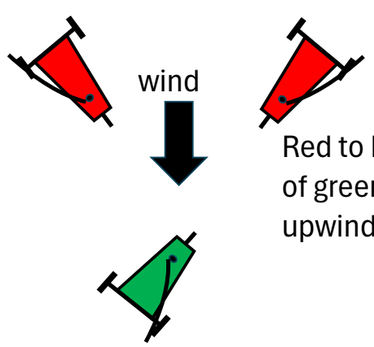
Avoid sudden changes in course, give others room to keep clear



Red must give green room to keep clear

Downwind vs Upwind
(E.8)

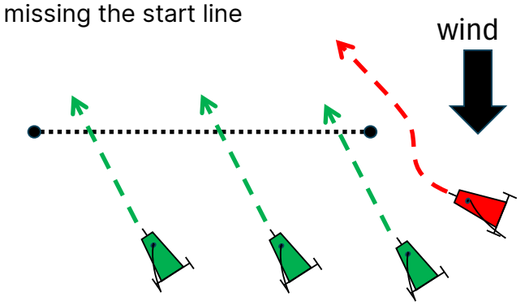
Blokarts on a downwind leg keep clear of blokarts on an upwind leg



Red to keep clear of green sailing upwind

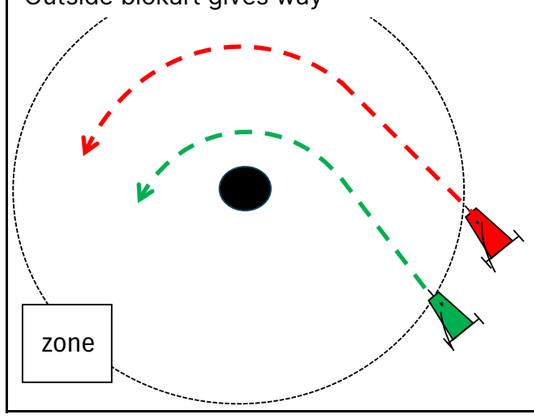
Race Start
(E.17a)

There is no-overlap rule and windward blokarts must keep clear. Even if this means missing the start line



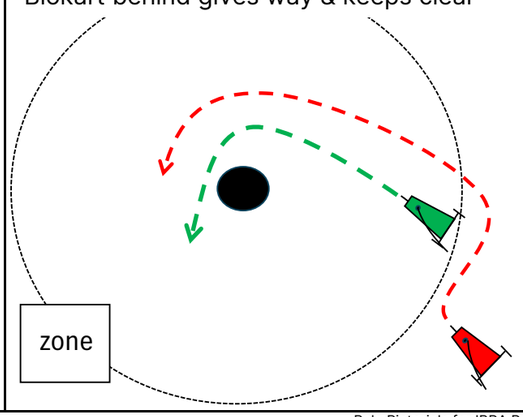
Marks & Obstructions 1
Overlapped at Zone (E.9)

Outside blokart gives way



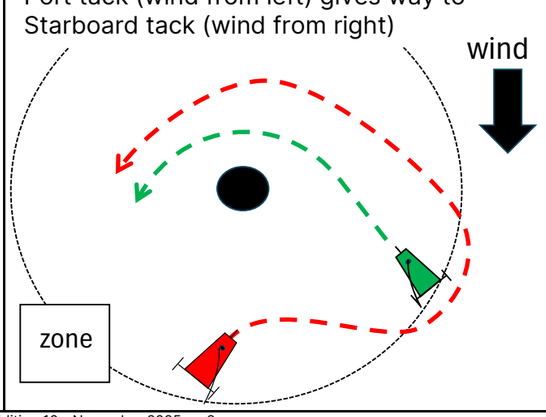
Marks & Obstructions 2
Not Overlapped at Zone (E.10)

Blokart behind gives way & keeps clear



Marks & Obstructions 3
On Opposite Tacks (E.10)

Port tack (wind from left) gives way to Starboard tack (wind from right)



REMEMBER
Avoid collisions (E.4)

Look ahead and Anticipate other's actions

When you don't have rights yield early

When you have rights make predictable changes in course