



Course Racing Rules

These rules are designed to explain the basic ISAF competition rules so that riders who are starting to compete can do so by using only these few rules and without the need to learn the many details of the ISAF Racing Rules of Sailing (RRS) and the Experimental Kiteboarding Competition Rules (EKCR).

However, the RRS and EKCR apply whenever racing and can be found for information in their latest versions on the ISAF and IKA websites

All rules are intended to ensure that the best competitor wins through individual skills, good fortune and quality of equipment, and not as a result of procedural devices or legalistic argument. All disputes under the rules shall be conducted on this principle

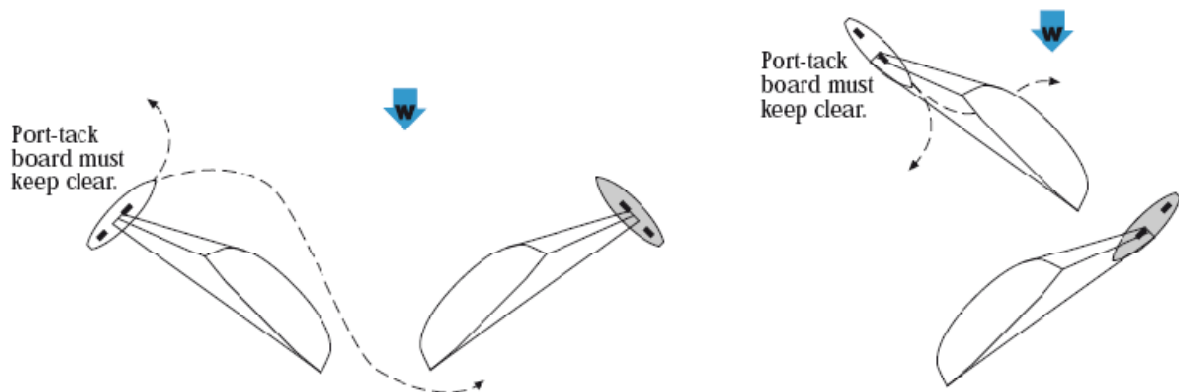
The Course Racing Rules are using drawings from the US Sailing Appendix BB.

§ 1 Definitions

A board is on the tack, starboard or port, as determined by the forward hand of the competitor in standard riding position (riding heel side with both hands on the bar). A kiteboard is on starboard tack, when the forward hand is the competitors right hand. When the forward hand is the left hand, the kiteboard is on port tack.

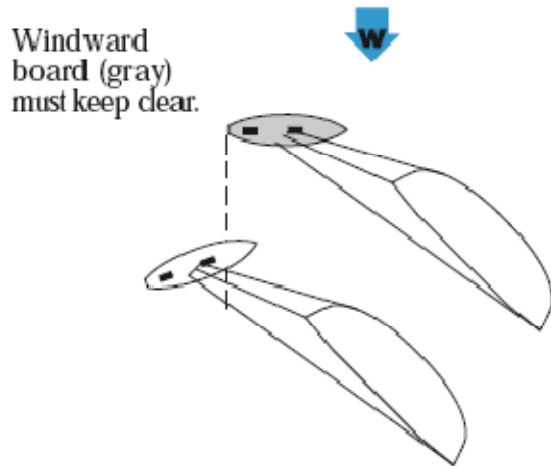
§ 2 When boards meet – on opposite tacks

The port tack board must keep clear



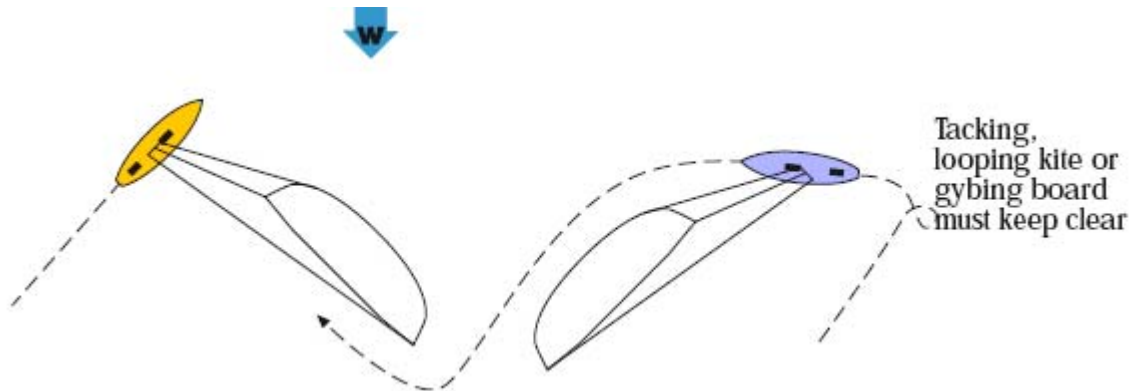
§ 3 When boards meet – on the same tack

The board to windward (if overlapped) or clear astern (if not overlapped) must keep clear.



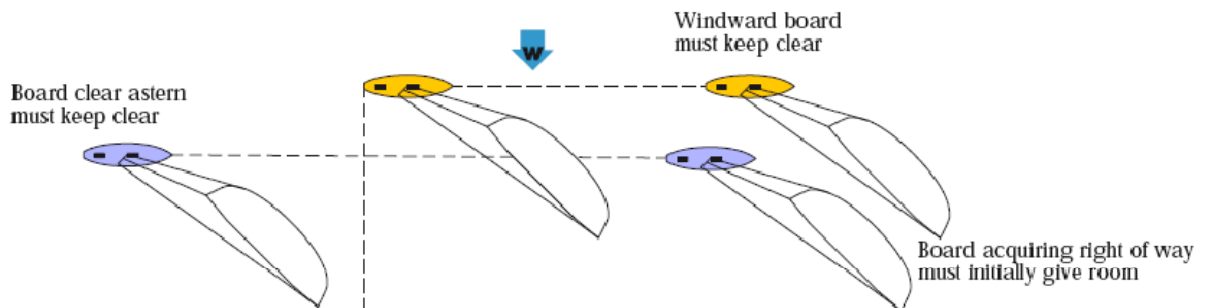
§ 4 Tacking, Gybing and Looping

After a board initiates a tack or gybe, she must keep clear of other boards until she is on a close hauled course. A looping kite shall keep clear of other boards.



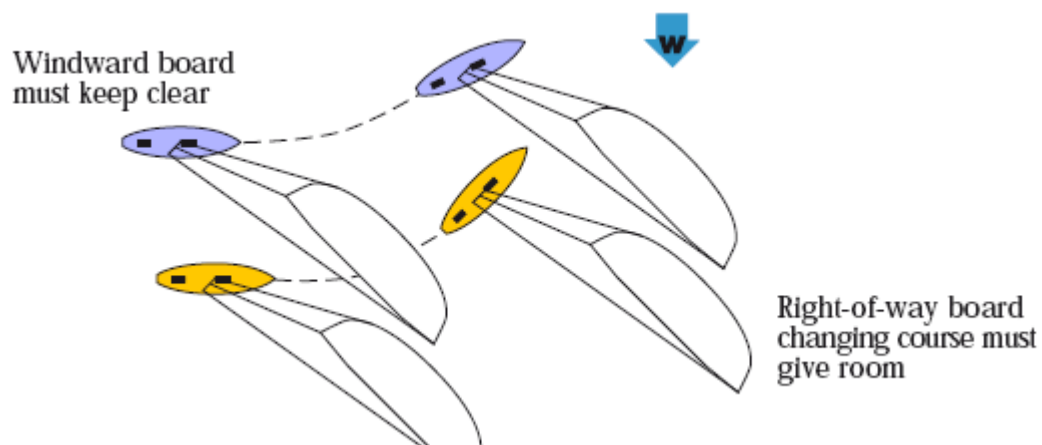
§ 5 Acquiring right of way

When a board acquires right of way, she must initially give the other board room to keep clear.



§ 6 Changing Course

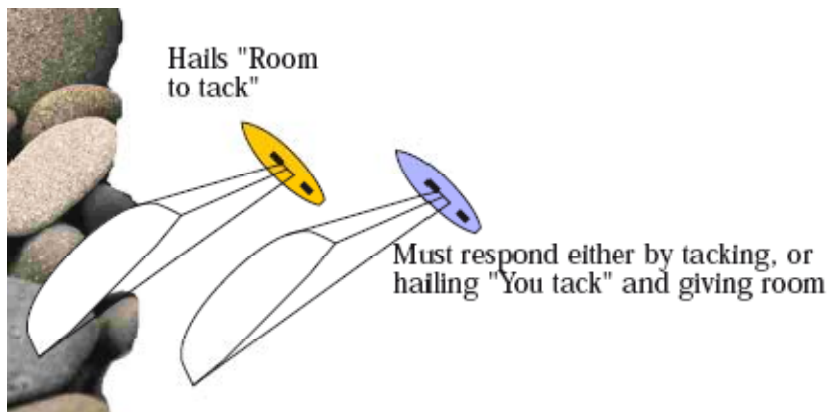
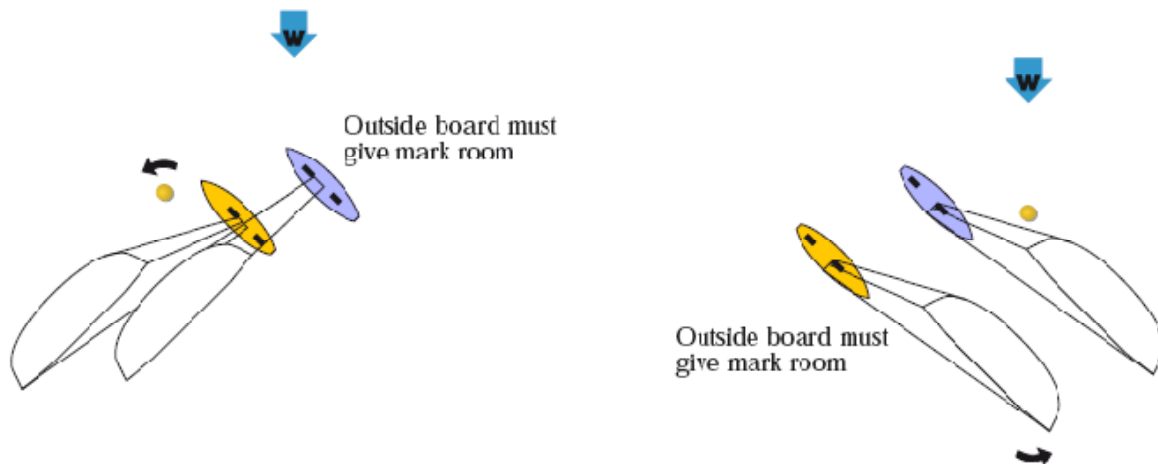
When a right-of-way board changes course or the position of her kite, she must give the other board room to keep clear.





§ 7 Room at a mark or obstruction

This rule applies between boards when they are required to leave a mark on the same side and at least one of them is about to round or pass it. When boards are overlapped, the outside board shall give the inside board room to round or pass the mark.



§ 8 Protests and Penalties

When you break a "when boards meet" rule, you may exonerate yourself by taking a penalty. The default penalty is the 20% scoring penalty (your score will be worsened for that race by 20% of the riders who finish the race). For each penalty, you must inform the other kiteboard and the race committee immediately after finishing by fulfilling a scoring adjustment form within the time limits for protests.






§ 9 Starting Sequences

The usual start system is System 1:

				
Red Flag	Red removed	Yellow Flag	Yellow removed	Green Flag
Warning		Preparatory		Starting
1 sound		1 sound	1 long sound	1 sound
5 minutes to start	4 minutes to start	4 minute to start	1 minute to start	start

§ 10 Starting Errors, Recalls and Penalties

At the starting signal, you and your board must be completely on the pre-start side of the starting line. If not, you are disqualified for this race. If the race committee sees any part of a board on the course side at the starting signal, but cannot identify all of them it will display the general recall flag. This means that all kites have to return and restart, except the identified early starters, which are disqualified.

	First Substitute with two sound signals: General Recall	All boards must return, the start will be repeated.
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§ 11 Sailing the course

You must start, pass each mark on the required side on the correct order and finish, so that a string representing your wake after starting and until finish would lie on the required side of each mark and touch each rounding mark.

