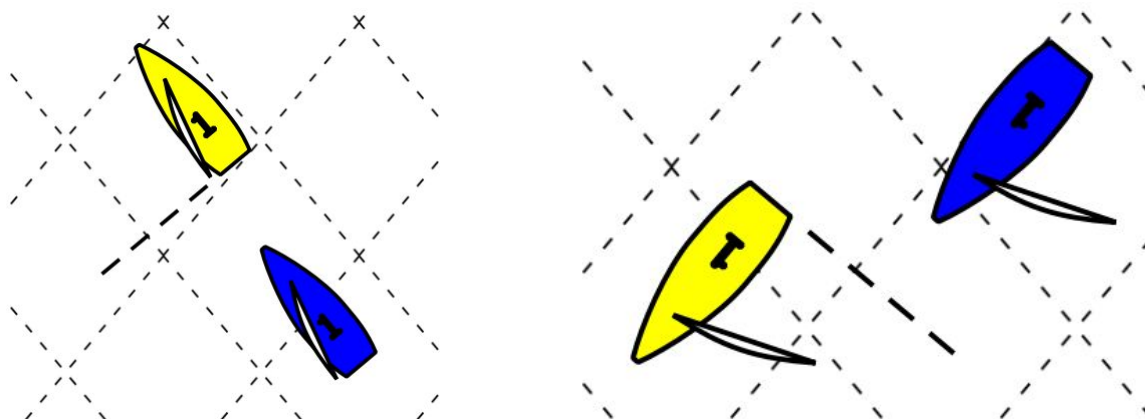


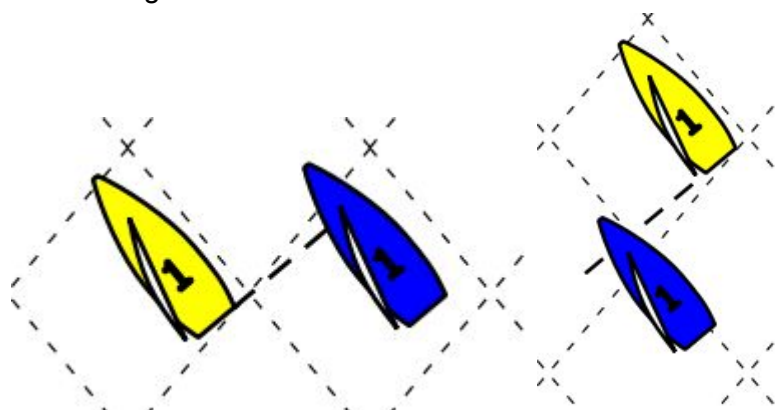
DEFINITIONS

A term used as stated below is shown in italic type within the rules.

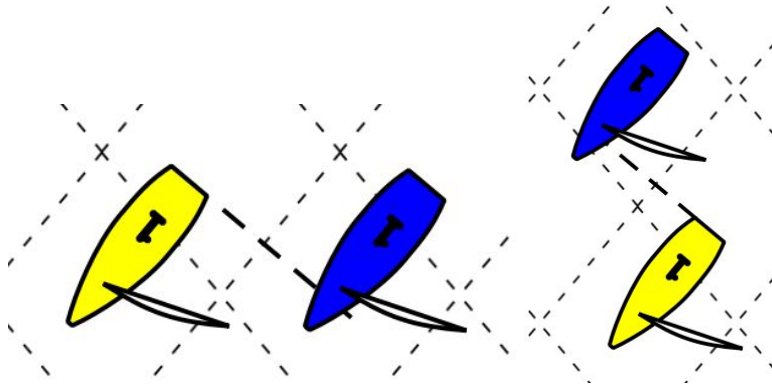
Clear Astern and Clear Ahead; Overlap One boat is *clear astern* of another when her hull and equipment in normal position are behind a line abeam from the aftmost point of the other boat's hull and equipment in normal position. The other boat is *clear ahead*. They *overlap* when neither is *clear astern*. However, they also *overlap* when a boat between them *overlaps* both. These terms always apply to boats on the same *tack*. They apply to boats on opposite *tacks* only when rule 18 applies between them or when boat boats are sailing more than ninety degrees from the true wind.



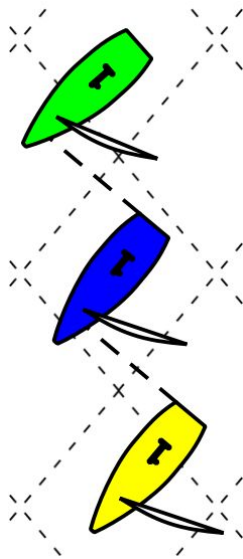
In both diagrams the Blue boat is *clear astern*



In both diagrams the Blue boat is *overlapped* with the Yellow boat.



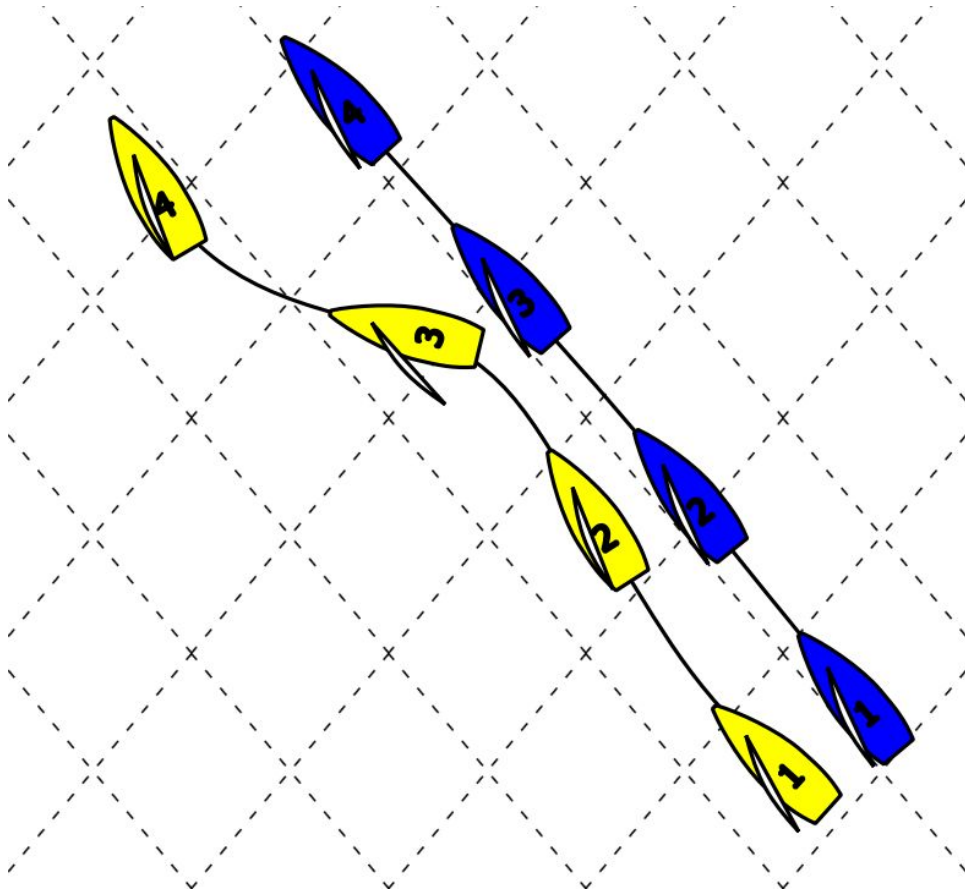
In both diagrams the Blue boat is *overlapped* with the Yellow boat.



In the diagram the Blue boat is *overlapped* with the Yellow boat and the Green boat is *overlapped* with both the Blue and Yellow boats.

Keep Clear A boat *keeps clear* of a right-of-way boat

- (a) If the right-of-way boat can sail her course with no need to take avoiding actions and,
- (b) When the boats are *overlapped*, if the right-of-way boat can also change course in both directions without immediately making contact.



In the diagram Yellow, the right-of-way boat, is able to change course in both directions without immediately making contact with Blue. Blue therefore *keeps clear* of Yellow.

Leeward and Windward A boat's *leeward* side is the side that is or, when she is head to wind, was away from the wind. However, when sailing by the lee or directly downwind, her leeward side is the side on which her mainsail lies. The other side is her *windward* side. When two boats on the same *tack overlap*, the one on the *leeward* side of the other is the *leeward* boat. The other is the *windward* boat.

Mark An object the sailing instructions require a boat to leave on a specified side, and a race committee vessel surrounded by navigable water from which the starting or finishing line extends. An anchor line or an object attached accidentally to a *mark* is not part of it.

Mark-Room Room for a boat to leave a *mark* on the required side. Also,

- (a) Room to sail to the *mark* when her *proper course* is to sail close to it, and
- (b) Room to round the *mark* as necessary to sail the course.

However, *mark-room* for a boat does not include *room* to tack unless she is *overlapped* inside and to *windward* of the boat required to give *mark-room* and she would be *fetching* the *mark* after her tack.

Obstruction An object that a boat could not pass without changing course substantially, if she were sailing directly towards it and one of her hull lengths from it. An object that can be safely passed on only one side and an area so designated by the sailing instructions are also *obstructions*. However, a boat *racing* is not an *obstruction* to other boats unless they are required to *keep clear* of her, or if rule 23 applies, avoid her. A vessel under way, including a boat *racing*, is never a continuing *obstruction*.

Proper Course A course a boat would sail to *finish* as soon as possible in the absence of the other boats referred to in the rule using the term. A boat has no *proper course* before her starting signal.

Room The space a boat needs in the existing conditions, including space to comply with her obligations under the rules of Part 2 and rule 31, while maneuvering promptly in a seamanlike way.

Tack, Starboard or Port A boat is on the *tack*, *starboard* or *port*, corresponding to her *windward* side.

Zone The area around a *mark* within a distance of three hull lengths of the boat nearer to it. A boat is in the *zone* when any part of her hull is in the *zone*.