

Part E – Sailing Rules

When not racing the basic rules mentioned in the blokart owners manual (p18 & 19) apply!

Basically they are :

1. *Head on*
When two blokarts are approaching each other head-on, each sailor must turn right
2. *Give Way*
When two blokart are converging, the sailor which has the other on the right must give way
3. *Overtaking*
Keep well clear of the blokart being overtaken

During a class A (see I.2) race on track or other area the following rules apply

These rules can be split up into 4 parts :

1. E.1 – E.6 general rules
2. E.7 – E.16 sailing on the course rules
3. E.17 – E.20 mark rounding rules
4. E.21 – E.25 starting rules

Terminology used :

- **Overlap** : blokarts are considered overlapped when they are on the same tack and any part of the front wheel of the aft blokart is level with or further forward than any part of the forward blokarts rear wheel.
- **Obstacle** : any object on the course that does not belong or cannot be removed. Animals, pedestrians, the sea, a mark, a capsized or stopped blokart, rocks,... are considered obstacles
- **Turning point** : consists of a mark and mark zone. A mark must be at least a flag, preferably with minimum one extra cone. The mark zone is a zone of 5 metres (or other distance as specified by the race committee) surrounding the mark. The mark zone is preferably indicated with extra cones or visual markings on the ground.
- **Start box** : rectangular zone in front of the start line being one long side of the rectangle.
- **Leg** : the part of the course between two marks.

General rules :

E.1 A competitor shall compete in compliance with recognized principles of sportsmanship and fair play. A competitor may be penalized under this rule only if it is clearly established that these principles have been violated.

E.2 By participating in a race conducted under the EBA/IBRA rules, each competitor agrees:

- to be governed by these rules;
- to accept the penalties imposed and other action taken under the rules;
- with respect to such determination, not to resort to any court or other tribunal not provided for in the rules;

- E.3 Each competitor is responsible for his/her own decision to participate or continue to participate in any event.
- E.4 No sailor shall exit their blokart during a race unless directed to do so or to render assistance to a competitor due to safety.
- E.5 Blokarts must be propelled only by the setting and trimming of its sail or by the sailor using their hands against the rear tyres. Sailors must not touch the ground with any part of their body in order to propel their blokart.
- E.6 A blokart shall avoid contact with another blokart if reasonably possible. However –
- A right of way blokart need not act to avoid contact until it is clear that the other blokart is not keeping clear
 - A right of way blokart shall not be penalized under this rule unless there is contact that causes damage or injury

Sailing on the course rules :

- E.7 A blokart must keep its proper course.
- E.8 When blokarts are on opposite tacks, give way to the right.
- E.9 When blokarts are on the same leg, tack and overlapped, a windward blokart shall keep clear of a leeward blokart.
- E.10 When blokart are on the same tack and not overlapped, a blokart clear behind shall keep clear of a blokart that is clear ahead.
- E.11 When two blokarts are head on, both blokarts will veer to the right.
- E.12 After a blokart passes head to wind, it shall keep clear of other blokarts until it is on its proper course. If two bokarts are tacking at the same time, the blokart on the left shall keep clear of the blokart on the right.
- E.13 When a right of way blokart changes course, it shall give the other room to keep clear.
- E.14 When a blokart acquires right of way, it shall initially give the other blokart room to keep clear, unless it acquires right of way because of the others actions.
- E.15 A blokart cannot force another blokart upon a obstacle. A blokart approaching and unable to clear an obstacle without fouling or endangering another blokart may call for 'room' to clear the obstacle. The signalled blokart shall give room and if necessary tack or gibe. The signalling blokart should do the same.
- E.16 Blokarts sailing on the grass (or off the course) have no rights.

Mark rounding rules :

- E.17 Inside overlap takes precedent over give way to the right within the mark zone
- E.18 When blokarts are in the mark zone a blokart that has inside overlap in the mark zone may hail “room” and pass the mark in a sportsman like manner taking no more room that is necessary to pass the mark safely. Any blokart overlapped on the outside shall give the inside blokart room to do so. After passing the mark this rule ceases to apply, however, the right of way blokart must give the other room to keep clear. When this rule is in effect E.8 (give way to the right) ceases to apply until such time as both blokarts are outside the mark zone.
- E.19 When a faster blokart approaches a slower blokart within the mark zone it shall pass only on the outside, if in doing so the blokart establishes an inside overlap for the next mark it shall be entitled to room to pass the mark as per rule E.17
- E.20 Blokarts turning around a mark outside the mark zone have no right of way on blokarts in the mark zone.

Start box rules :

- E.21 All marks indicating the box cannot be considered as turning marks or obstacles!
- E.22 Prior and during the last 10 seconds of the start procedure all sailing rules apply.
- E.23 During the last 10 seconds of the start procedure it is not allowed to stand still or change course in the start box. The only way to leave the start box is through the start line.
- E.24 Under no circumstance is it allowed to cross the side lines of the start box.
- E.25 A competitor who crosses the start line early must re-cross the start line from the prestart side, however, a blokart returning to the prestart side must keep clear of all other blokarts and go around the outside of the box (crossing the start line in the wrong direction is an infringement and will result in disqualification for that race) . A competitor will not be considered to have started the race until the start line is crossed after the starting signal.