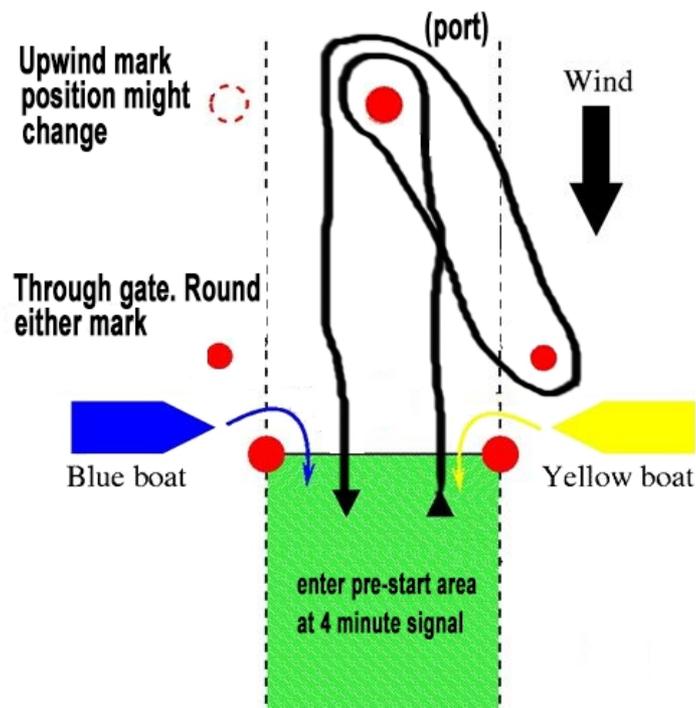


Marconi Match Racing Made Simple

Starting Sequence (no flags – VHF and horn)



- Prior to start the Blue flagged boat will be on the port side of the course area and Yellow flagged boat on starboard side.
- At 5 minutes prior to the start, the Warning sound signal, will be made VHF M2 (P4)
- At 4 minutes, the Preparatory sound signal will be made. At the Preparatory Signal, each boat must be outside of the starting area defined by a line perpendicular to the starting line through the starting mark on each boat's assigned end. After the Preparatory signal, the boats must enter the starting area from the course side of the starting line.
- This is the period where each boats works hard to find a pre-start advantage using the Rules of Sailing to their advantage.
- At 1 minutes prior to start, a sound signal is made.
- At the Starting time, a sound signal is made.

If one or both boats have crossed the starting line to the course side prior to the starting signal, then a Yellow or Blue flag, as appropriate, will be displayed until all boats have started properly.



MATCH RACING CHALLENGE



Protesting

Rules umpires will closely follow the boats. All infractions are settled on the water, there will be no formal protest after the race.

Either Yellow or Blue boat can display a red flag to indicate that the other has infringed the racing Rules.

The on-the-water umpires will display a Yellow or Blue flag, as appropriate to indicate that one of the boats have incurred a penalty. If the umpires determine that no infraction has taken place, they will display a Green & White flag.

For more serious infractions, the umpires can also signal with a Red Flag to indicate a penalty must be taken as soon as possible.

Penalties

If a boat is penalized, she can take the penalty **anytime after** the start and before the finish. On a beat the penalty is a gybe, on a run the penalty is a tack; all penalties must be completed before crossing the finish line to finish.

The boat cannot perform any part of a penalty within 2 lengths of a rounding mark and the head of her spinnaker must be below the gooseneck **when tacking** in a penalty.

If a boat is carrying a penalty and gets another, she must perform the 2nd penalty **immediately**.

The penalty offsetting rule will not apply. If both boats have a penalty against them, then both boats must perform their penalty.

Other Rules

A couple of other rules to Marconi match racing:

Note: You must give the other boat room to keep clear, and time in which they can perform their keep clear move. If you don't, it will be your boat that receives the penalty.

A Boat cannot go out of her way to interfere with a boat on another leg and cannot protest for action or in-action of the umpires.

Windward marks are rounded, leaving them to port.

Many thanks to our British Keelboat League Team Sponsors.

