

Regatta



THE OBJECT OF THE GAME is to be the skipper of the boat that crosses the finish line first.

GENERAL INFORMATION ABOUT SAILING

Good skippers use the language of sailing properly and understand wind conditions affecting their boats. Since the novice skipper needs to have some knowledge of these terms and conditions, the following brief explanation is included.

Sailboats may move in any direction except directly *into* the wind. Sailing directly *with* the wind is termed "running" while sailing across the wind is "beam reaching." Sailboats perform very well on a "broad reach," a course midway between "beam reach" and "running." Contrary to what the landlubber might expect, any yacht will sail faster on a "broad reach" than it will sailing directly with the wind ("running").

To sail against the wind, skippers must use a maneuver called "tacking." "Tacking" involves "beating" (sailing obliquely against the wind) in a zigzag course.

When a boat is running or broad reaching, its speed can be increased by the use of a "spinnaker," a parachute-like auxiliary sail. However, a spinnaker must be used judiciously. If the wind shifts, or there is reason to change course, the boat flying a spinnaker cannot be properly maneuvered and the spinnaker must be taken down causing the boat to lose headway.

When a boat passes close to another directly between it and the wind, the leeward boat (the one away from the wind) is "blanketed" and loses headway.

NAUTICAL GLOSSARY

As you play the game, you may wish to refer to some of the following terms used by sailors. Although some may seem difficult, they will be quickly mastered in playing the game.

Beam reaching—sailing across the wind

Beating—sailing into the wind at a point between beam reaching and head to wind—also called *close hauled*

Blanketing—taking the wind out of the sails of another boat by moving close to windward of it

Broad reaching—sailing downwind at a point between beam reaching and running

Coming about—another term for tacking

Downwind—with the wind

Jibing—shifting sail to opposite side in tacking downwind

Leeward—away from the wind

Luffing—sailing very close to or dead into the wind so air will spill from the sails

Mark—buoy around which boats must sail

On a tack—on a course, i.e., not tacking or jibing

Port—left side of boat

Rounding—going around a mark

Running—sailing before the wind

Spinnaker—a ballooning auxiliary sail used when running or broad reaching

Starboard—right side of boat

Tacking—changing wind in sailing upwind, swinging bow across eye of wind

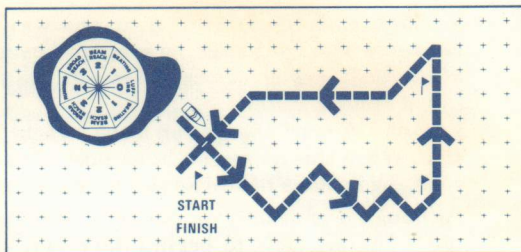
Windward—toward the wind, opposed to leeward

EQUIPMENT

1 wind indicator island	6 yachts
2 islands	6 spinnaker cards
3 course marks	18 puff cards
1 committee boat	1 die

SETUP—Islands and course marks (buoys around which the boats must sail) may be positioned anywhere on the board. Generally speaking, the triangular course is the one most often used.

The Wind Indicator (mounted on its island base) should be positioned so that the wind direction arrow (which indicates the direction in which the wind is blowing) points exactly opposite to the starting direction. (Yacht races generally begin with a windward leg.)



A Triangular Course

Start-finish line is marked by placing the committee boat and a course marker two spaces apart for *each* boat in the race.

PLAY

STARTING ROUNDS

1. Players roll the die to decide order of play. The first player to roll a 3 is first; the player to his left is second, etc.
2. *In his turn*, each player positions his yacht behind the starting line on any cross he chooses except one on which he could “blanket” another yacht (see BLANKETING).

Rounds one and two are like the warning and preparatory signal stages in an official race. During this pre-start period, skippers maneuver their yachts as close to the starting line as possible. A player may not be on or across the starting line before round three. Boats “jumping the gun” *must return and re-cross the line*.

3. Every *round* starts with a roll of the die to determine the number of *legs* per *turn* for all players. The numbers 1, 2 and 3 on the die indicate that the round is to be a one-, two- or 3-leg round. For the first round, the first player rolls the die. He continues to roll the die for each successive round until “S” (see WIND SHIFTS) turns up. “S” means a wind shift.

MOVES

TERMS

Round—consists of one *turn* per player

Turn—consists of one or more *legs* as determined by the die

Leg—movement in a straight line consisting of 1, 2 or 3 *spaces*

IMPORTANT: The differences between turns, legs and spaces must be kept clear.

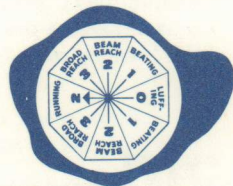
Each leg is in a straight line and varies in length according to its direction with respect to the wind. The number of spaces for each leg, as shown on the Wind Indicator, is as follows:

Direction with Respect to Wind

Running
Broad Reaching
Beam Reaching
Beating
Luffing

Number of Spaces

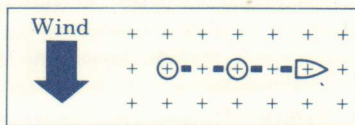
2
3
2
1
0



As shown by the zero on the Wind Indicator, a boat may not sail in a luffing direction.

Each *turn* consists of one, two or three legs as determined by the die. When the number 1 is rolled, all players move their boats one leg in any direction except luffing; for example, 2 SPACES *running* OR 3 SPACES *broad reaching*. When the number 2 is rolled, they may move two legs in one direction OR one leg in one direction followed by one leg in another direction; for example, a player may move two SPACES *beating* (one space per leg) OR may divide his turn into two different legs, such as a *beam reaching* leg of 2 spaces followed by a *broad reaching* leg consisting of 3 spaces. When the number 3 is rolled, each player may move all three legs in one direction OR two legs in one direction and one in another OR, if desirable, change course from leg to leg.

Use of a *spinnaker* (see USING A SPINNAKER) adds one SPACE to a *running* or *broad reaching* leg.



Two-leg Turn—Beam Reaching

A ROUND OF THREE-LEG TURNS

Boat A:

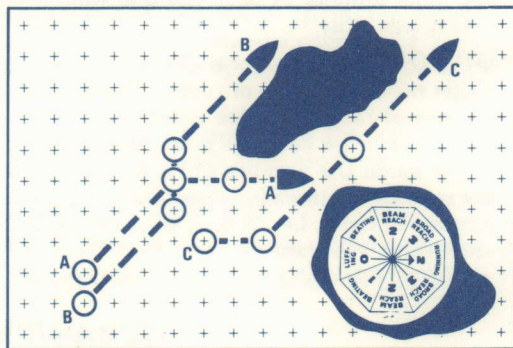
- 1st leg: broad reach (3 spaces)
- 2nd leg: running (2 spaces)
- 3rd leg: running (2 spaces)

Boat B:

- 1st leg: broad reach (3 spaces)
- 2nd leg: beam reach (2 spaces)
- 3rd leg: broad reach (3 spaces)

Boat C:

- 1st leg: running (2 spaces)
- 2nd leg: broad reach (3 spaces)
- 3rd leg: broad reach (3 spaces)



GENERAL INSTRUCTIONS

1. Players may not move onto or through an occupied space.
2. All legs and turns must be complete.
3. Players must take their turns when possible, even though the possibilities may be disadvantageous. A player must give up his entire turn if, because of obstacles, he cannot complete it.
4. One leg may not be retraced by another within the same turn.
5. A player may luff for one, but only one, leg per turn.

PUFF CARDS—A puff is a sudden, momentary local wind created by a down draft in vertically unstable air. It may affect one boat and not another. In this game a “lift” from a puff is simulated by the use of a puff card, good for a 1-space extension of a leg. Each player gets three puff cards which he puts face down in front of him. He may play a puff card during any turn by turning it face up but he may play *only one per turn*. After a puff card has been used, it is placed aside and *may not* be used again.

WIND SHIFTS—The “S” on the die indicates a wind shift. When the red “S” appears, the Wind Indicator is moved counterclockwise 45° (a one-position change); when the green “S” appears, the Indicator is moved clockwise 45° (a one-position change). The player who rolled the “S” gives the die to the next player who rolls it to determine the number of legs for the coming round. This player becomes the first player for succeeding rounds. When “S” again appears, the procedure is repeated.

USING A SPINNAKER — Only when *broad reaching* or *running* may a player use a spinnaker to gain 1 more space per leg. He does so by turning his spinnaker card face up before moving and announcing that he is “flying a spinnaker.” When unable to run or broad reach to advantage for a full turn, he must begin his turn by taking down his spinnaker, i.e., turning the spinnaker card face down and *giving up one leg*. (To take down a spinnaker in a one-leg turn is, in effect, to lose a turn.)

BLANKETING — When a boat occupies the space directly to windward of another boat, it “blankets” the other boat (takes the wind out of its sails). The “blanketed” player loses a turn. A boat flying a spinnaker can partially blanket from the second space directly to windward of another boat; the blanketed player loses one leg of his turn. (A trailing boat that is on a spinnaker reach is sometimes in a good position to blanket.)

FINISHING — The player who crosses the finish line first wins. Other players vie for second and third place. Players finishing in the same round and the same number of legs tie. If two or more players cross the finish line in the same round, but not in the same number of legs, the one who crosses in the fewest legs wins.

OPTIONAL — The term “regatta” may refer to a single race or a series of races. Players wishing to run a series of races in which points are awarded according to the order of finish must decide before the start of the game the number of races which will comprise the regatta. (Generally, a series is comprised of an odd number of races, i.e., 3, 5, 7, etc.) For each race points are awarded as shown:

Place	Points
1st	1000
2nd	900
3rd	800
4th	700
5th	600
6th	500

At the end of the series, player with the most points is the winner.

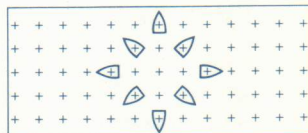
ADVANCED GAME

This game is designed primarily for players with some sailing experience. In addition to including right-of-way rules, which affect sailing strategy, it adds refinements based on the fact that some headway is lost in tacking and jibing, causing skippers to plan their maneuvers accordingly.

The advanced game consists of the basic game plus the following modifications and additions:

ATTITUDE OF YACHTS — It is important in the advanced game to tilt the yachts according to sailing maneuvers and wind changes. The tilt of the boat indicates on which side the sail is positioned; this information is sometimes necessary for clarifying the right of way or determining whether a jibe is taking place.

HEADINGS — Throughout this game it will be important to know what the established heading of each yacht is; therefore, each time a player completes a turn he will need to position his yacht so as to indicate its heading. The various heading positions are shown at right.



MOVES

There are two kinds of moves:

DISTANCE MOVES (or legs) — the regular moves of the basic game

HEADING MOVES — used to change course when the rules demand (equals one leg)

HEADING MOVES — Player may not make two consecutive heading moves in one turn.

1. **Tacking and Jibing**—As some headway is lost in these maneuvers, one leg must be sacrificed every time the bow of the boat swings across the eye of the wind. These are called *heading moves*.



Tacking

2. **Luffing**—A wind change can leave a yacht in a luffing position. When this happens, the skipper of the luffing yacht must make a *heading move* to change course before he can make any *distance move*.

Although it is usually an unlikely move, a player may luff purposely, but he must use a *heading move* to begin luffing and a second *heading move* to recover.

RIGHT-OF-WAY RULES—The advanced game differs most from the basic in its adherence to right-of-way rules, out of which much strategy in sailboat racing grows. The rules are those used by the North American Yacht Racing Union. The NAYRU rules most pertinent to this game are as follows:

Opposite Tack Rule—A *port-tack* yacht shall keep clear of a *starboard-tack* yacht. (A boat is on a *starboard tack* when the wind is on its starboard side and on a *port tack* when the wind is on its port side.)

Same Tack Rule—A windward yacht shall keep clear of a leeward yacht. (This means that when two yachts have the wind on the same side, the one away from the wind has the right of way.)

Changing Tack Rule—A yacht which is either *tacking* or *jibing* shall keep clear of a yacht on a *tack*. (A yacht is on a *tack* except when *tacking* or *jibing*.)

Rules of Exception and Special Application:

When one of these rules applies, it overrides any rule above.

1. **Rounding or Passing Marks and Obstructions**—When an inside yacht is within 2 spaces of the mark, an outside yacht on the same tack must keep clear (accommodation of NAYRU rule).

2. **Yachts Returning to Start**—A premature starter when returning to start, or a yacht working into position from the wrong side of the starting line or its extensions, when the starting round begins, shall keep clear of all yachts which are starting (or have started) correctly until she is wholly on the right side of the starting line or its extensions.

Keeping Clear—When a player ends a turn on a space *directly in the path* of a right-of-way yacht, he has failed to *keep clear* if the player with right of way reaches the occupied space within his next turn.

To the player who takes no chances, to *keep clear* will mean to avoid ending a turn on *any space directly ahead* of a right-of-way yacht which that yacht *could possibly* pass or reach in its next turn.

Penalties for Violations

Option A—Official NAYRU Penalty: The player who violates another's right of way is disqualified ("protested out of the race"). *The ever-present possibility of this "sudden death" penalty can add excitement to the game.*

Option B The player guilty of an infraction must take back his leg(s) and forfeit his turn. (This option gives less experienced players a chance to continue the race.)

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