



Penalties

In radio sailing, a boat that infringes any rule in RRS Part 2 (When Boats Meet) or Rule 31 (Touching a Mark) may take a one-turn penalty and continue racing. This is specified by RRS Appendix E4.3.

If the infringing boat elects not to take a one-turn penalty, she can be protested by any other boat racing in that heat, the Race Officer, Race Committee or Protest Committee.

No advantage to be gained

The intent of the rules is that an infringing boat should not gain an advantage by its infringement. Appendix E 4.3 (b) states:

If the boat gained an advantage in the heat or race by her breach despite taking a penalty, her penalty shall be additional One-Turn Penalties until her advantage is lost;

So, if you infringe another boat and come out ahead, you must do continuous penalty turns until they recover and catch up.

Taking a penalty turn

If you elect to take a penalty turn you must promptly sail clear of other boats and execute your turn as soon after the incident as possible. Note that you cannot impede or interfere with any other boat while taking the penalty.

A penalty turn must include one tack and one gybe. The turn can be executed in either direction, but in general:

- If beating, it's quicker to tack first.
- If running, it's quicker to gybe first.

Penalty before the start

If you infringe during the pre-start, take your penalty at the first opportunity. You do not have to wait until after the starting signal.

Penalty during or after the finish

The rules don't state where you should take a penalty: only when. So if you take a penalty at or near the finishing line, you may execute some or all of your penalty turn on the non-course side of the line. You must then sail completely to the course side of the line before finishing.

You are still racing until you cross and **clear** the finishing line, so if you infringe after finishing, but before clearing the line, you must take a penalty and finish again.