Regatta

1970 3M

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 sailboat 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 Regatta, you may wish to refer to 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 reach and head to wind, also called *close hauled* **Blanketing** - taking the wind out of the sails of another boat by moving 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 when sailing 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   3 Course Marks   6 Spinnaker Cards
1 Committee Boat   1 Die   12 Puff Cards   6 Yachts

SETUP

The Wind Indicator Island and Course Marks (buoys around which the boats must sail) may be positioned anywhere on the board. Generally speaking, a triangular course is the one most often used. The start-finish line is marked by placing the Committee

A Triangular Course

Boat and one of the Course Marks *two spaces apart for each boat* in the race. The Wind Indicator (set 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. Generally, yacht races begin with a windward leg.

Order of play is determined by rolling the die. The first player to roll a 3 is first; the player to his left is second, etc. In turn, each player selects a yacht and positions it behind the starting line on any space (+) he chooses except one on which he could "blanket" another yacht (see *Blanketing).* Players each receive one Spinnaker Card and two Puff Cards.
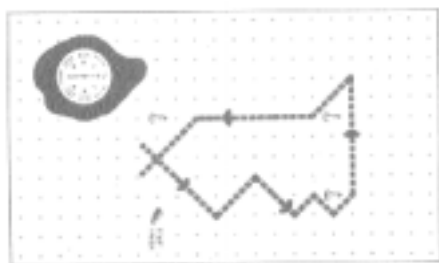
PLAY

The object of the game is to be the skipper of the yacht that crosses the finish line first. While maneuvering their yachts around the course, players must keep in mind the differences between *rounds, turns, legs* and *spaces:*

- Each **round** consists of *one turn* per player
- Each player's turn consists of *one or more legs* as determined by the die.
- Each leg is a movement in a straight line which consists of 1, 2 *or 3 spaces.*
- Each space is designated by a + on the playing board.

Every round starts with a roll of the die to determine the number of *legs* per turn for *alt* players. The numbers 1, 2 and 3 on the die indicate that the round is to be a one-, two- or three-leg round. For the first round, the first player rolls the die. He continues to roll the die for each successive round until he rolls the letter S, which indicates a wind shift (sec *Wind Shifts).*

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.*

BASIC RULES:

- Players may not move onto or through an occupied space.
- All legs and turns must be complete; no leg may be retraced within the same turn.
- 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.
- A player may luff for one, but only one, leg per turn.

LEGS-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   Number of Spaces

Broad Reaching	3
Beam Reaching or Running	2
Beating	1
Luffing	0

Use of a Spinnaker Card *adds 1 space* to a running or *broad reaching* leg (see *Using A Spinnaker).*

TURNS - Each turn consists of one, two or three legs as determined by the die. When 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 2 spaces *beating (1* space per leg) or may
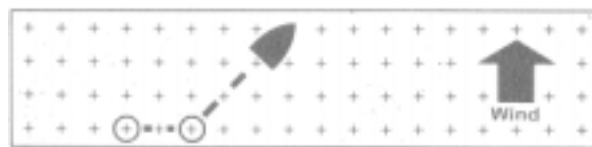
divide his turn into two different legs, such as a beam *reaching leg* of 2 spaces followed by a *broad reaching* leg of 3 spaces (as shown above). When the number 3 is rolled, each player may move all three legs in one direction or two legs in one direction and one in another or, if desirable, change course from leg to leg.

The following example illustrates a round of three-leg turns:.
BOAT A:
1st leg: broad reach (3 spaces)
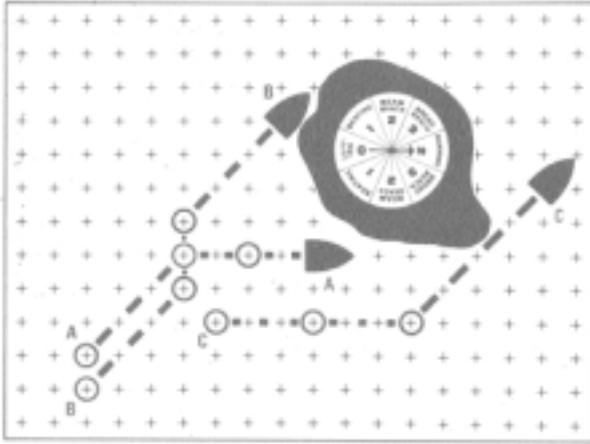2nd leg: running (2 spaces)
3rd leg: running (2 spaces)
BOAT B:
1st leg: broad reach (3 spaces)
2nd leg: beam reach (2 spaces)

3rd leg: broad reach (3 spaces)
BOAT C (flying a spinnaker):
1st leg: running (2 spaces + 1 space)
2nd leg: running (2 spaces + 1 space)
3rd leg: broad reach (3 spaces + 1 space)

PUFF CARDS - A puff is a sudden, momentary local wind created by a down draft of 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 card, good for a *1-space extension* of a leg. Each player has two 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 letter 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 one 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.)

ORDER OF FINISH
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 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:
At the end of the series, player with the most points is the winner.

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

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 sailors 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 of determining whether a jibe is taking place.
HEADINGS - Throughout the advanced 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.

Heading moves are used to change course when the rules demand. Each heading move equals one leg; a player *may not* make two consecutive heading moves in one turn. The following examples illustrate when heading moves *must* be used:
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 other 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 starboard-tack 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 ox 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 the following rules applies, it overrides any preceding rule:
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).
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 stating 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 the 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 possible pass or reach on its next turn.
Penalties For Violations. - Before the start of the advanced game, players should decide which of the following penalties will be enforced:
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.)