

# Squamish Kiteboard Racing

Version 1.0 - March 2008

## Terms

### Windward and Leeward:

The windward side of your board is the side where the wind first hits.  
The leeward side is the other side.

### Port tack and Starboard tack:

You are on starboard tack when your right hand is forward.  
You are on port tack when your left hand is forward.

## Basic Rules

1. You must comply with the principles of good sportsmanship.
2. You must always try to avoid collisions.

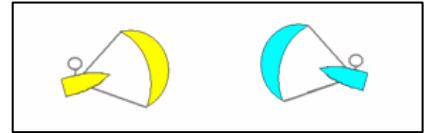
## Rules When Kites Meet

3. When you and another kiter are on opposite tacks, if you are on port tack you must avoid the kiter on starboard tack. (hint: "right hand forward" has right of way)
4. When you and another kiter are on the same tack, you must avoid the other kiter
  - (a) if he is in front of you, or
  - (b) if he is on your leeward side.
5. After starting, when you and another kiter approach a mark or an object that you both need to avoid, and the other kiter is ahead (between you and the mark), you must give him sufficient space to pass it safely on the same side. However, when the kites are on opposite tacks at a windward mark, this rule does not apply.
6. When another kiter is required to avoid you, if you change course, you must give the other kiter an adequate opportunity to avoid you.

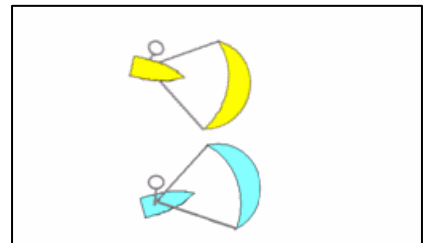
## Course Rules

7. At the starting signal you must be behind the starting line.
8. After the start, you must sail the course described by the race organizers.
9. You must not touch a mark of the course. If you do, you must go around it again.
10. If you break another rule you must do a 360 as a penalty. (Jibe around in a circle and then rejoin the race).

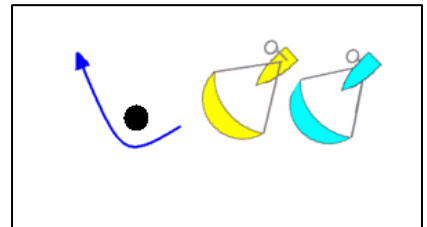
wind



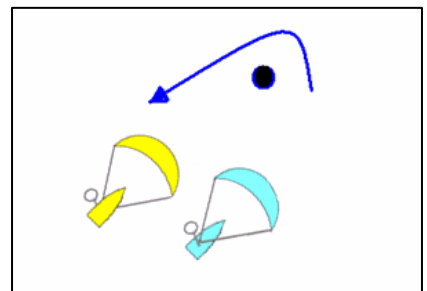
*The yellow kiter is on port tack.  
The blue kiter is on starboard, so  
the blue one has the right of way.*



*The blue kiter is to leeward of the  
yellow, so the blue kiter has right  
of way.*



*The blue kiter must give the  
yellow kiter "room at the mark".*



*Here the blue kiter is ahead and  
does NOT need to give the yellow  
kiter "room at the mark"*

## Special Kiteboarding Issues:

1. You may not jump over the lines of a downed kite! A kiter who is relaunching must be avoided.
2. If you are body dragging with your kite in the air, you have no special rights (for example, a kiter riding on starboard tack has right of way over a kiter who is body dragging on port tack).
3. No "camping" on the start line. You must be up riding (your body not touching the water) for the 30 seconds prior to the start.
4. You must keep you kite high [or low] when passing near another kiter who has his kite low [or high].
5. All your equipment (including your board) must complete the course.
6. All boats, windsurfers and non-competitors have right of way at all times and must be avoided.

## Start Sequence Countdown

- 3 minutes: several horn blasts
- 2 minutes: Red flag (will stay up for 30 seconds) and horn blast
- 1 minute: Yellow flag (will stay up for 30 seconds) and horn blast
- START: Green flag up and horn blast

