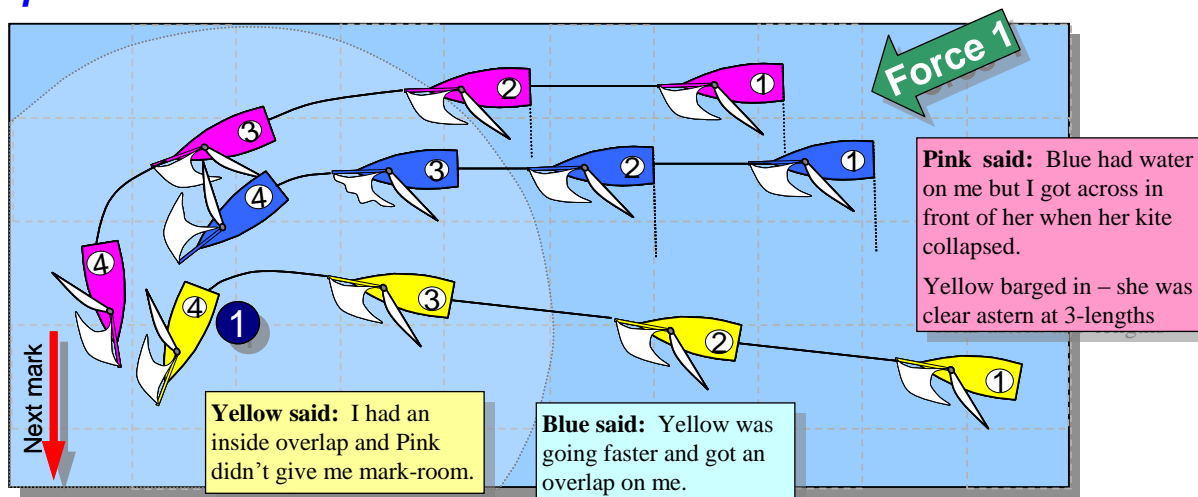


## 05 2 boats in front of a boat, 2 boats behind

Rule 18 “Mark-room” is easily the most complex in the rule-book, the basics are straight-forward but the details can be confusing. A day’s racing at RSC can include over 40-50 mark-roundings so it is worth understanding this rule better.

### Description



### Commentary

#	Facts & Rules	RoW
①	As Pink, Blue and Yellow approach the mark each is overlapped on the boat ahead. So Pink has to keep clear of Blue to leeward and Blue keep clear of Yellow <b>Rule 11</b> “Same tack, overlapped”.	Yellow Blue
②	Pink, entering the 3-length zone with Blue overlapped inside, has to give her <i>mark-room</i> ( <b>Rule 18.2a</b> “Giving Mark-Room”). Pink is <i>clear ahead</i> of Yellow but they are still overlapped as Blue is between them and overlaps both (definition of <i>Overlap</i> ) Neither Blue nor Yellow has reached the <i>zone</i> so <b>Rule 11</b> “Same tack, overlapped” still applies and Blue has to keep-clear.	Yellow Blue
③	Even though Blue loses her overlap on Pink she is still entitled to <i>mark-room</i> ( <b>Rule 18.2c</b> “Giving Mark-Room”). Both Pink and Blue have to give Yellow <i>mark-room</i> .	Yellow Blue
④	Despite the fact that Blue lost her <i>overlap</i> on Pink within the <i>zone</i> and Yellow was <i>clear-astern</i> when Pink entered the <i>zone</i> she has to give both Blue and Pink ( <b>Rule 18.2a</b> “Giving Mark-Room”).	Yellow Blue

### Learning-points

The details of the definitions section of the rule-book are as important as the rules in Part 2. The rules need to be read in conjunction with the definitions. Even if you think that you are in the right (and Pink isn’t here) you must make reasonable efforts to avoid contact at all times. Should Pink, at ④, hit either Blue or Yellow she will infringe **Rule 14** “Avoiding Contact” as it is clearly possible for her to take action and hence avoid contact.

## 05 2 boats in front of a boat, 2 boats behind

### Facts-Found

Pink, Blue and Yellow are approaching Mark 1 on a broad reach. As Pink enters the zone Blue is overlapped inside Pink and Yellow overlapped inside Blue. Yellow is clear astern of Pink. Blue loses her overlap on Pink inside the zone. Pink gybes clear in front of Blue and alters course to avoid hitting Yellow as she rounds the mark.

### Quiz questions

**Q05-1) An Optimist (2m long), ahead of an RS200 (4m hull, 5m overall with bow-sprit) approach a downwind mark of the course. Does the zone start at:**

- A) 6m from the mark (ie 3 hull-lengths of the Optimist)
- B) 12m from the mark (ie 3 hull-lengths of the RS200)
- C) 15m from the mark (ie 3 overall-lengths of the RS200)
- D) Some other distance

**Q05-2) Two RS200s approach a downwind mark. Is mark-room required as:**

- A) The bow-sprit of the first boat crosses the 3-length circle
- B) The bow of the first boat crosses the 3-length circle
- C) The first boat is entirely within the 3-length circle
- D) The spinnaker of the first boat crosses the 3-length circle

**Q05-3) Blue who is inside and behind Yellow claims mark-room as they approach a gybe-mark with all equipment in normal positions. Of the 4 scenarios:**

- 1) Yellow's bow is at 3-lengths, Blue's bow is level with Yellow's rudder but not her transom
- 2) Yellow's bow is at 3-lengths, Blue's spinnaker is level with Yellow's transom
- 3) Yellow is at 1-length, Blue's bow was level at 3-lengths but is now behind Yellow's rudder
- 4) Yellow's spinnaker is at 3-lengths, Blue's bow is level with Yellow's transom

in which of these can she correctly claim mark-room:

- A) 1, 2, and 3
- B) 1, 3 and 4
- C) 2, 3, and 4
- D) 1, 2, and 4

### Quiz answers

**A05-1) A**

The definition of Zone says "The area around a mark within a distance of three hull lengths of the boat nearer to it." – the Optimist is nearest

**A05-2) B**

Zone definition says "A boat is in the zone when any part of her hull is in the zone". Neither sails nor bow-sprit are part of the hull (D1 in Equipment Rules of Sailing).

**A05-3) A**

- 1) True – Yellow is in the zone, Blue has an overlap (rudder counts)
- 2) True – Yellow is in the zone, Blue overlapped (spinnaker counts for overlap not zone!)
- 3) True – Blue had an overlap as Yellow entered the zone (subsequent loss is irrelevant)
- 4) False – Though Blue has an overlap Yellow's hull is not in the zone