

Common Racing Calls

Note: the rules require or give significance to only two calls: (1) hailing for room to tack under Rule 20, and (2) protest. The following calls have no legal significance or establish any rights, but can be very useful in managing situations.

Call	Meaning	Possible Responses	Rules Involved
“Starboard!”	I’m on S tack and have ROW (right-of-way) over P tack	If intend to cross: “Hold your course!”	10
“Cross!” + Wave	I’m S and letting you, P, cross in front of me		none
“Leeward!”	I’m leeward of you and have ROW		11
“No Room!”	I have ROW and I’m not required to and don’t intend to give you room (e.g. between me and the starting mark/race committee boat)		11
“Come Up!”	I’m leeward of you and luffing up toward you, keep clear	“Keeping clear!” or if can’t immediately keep clear: “I need room to keep clear!”	11
“Close-Hauled!”	I’ve completed my tack, rules 10-12 apply again		13
“Keep Clear!”	I have ROW and you’re too close to me, I can’t maneuver	“Keeping Clear!” or if can’t immediately keep clear: “I need room to keep clear!”	11, 12, 13
“Zone!”	One of us is in the three boat-length zone, usually followed by “Overlap” or “No Overlap.”		18
“Overlap!”	I’m overlapped with you		11, 18.2
“No Overlap!”	You are not overlapped with me		11, 18.2
“Overlap Broken!”	Overlap has been broken and you are now clear astern		11, 18.2
“Mark-Room!”	I’m entitled to room, to make a seamanlike rounding of a mark		18.2
“Proper Course!”	You are restricted to your proper course, get back on it.	“OK” or if disputed: “I’m on my proper course,” or “Not Restricted!”	17, 18.2, 18.4
“Room Inside!”	We’re overlapped and there is an obstruction ahead. If you duck I want to pass between you and the obstruction.	“OK!” or if cannot give room since overlap began “No Room!”	19.2(b)
“Room to Tack!”	We’re close-hauled on the same tack and there is an obstruction ahead, I’m the leeward boat and I want room to tack to avoid the obstruction.	Either tack immediately or “You Tack!” Note: may also hail boats to windward for room for you to tack	20.1
“Protest!”	You violated a rule, do penalty turn(s)		Varies