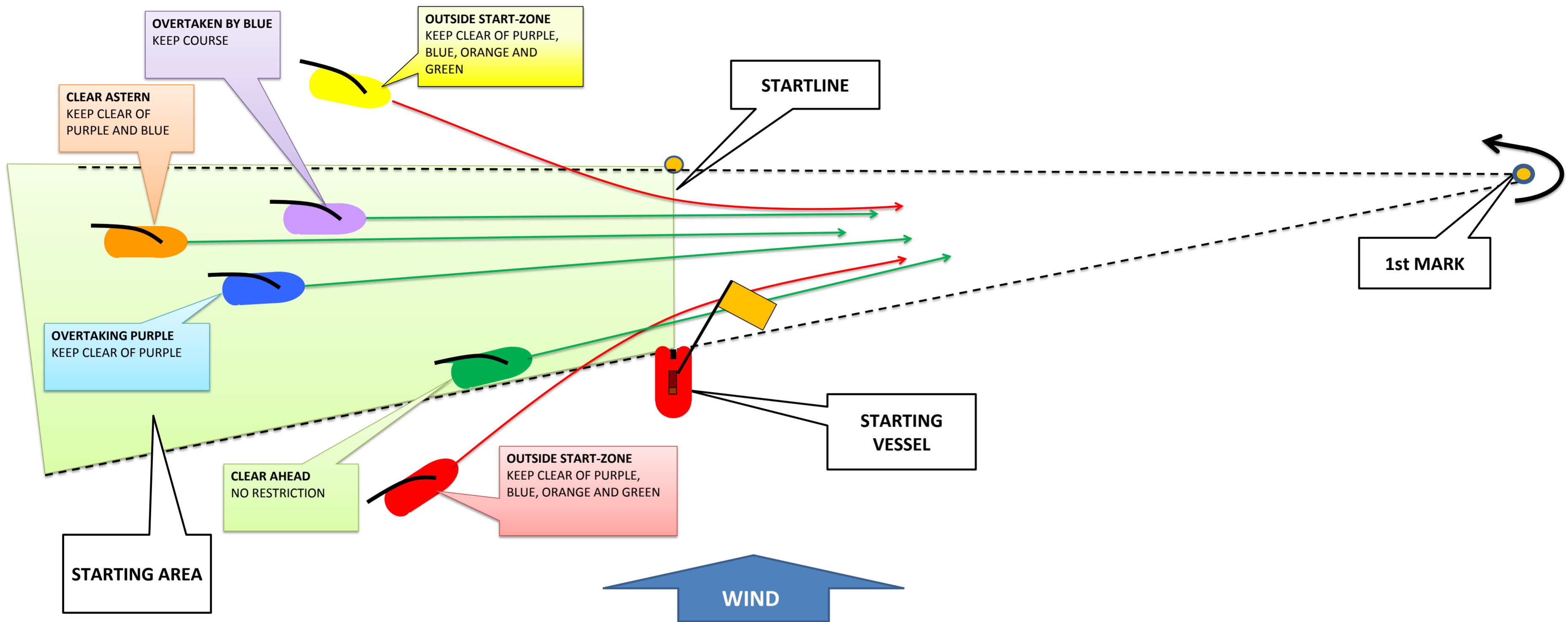


# THE MOST IMPORTANT RULES IN SLALOM SURFING

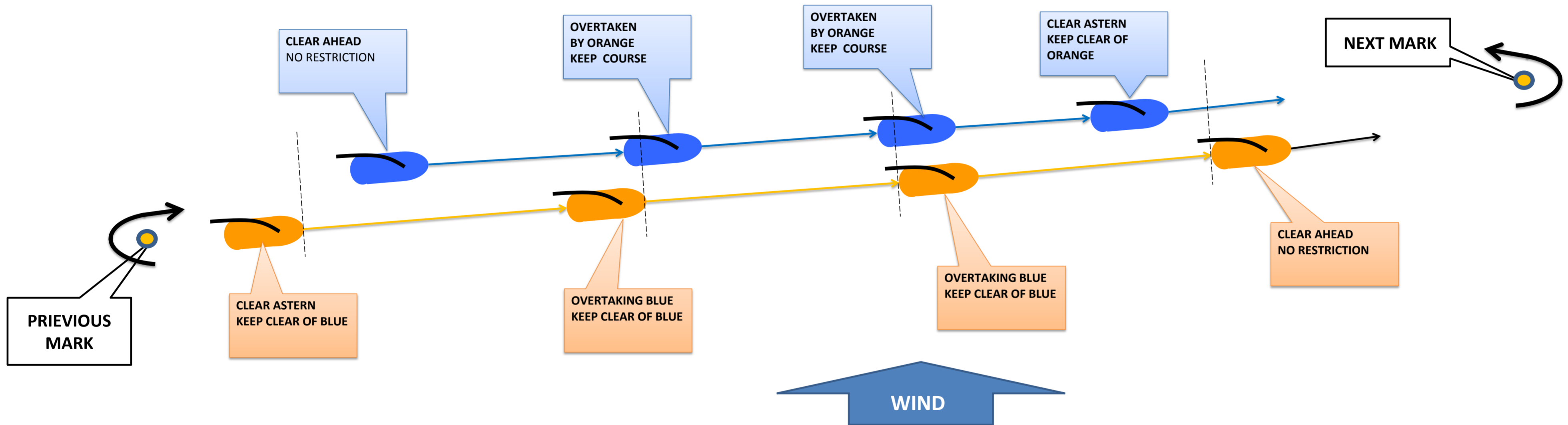
## THE START

**RULE 24.3B** Competitors **outside the area** formed by the starting line and the extensions of the lines between the starting line and the first mark **shall not interfere** with boards in the area.  
**OTHER RULES:** **RULE 11 (OVERTAKING) AND RULE 12 (NOT OVERLAPPED ON THE SAME TACK)**



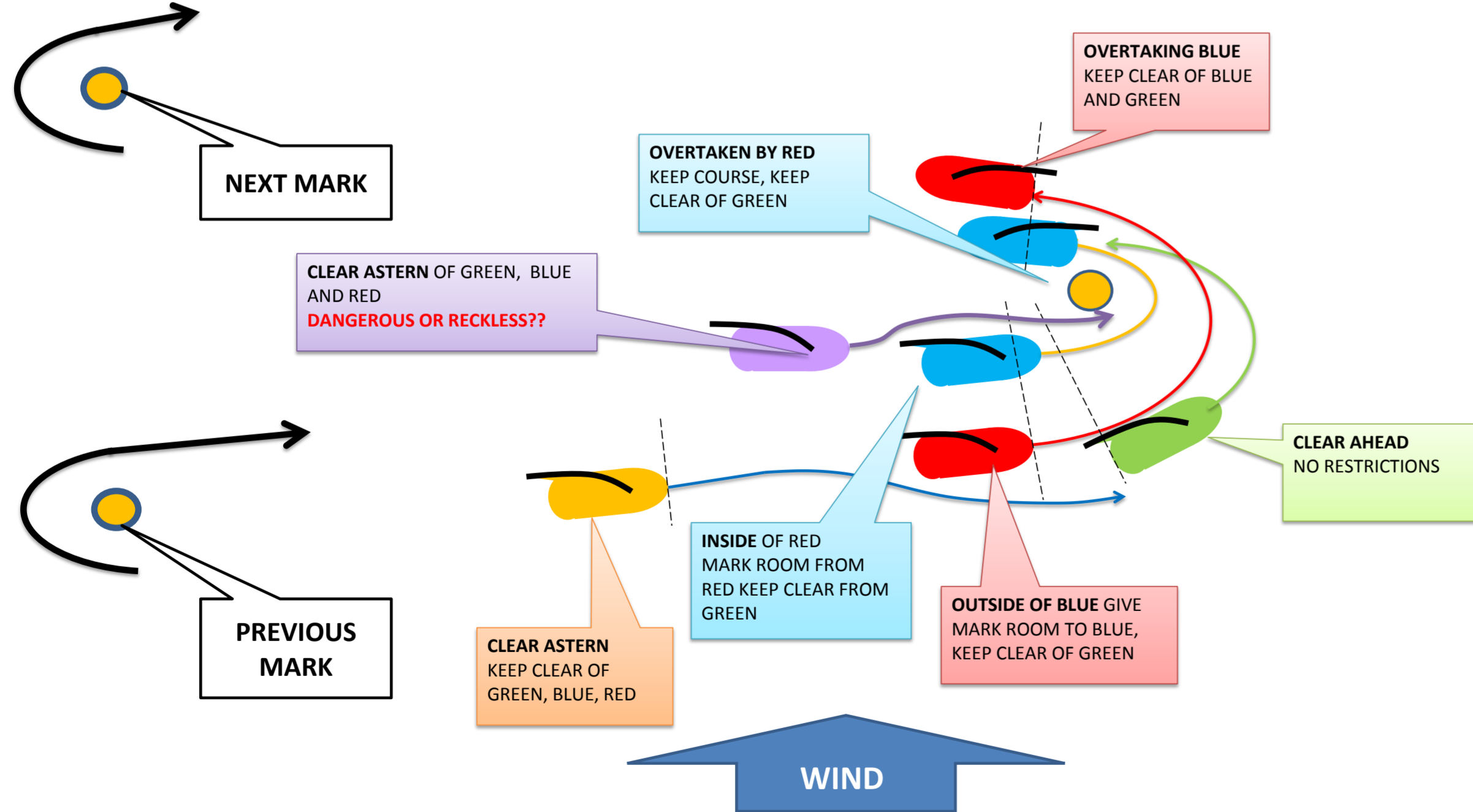
## OVERTAKEN

**RULE 12: ON THE SAME TACK, NOT OVERLAPPED**  
 When boards are on the same tack and not overlapped, the board **clear astern shall keep clear of a board clear ahead.**  
**RULE 11: OVERTAKING**  
 The **overtaking board shall keep clear** of the overtaken board. The **overtaken board shall not change course** if as a result the overtaking board would need to take action to avoid contact.



## MARKROUNDING

**RULE 18.2 ROUNDING/PASSING MARK OR OBSTRUCTION**  
 An **inside overlapped board or a clear ahead board is entitled to room** when rounding or passing a mark or obstruction.  
**OTHER RULES:** **RULE 11 (OVERTAKING) AND RULE 12 (NOT OVERLAPPED ON THE SAME TACK)**



## OTHER IMPORTANT RULES IN SLALOM SURFING

*Slalom is one of the most spectacular and powerful windsurfing disciplines. The races are on high speed. To avoid serious incidents with injuries and unfair sailing some rules are necessary. During the race the main rules are:*

### 1.1 Helping Those in Danger

A competitor shall give all possible help to any person or vessel in danger.

### 2 FAIR SAILING

A competitor shall compete in compliance with recognized principles of **sportsmanship and fair play**. A competitor may be penalized under this rule only if it is clearly established that these principles have been violated, or was sailing in a manner that can be considered as **dangerous or reckless**. The penalty shall be either disqualification or disqualification that is not excludable.

### 24 INTERFERING WITH ANOTHER BOARD

24.1 If reasonably possible, a board not racing shall **not interfere** with a board that is racing.

**Other important rules** can be found in the Experimental Slalom Competition Rules. The most important parts for competitors are:

- Part 1 Fundamental rules
- Part 2 When boards meet
- Part 3 Conduct a race
- Part 4 Other requirements when racing
- Part 5 Rule 61.1 (requirements for a protest) Rule 62.1 (Redress)
- Appendix -A- Scoring
- Appendix -G- Sailnumbers