

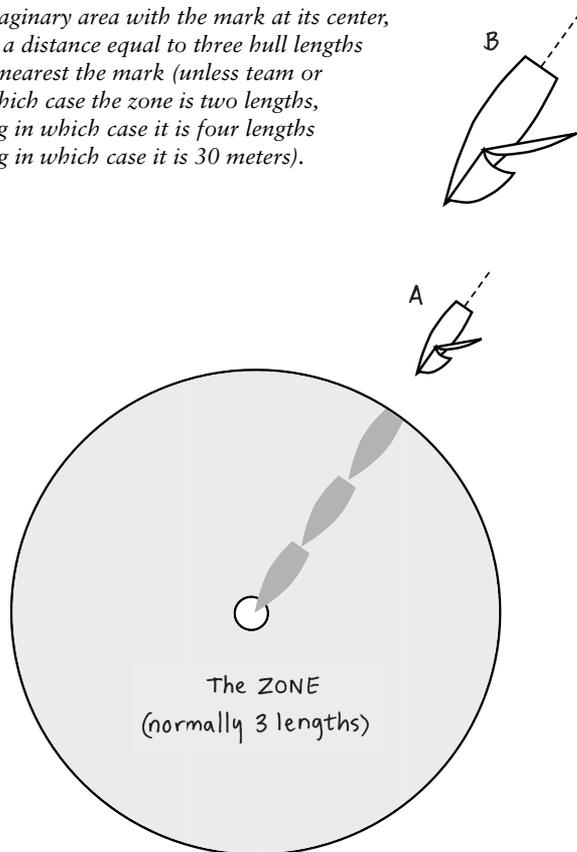
ZONE

The area around a *mark* within a distance of three hull lengths of the boat nearer to it. A boat is in the *zone* when any part of her hull is in the *zone*.

As boats near a *mark*, rule 18 (Mark-Room) provides specific instructions regarding which boats are entitled to *mark-room*, which must give *mark-room* to others, etc. These instructions begin to apply when the boats first enter the *zone*.

The *zone* is essentially a circle with the *mark* at its center whose radius is three hull lengths of the boat that is nearest to it. Therefore, if a 24-foot boat and a 30-foot boat are approaching a *mark* and the 24-foot boat is nearer the *mark*, the *zone* is 72 feet (3 x 24 feet) from the *mark*. Obviously, if the *mark* were a boat, then the shape of the *zone* would be more oblong.

The Zone is an imaginary area with the mark at its center, and extending out a distance equal to three hull lengths of the boat that is nearest the mark (unless team or match racing in which case the zone is two lengths, radio sailing racing in which case it is four lengths or kiteboard racing in which case it is 30 meters).



Note, a boat is in the *zone* based on her hull and not her spinnaker or bowsprit. The “hull” is the boat’s main body or shell. Things attached to the hull like racks, or things protruding from the hull like bowsprits or prods for the spinnaker, are not part of the “hull” (see the discussion of the definition *Finish*). Furthermore, the use of the term “hull length” is intended to clarify that the *zone* is based solely on the length of the hull, and not the additional length of bowsprits, etc.

Finally note that the *zone* in team and match racing is “two lengths” (rules C2.4, Match Racing Rules and D1.1(a), Team Racing Rules), in radio sailing racing it is “four lengths” (rule E1.1, Radio Sailing Racing Rules), in kiteboard racing it is a distance of 30 meters (Appendix F, Changes to the Definitions) and in windsurfing fleet racing there is no *zone* (Appendix B, Changes to the Definitions).