An Overview of the Racing Rules of Sailing App

The Racing Rules App puts the rules in your pocket as well and provided you with a variety of resources to support you, whether you are a sailor, coach, event organizer or involved in any aspect of running races on the water.

SIGNING IN

When you first open the app, you are given the option to Sign In with your US Sailing member ID or Enter as a Guest. As a Guest, you can see very limited content, whereas as a member you have access to all the content available. The screens related to the guest account are shown below.

If you don’t remember your US Sailing member ID and/or password, please visit: https://www1.ussailing.org/user/RecoverMemberId.aspx?return=Login.aspx

If you aren’t currently a member but want to renew, please visit: https://www.ussailing.org/membership/
NAVIGATING THE APP

After signing in you are presented with the home screen, which houses the main publications and the additional features. By default, The Racing Rules of Sailing For 2021-2024 is always front and center when you enter the app. To view the other books in the app, swipe left or right with your finger.

To view a particular book, tap on the cover image. Once you do, you will be directed into the mobile-friendly menu.

Also, typing a word or phrase into the search box above the book with also direct you into the book and highlight what sections the terms live in.

HOW BOOKS WORK

Within the app you have access to two versions of each book: A mobile-optimized version with additional content (menu shown top right), and a static version (essentially a .pdf) that is an exact duplicate of the printed version of the book.

The mobile-optimized version gives you the ability to search for keywords and phrases and has links to videos and content.

Switching Book Formats

To switch from the mobile-optimized version to the static version, press the blue “book” icon that is located at the top right of your screen.

Accessing Extra Content

In the Rulebook, read excerpts from Dave Perry’s Understanding the Racing Rules of Sailing Through 2024 by clicking on the red “Perry” button.
In this version of *The Racing Rules of Sailing* app, we have also added the ability to learn more about the changes that were made and compare them with the same rule in the prior Rulebook. **Click on any section of text that is highlighted in light grey and it will open a comparison document in a new window (shown right).** The document also contains Comments from *The Racing Rules of Sailing 2021-2024 Study Version.*

In the static version of the book, the changes in content are indicated by vertical bars in the margin of the book.

### ADDITIONAL FEATURES

Each icon at the bottom of the home screen correlated to a feature in the app. Here’s what each one represents:

**WHITEBOARD**

The whiteboard allows you to create up to six individual diagrams or automatically combine them into a motion graphic. When you first open the feature, it will give you a step by-step walkthrough of what all the icons are on the top and bottom of the screen.

If you missed anything in the walkthrough, or want to revisit it, click the three horizontal lines at the top right of the screen and then click “Show Help Tips.” Additionally, there are screen shots of all 10 steps shown on the next page.

We have also included information on how to move and rotate the boats, which is located on page 5.

You can zoom in on the editable area on the screen by putting two fingers together and moving them closer together (the same way you would zoom normally on a smart phone. Be sure to keep all your work within the grid though!
Whiteboard Help Tips

These are the screen shots of the walk through that the app provides when you first open the whiteboard.
How To Move/Rotate Boats

1. Before you begin, ensure that the number at the bottom of the screen reads “1” for first position. If it does not, slide the white ball to the left. This slider is used to progress through the steps of the graphic. If you drag your finger along the vertical boat icons on the left-hand side of the screen, you will be given additional icons to use, including marks, wind and current indicators, and more boats.

2. To begin, drag boats, or other needed icons, from the left-hand column into the main screen. Once you have placed them correctly in their starting position you can begin adjusting them so their angle on the screen, and the position of the sails, is correct.

3. **To rotate a boat**, place one finger at the bow of the boat and one at the stern and then turn your hand either clockwise or counterclockwise. As you do, the boat on the screen will spin.

If you have difficulty selecting a boat, we recommend zooming in to ensure your fingers are placed properly, as shown in the images below. When you are done, zoom back out to see the rest of the image.
4. You **can adjust the angle of the sails relative to the boat** by double-tapping on the boat you wish to adjust. This will grey out the screen while highlighting the sail, which means that it has been isolated for movement. Use one finger (as shown below) to rotate the sail. When your rotation is complete, tap anywhere else on the screen before editing additional boats/sails.

5. Once you are satisfied with the angles of the boats and sails, move the progress bar at the bottom of the screen to position “2”.

6. To show the next step in the sequence, place your finger on the boat you wish to move and then slide your finger, and the boat, across the screen to the desired location. The screen will show the boat’s path in red. Repeat this with other boats.

7. As you progress through the sequence it is likely that you will want to show your boats turning. To accomplish this, it is often best to rotate the boat at the end position of your movement. For example, if you want to have your boat change their heading by 45 degrees between steps 2 and 3, you can accomplish that by rotating the boat at the end of step 2 and not at the beginning of step 3.

8. When you have completed all the steps in your sequence, press the green play button to review. If you wish to save your newly created motion graphic, click the three horizontal lines at the top right of the screen and then select “Export Video.”

   Please note that if you wish to use the whiteboard feature in the Protest Form, the process/steps will be the same.
MEDIA LIBRARY

The Media Library houses video, web and print resources that expand your comprehension of the Racing Rules and how we play the game. Click the “book” icon from the home page and it will open the resources section of the app.

This version of the app includes several videos from Dave Perry in which he explains the rule changes, and direct links to documents and webpages.

More content will be added, so be certain to check back.

Submit a Protest or Request Redress Online

A built-in form allows you to submit a protest or request redress from your device. The form has the same fields as the traditional form and, upon completion, it will create an exportable .pdf version of the form that can be emailed to anyone (including a protest committee).

The Whiteboard feature (explained above) is built into the form as well but is not required.

When you have entered all the necessary information into the protest form (and created the whiteboard motion graphic, if needed), click the “Save” button at the top right of the form. This will pull up a .pdf version of the form.

You can save or email it by clicking the icon that is located at the top right of the screen. From here, you can utilize your mobile device’s tools to determine how you would like to proceed. Please note that if you choose to email it, the motion graphic will be included along with the .pdf that will be in your email.
If you are a protest committee who wishes to use this feature:

1. Please note that this form is a US Sailing member benefit, so all competitors (or at least the person submitting the form) must be a member).
2. You must provide one email address for all competitors to use for submissions. There is no other technological requirement for a Protest Committee beyond having an email account and the ability to print the form.
3. As emails are automatically timestamped, you’ll be able to know when it was sent, and the competitors will also retain a record of when they sent it.

Settings
Clicking here will give you the ability to logout of your account or email support if you get stuck. If you need help at any time, you can also email raceadmin@ussailing.org directly!

Thanks for using the app and we welcome your feedback!