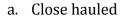
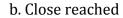
Skipper

- 1. Knowledge of winds
 - a. What is a gust?
 - b. What is the difference between a header and a lifter?
 - c. How do you prepare for gust?
- 2. Demonstrate how to sail alone in heavy weather (with both sails) and prevent capsizing
- 3. Know and explain centerboard positions on every leg of a racing course





c. Beam reach



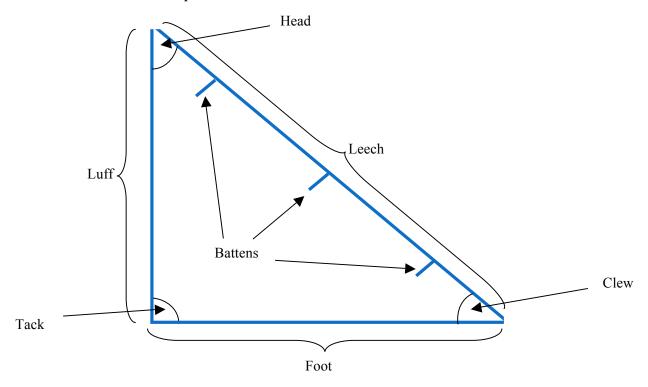


d. Broad reach



- 4. Sailing knowledge and technique:
 - a. Come out of irons on a given tack $\,$
 - b. Vault out of boat and climb in over the transom
 - c. Start and stop the sailboat on command
 - $d. \quad Show\ proper\ technique\ rounding\ a\ mark$

5. Name and locate the parts of the sail



- 6. Knots
 - a. Sheet bend
 - b. Sheepshank
- 7. Knowledge of fundamental racing rules (know "The Rules in Brief")
- 8. Demonstrate a proper roll tack
- 9. Explain how to use telltales to trim your sails
- 10. Finish well in 8 races at the discretion of sailing staff
 - a. Demonstrate knowledge of rules
 - b. Use rules to your advantage
- 11. See head of sailing