

Timanous Skipper Award

1. Nomenclature

**Aback**- Position of sail when it's backwinded, tending to force the boat astern.

**A lee**-To the leeward side.

**Athwart**-Across the side of the boat, opposite of fore and aft.

**Backstay**-Mast support leading aft to another mast or the hull.

**Ballast**-Heavy material packed in the hold to give a vessel stability.

**Bend**-A knot by which one rope is fastened to another or to a piece of standing rigging.

**Caulk**-To drive oakum or cotton into the seams of a boat to keep water out.

**Check**-To ease off gradually.

**Cringle**-A rope eye formed over a metal thimble and spliced

**Dagger board**-A metal or wooden piece dropped vertically into a well on a small sailboat to reduce the amount of leeway when sailing up wind.

**Dinghy**-a small rowboat or a sailboat with out a cockpit.

**Draft**-The depth of water necessary to float a boat.

**Fluke**-A triangle piece of metal at the ends of an anchor which dig into the ground.

**Gaff**-A spar which supports the head of the sail. Hoisted on the stern side of the mast.

**Grommet**-A metal ring sewed into the sail.

**Jury**-Makeshift or temporary.

**Knot**-A speed on water.

**Leeboard**-A board fitted to the side of a craft to prevent its drifting leeward.

**Lee Helm**-condition of a sailboat out of balance which will not point into the wind if rudder and sheets are dropped when sailing close-hauled. The tiller must be held on the leeward side to keep the boat on a straight course.

**Loose Footed**-a fore and aft sail which is not secured to the mast.

**One design**-sailboats made from the same measurements, usually for racing.

**Pinch**-to sail so high into the wind that the sails begin to shake.

**Reef**-to shorten a sail, thus giving less sail area for rough weather.

**Reeve**-to pass the end of a rope though a block.

**Running rigging**-the lines which run through blocks and are pulled and hauled such as sheets or halyards.

**Sea Anchor**-a drag used to keep a ship headed into the wind in bad weather.

**Spar**-general terms for yards, masts, booms and gaffs.

**Thimble**-iron ring, its outer rim concave for line or strap to fit snugly.

**Veer**-To change direction

**Weather Helm**-Sailboat that wants to head into the wind. . The tiller must be held on the windward side to keep the boat on a straight course.

**Weigh**-to raise anchor

**Winch**-a mechanical devise used to give increased hauling power on a line.

2. Pass written test of the following racing rules (refer to 2001-2004 rule book)

a.Part 1	f.31	k.61.1,2
b.Part 2	g.42	l.63.3,4
c.Starting sequence	h.44	m.64.1
d.Point scoring system(A4.1)	i.49	
e.29	j.60	

3. Racing skills

- a. Have eight good racing starts
- b. Explain and demonstrate strategies of starting and racing
- c. Finish in good standing twelve inter/intra camp races under the discretion of the sailing staff
- d. Be a leader on the camp sailing team
- e. Roll jibe/tack properly at all times in a race (i.e. around marks)(pref. in 420)
- f. Show proper position in boat while racing (420)

4. Organization, teaching and leadership skills

- a. Organize and conduct a period of sailing for awards
- b. Teach three beginners how to sail(have them get there crew rating)
- c. Organize and conduct a camp race(Set up a course/run the race/hear protests)
- d. Treat sailing docks with care(make sure they are clean and able to run smooth)(sails, lifejackets, ect. put away properly).

5. Boat Handling

- a. Steer a boat with a paddle in heavy air
- b. Sail a prescribed racing course alone in light air with both sails (then in heavy air)
- c. Sail backwards for 200 yards at two different points of sail
- d. Make a mooring in "stiff" breeze
- e. Land alongside another boat in "stiff" breeze
- f. Sail rudderless and show control of boat

6. Splicing and knots

- e. Eye splice
- f. Back splice
- g. Short splice
- h. Know all knots from Crew rating-Skipper

7. See head of sailing