



Sailing 101

Sailing 101 Outline

Learning to sail – Resources

Club skippers & other members – come down early to rig

Public & private education (e.g. Marina Park, OCC)

Books – check library, book stores, used book stores

Rules of the Road

Rule #1 – Don't hit anything

Learn rules of the road & how to steer to avoid – *usually by ducking their stern*

Parts of the Boat

Learn the 3 **corners** of the sail and the 3 **edges** of the sail first, then add as needed

Points of Sail

In Irons - No Go Zone; *meaning you will stop eventually if you are trying to sail here*

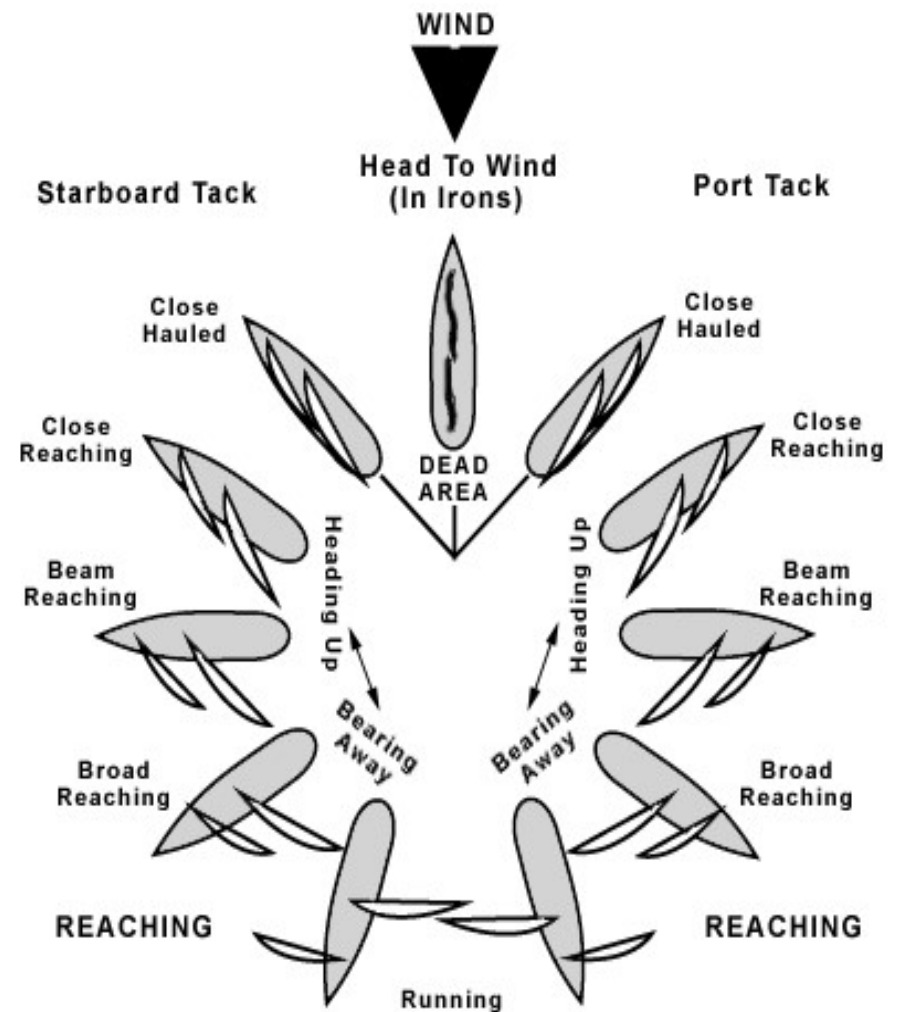
Close Hauled – Sails all the way in, going to windward as fast as possible

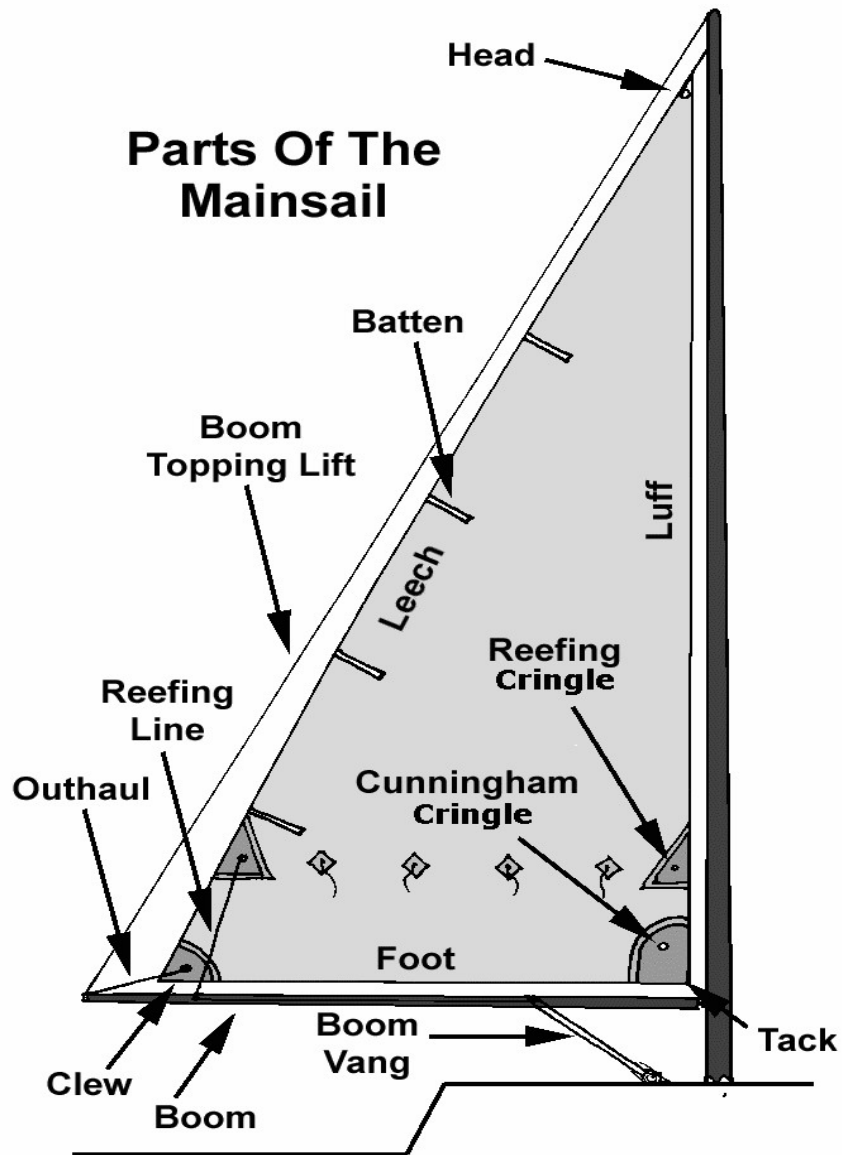
Close Reach – between close hauled and beam reach

Beam Reach – Course is perpendicular to wind, so out and back are along same line
Broad Reach – between close hauled and run

Run – Sails out all the way, sailing same direction as wind

Points of Sail





How do Sails work?

Modes: flag, wing, flat plate

Setting Sails

Fly tell tales when possible, usually beam reach to close hauled

Use Main Sheet and vang to adjust shape, traveler to trim

Use Jib Car to adjust genoa shape

Three winds: True, Induced and Apparent

Rules of the Road

All Boats:

A moving boat gives way to a stopped boat.

An overtaking boat gives way to the boat being passed.

A pleasure boat gives way to large ships.

A power boat gives way to a sail boat.

Exceptions: A **sail boat** gives way to vessels restricted in their ability to maneuver (**ships, tugboats with tows, fishing boats with** nets & lines out, etc.)

RIGGING

Boats Under Power

Both boats give way when meeting head-on. Passing Port-to-Port is preferred

Boat on port side gives way to boat on starboard side when power boats cross

Boats Under Sail

Boat on port tack gives way to boat on starboard tack.

The windward boat gives way to the leeward boat when both boats are on the same tack.

Horn Signals

1 blast= "I am turning to starboard".

2 blasts= "I am turning to port".

3 blasts= "I am backing down up".

5 blasts = " In doubt, Danger"

Sailboat in FOG - One Prolonged blast followed by two short blasts repeated every 2 minutes. (1 Prolonged when under power)

Channel Markers

Rule #1 – Red- Right-Returning

Right Side – Red, Even Numbers, Triangle (Nun)

Left Side - Green, Odd Numbers, Square (Can)

Mid Channel - Red & White or Black & White (may be lettered)

