

S K I P P E R

R E Q U I R E M E N T S

Requirements for beginners and advanced sailing plus the following:

1. Know most parts and their functions.
2. 32 points of the compass. Make a wooden compass 8" in diameter with 16 points.
3. Know Salt Pond Chart very well. Know how to read the chart.
4. Know rules of the road and racing rules.
5. Know capsizing and man overboard procedures.
6. Be aware of some racing theory and tactics.
7. Seven classes of sailboats and general description.
Be able to recognize most of the sailboats on the pond.
Five kinds of sailboats.

Practical

8. Tie and explain the purposes of all essential knots and splices. Whip.
 9. Be able to sail alone around a course.
 10. Make satisfactory dock landings, moorings, and beachings -- on a tack, a reach, and a run.
-
11. Be able to sail a boat well and pass the approval of the sailing master.



Camp Fuller

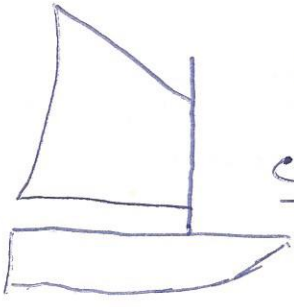
BY-THE-SEA

Owned and Operated by the
GREATER PROVIDENCE YOUNG MEN'S CHRISTIAN ASSOCIATION
160 Broad St., Providence, R. I.

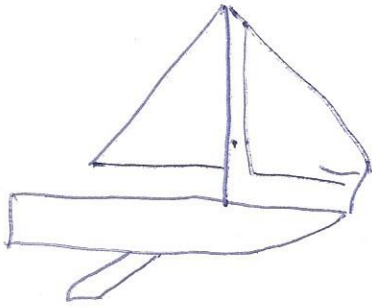
Summer Address: Wakefield, R. I.

NNW NXN
 NWxN
 NW
 NWxW
 WNW
 WxN
 W
 WXS
 WSW
~~SW~~
 SWxW
 SW
 SWXS
 SSW
 SXW S
 NxE
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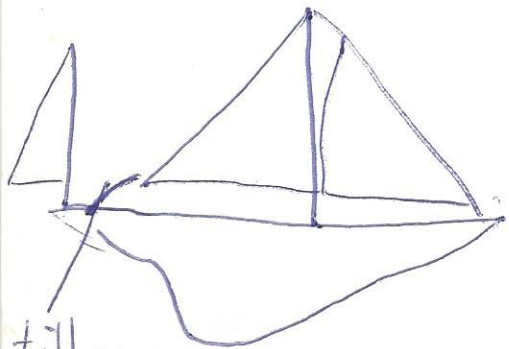
5 Kinds of Boats



gaff Rig
cat boat

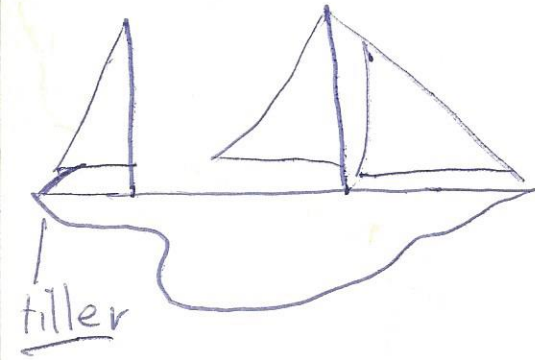


marconia rig
sloop

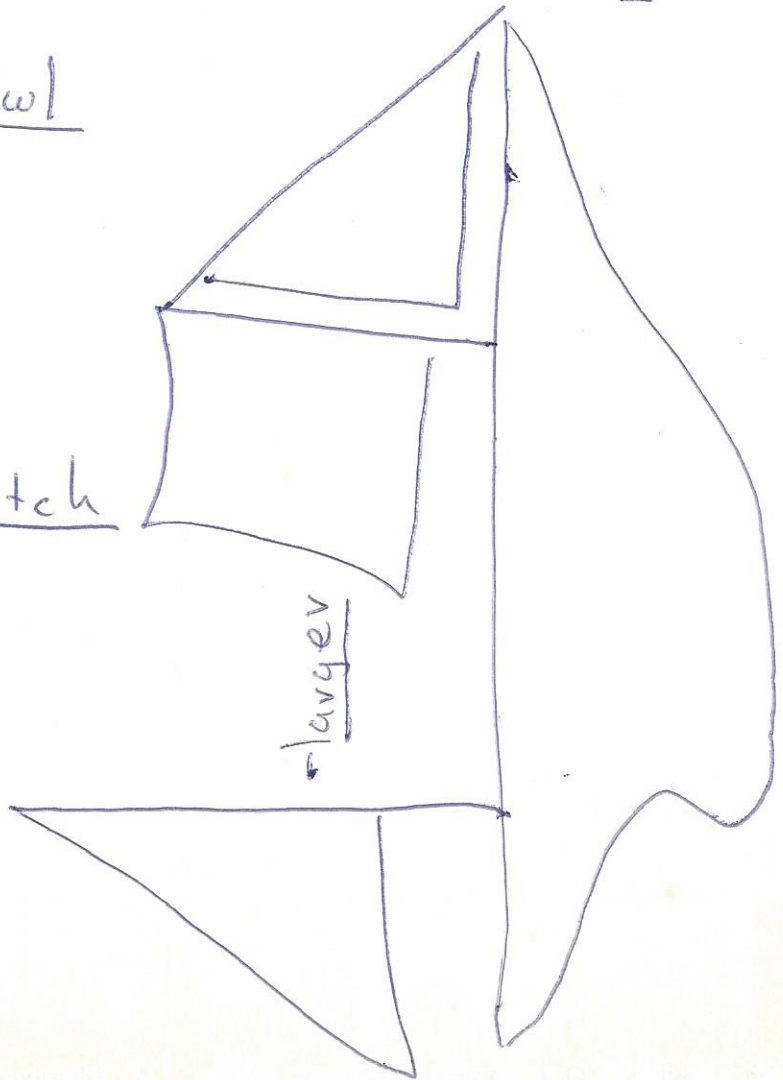


yawl

can have 3-4
masts











ketch



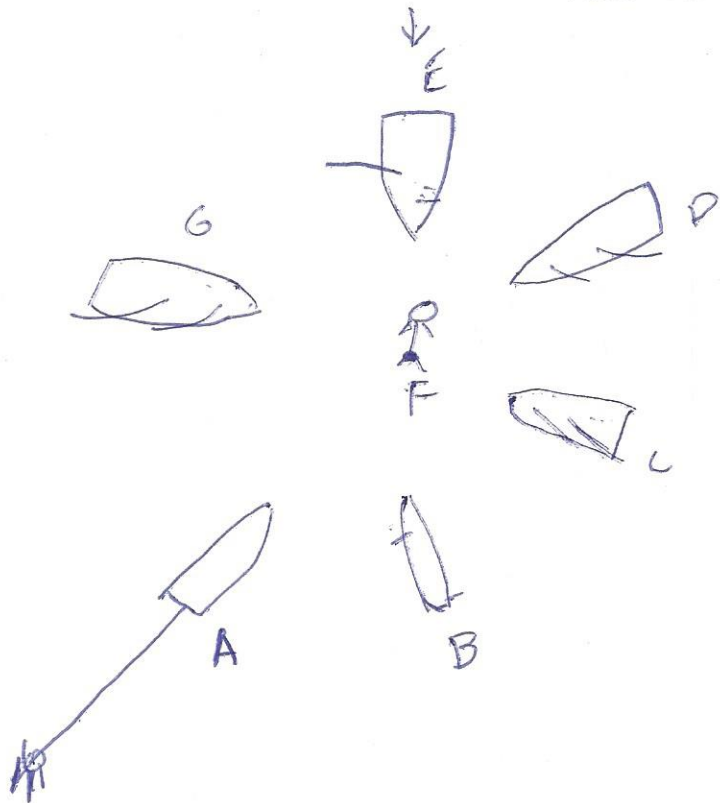
larger

7 types of Sail Boats

- ① Puffin 14' sloop marconia Fiber Glass
P 
- ② Tallstar 15' " " "
t 
- ③ Point Judith 15' " " "
P 
- ④ CC Cape Cod 18' " " "
CC 
- ⑤ Blue Jay 13 1/2' " " "
J 
- ⑥ Beverly Dingy 8-10' cat marconia Fiber
B 
- ⑦ Thissel 18' sloop marconia Wood planing hull
T 
- ⑧ Beetle 12' cat gaff wood
B 

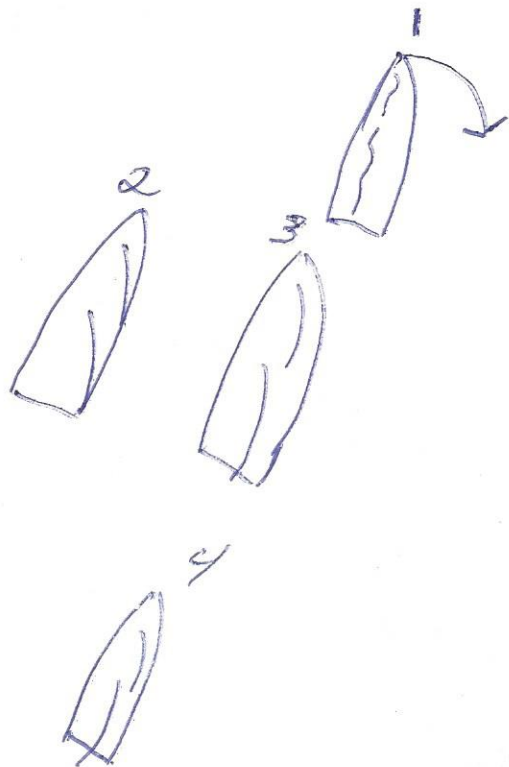
- 1 Swimmer
- 2 Canoe
- 3 Row boat
- 4 Skier
- 5 Sailboat
- 6 Motor boat

- 1) Leeward
Windward
- 2) Starboard
Port
- 3) Clear ahead
Clear astern
- 4) On course
Tacking & Jibbing



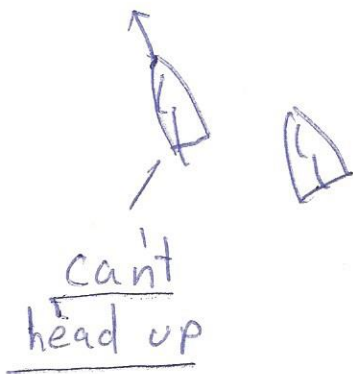
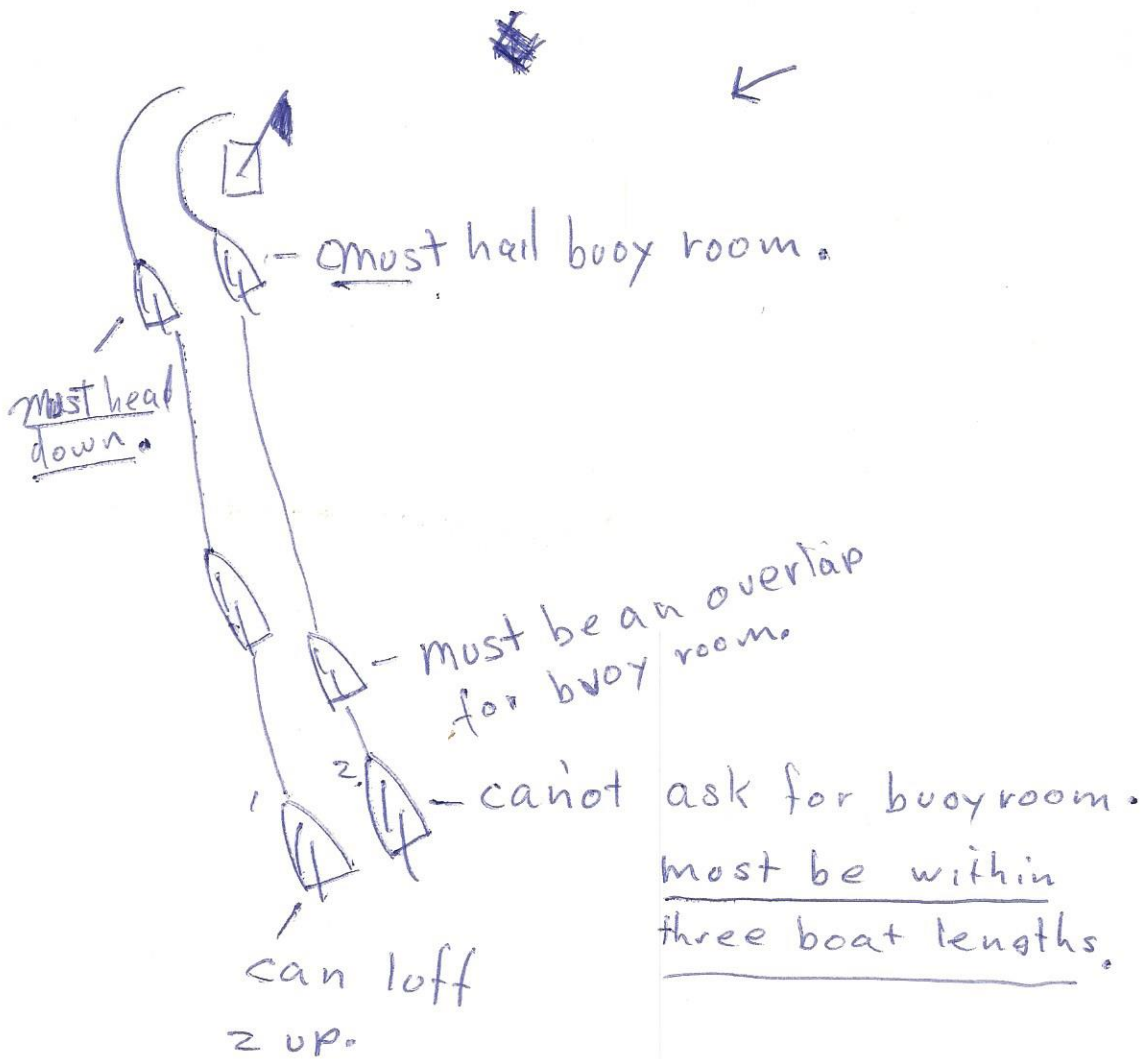
- F - Swimmer
- A - Skier
- ~~B~~ - Canoe ←
- C - Leeward & Starboard
- D - Starboard
- G - Leeward
- E

3



- 2 - lee ward
- 3 - clear ahead
- 4 - on course
over
- 1 - tacking, must
stay out of
way of other
boats

Booy Room



Sea Room

Wind
↓

W.F.
↗

Must call
sea room

Must come
about

L
A
N
D

↓

heads
up

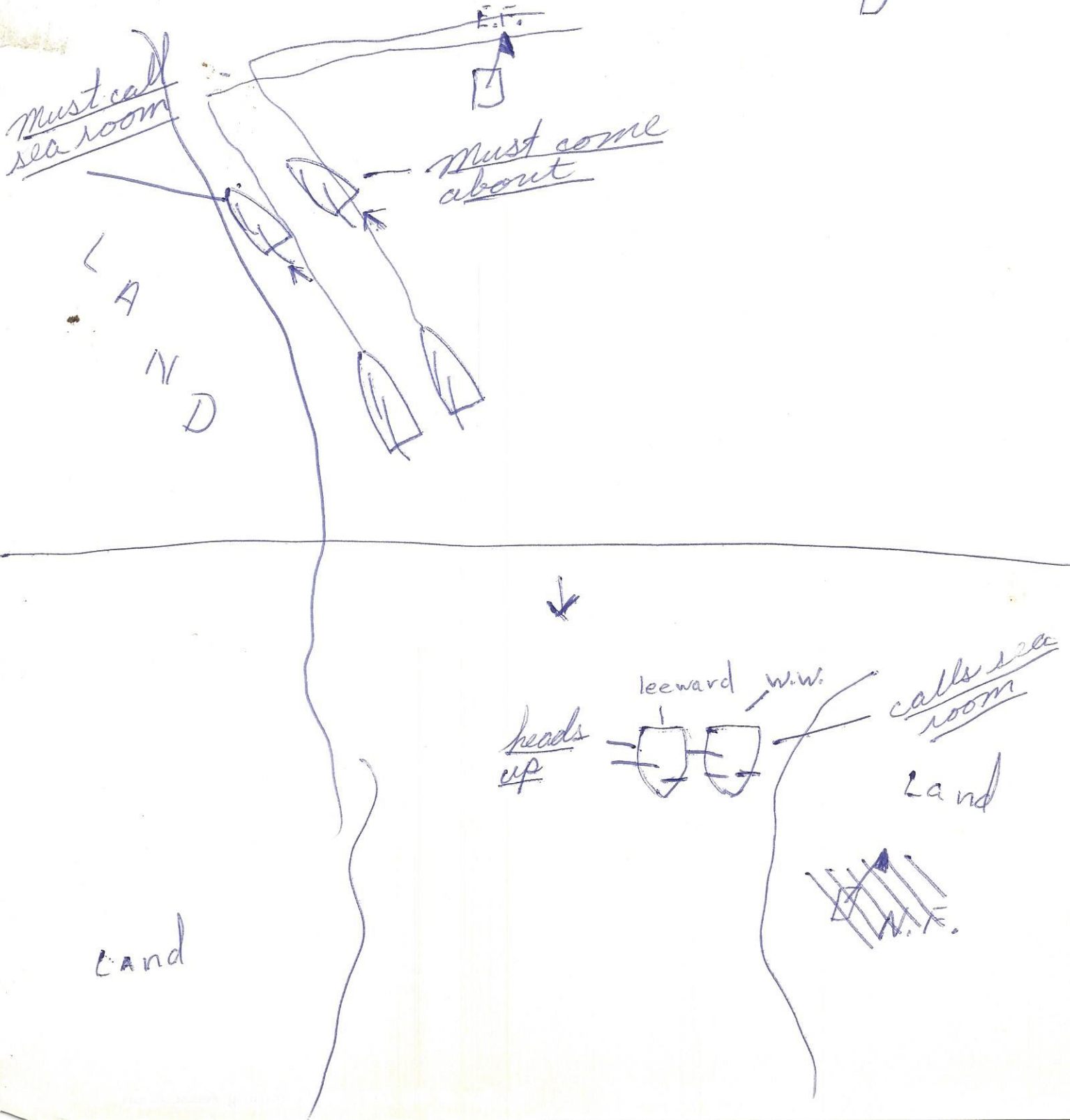
leeward w.w.

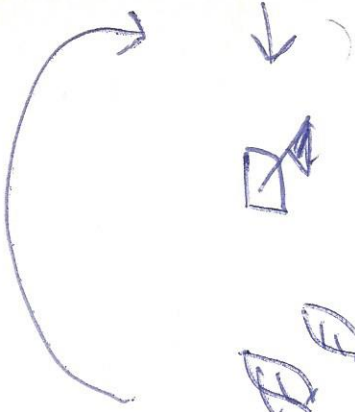
calls sea
room

Land

Land

W.F.



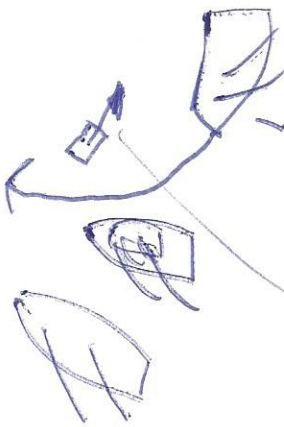


can't call buoy room on an up wind buoy

Bardging



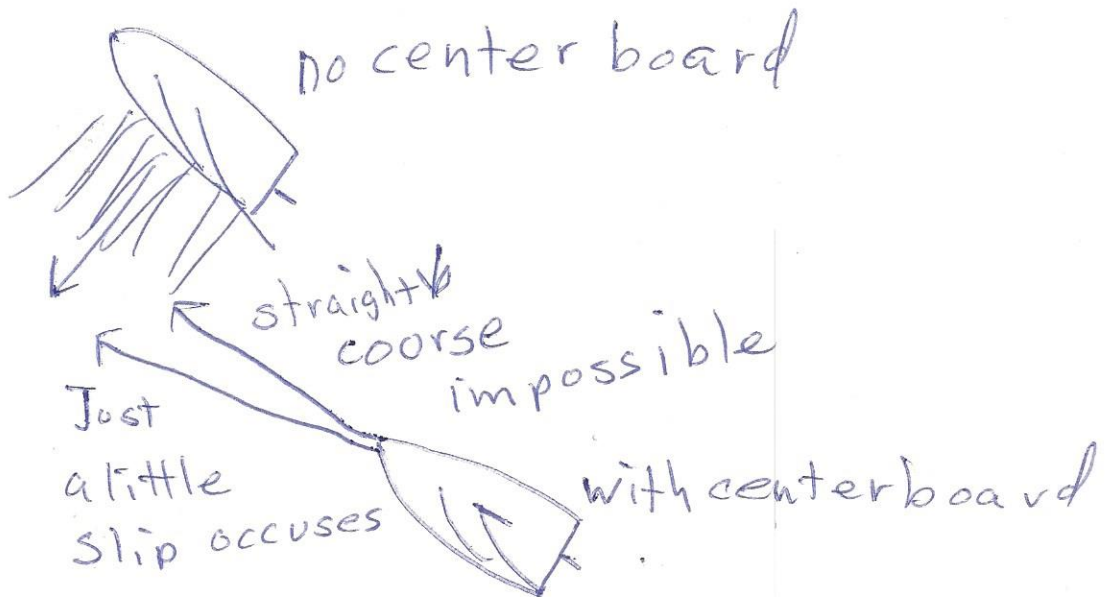
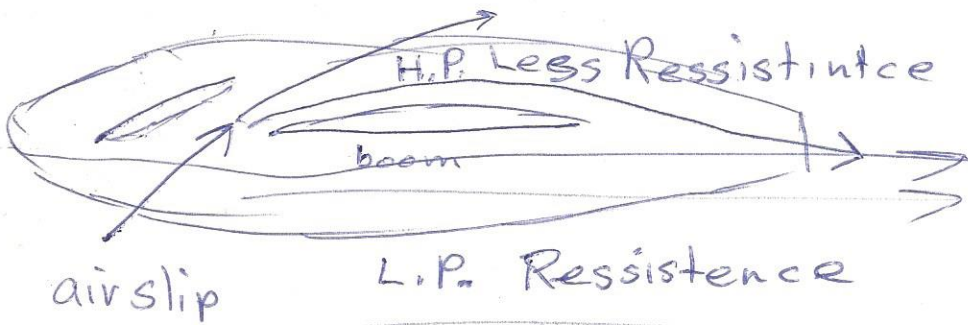
start



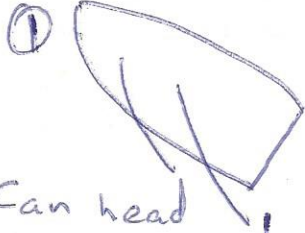
can't come from outside and call buoy room

come

Air Foil



Mast Abeam



②



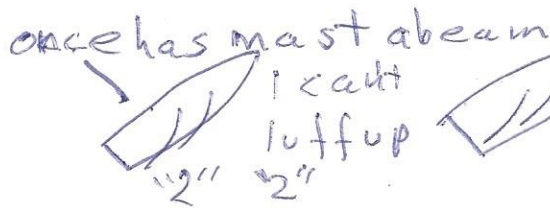
Can head
up until his
mast is even
with 2^s tiller

has right
of way as
shown

But "2"
Must head
mast abeam

clear ahead

When over lap
occures, and 2^s
tiller is even
with 1^s mast #1
cant loff up #2.



1 1/2"

cant head
up until until
overlap occurs