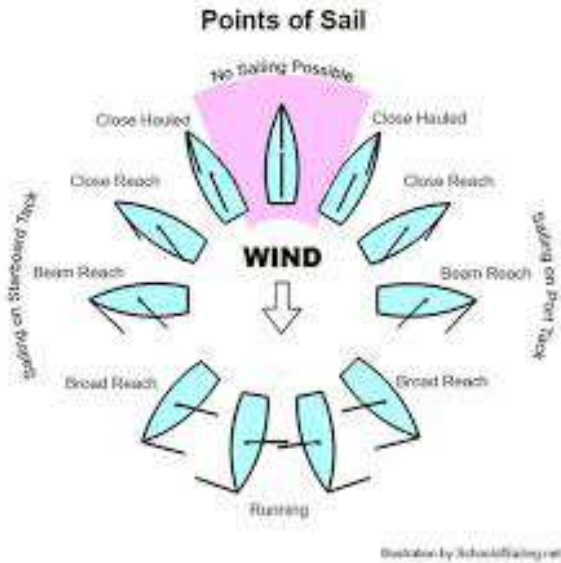


"Snipe Rigging, sailboat Tuning, Sail Trim, docking, Tactics and Strategy"

Prerequisites:

1. Know how to sail a sailboat in each Point of Sail.



2. Able to sail out around a bouy and back.
3. Able to identify parts of a simple sail boat



Parts of a Sailboat:

1. Painter
2. Center board
3. Tiller
4. Rudder
5. Mast
6. Boom
7. Main Sail
8. Jib Sail (*bonus)
9. Hull
10. Transom
11. Main Sheet
12. Main Sheet block
13. Bow
14. Stern
15. Starboard
16. Port
17. Boom Vang / kicking strap(*bonus)

*Additional Bonus items:

18. Cunningham
19. Outhaul
20. Jib Sheets
21. Gooseneck
22. Pole Launcher
23. Shrouds / Side stays
24. Forestay