



KEELBOAT SPINNAKER STANDARD

Objective

To be able to sail safely as crew of a sloop rigged keelboat 6 to 12 meters while working with a spinnaker in light to moderate wind and sea conditions by day.

Prerequisites

Start Keelboat Sailing Standard or Basic Cruising Standard or Equivalent Experience.

Ashore Knowledge

Section I: Terms and Definitions

The candidate must be able to:

1. Identify and describe the following:

Spinnaker	Spinnaker Pole
Sheet & Guy (Double)	Bow Sprit
Uphaul/Topping Lift	Pole Jaws
Downhaul/Foreguy	Pole Tripline
Tack Line/Bow Sprit Line	Mast Car/Ring
Tacker/Parrel Beads	
2. Identify the following sail parts with a spinnaker:

Head	Luff
Foot	Leech
Tack	Clew
Tapes	Turtle/Bag
Snuffer/Sock	Flat Deck Furler
3. Describe the difference types of spinnakers:
 - a) Symmetrical,
 - b) Asymmetrical,
 - c) DRS.

Afloat Skills

The successful candidate will be able to perform the skills using the equipment carried aboard the teaching vessel.

Section IV: Preliminaries

The candidate must be able to:

1. While at dockside, rig the vessel as required for the spinnaker:
 - a) Sheets around the vessel and attached to the spinnaker,
 - b) Pole into function position,
 - c) Spinnaker packed and prepared;
2. While underway perform a bear away hoist, without an hourglass occurring;
3. Maintain luff curl trim for 10 seconds without a collapse;
4. Gybe the spinnaker and have it flying on the new gybe:
 - a) Symmetrical within 20 seconds from command to guy in the eye for either an end-for-end or dip pole,
 - b) Asymmetrical within 30 seconds from command to fill for both an inside and outside,
 - c) DRS within 30 seconds from command to fill for an inside or outside, subject to tack point;
5. Perform both a windward and leeward douse;
6. Re-rig the deck and pack the spinnaker while under way in preparation for another hoist;
7. De-rig the vessel upon returning to dock.

Resource Material