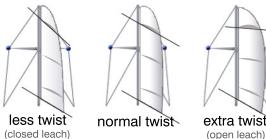
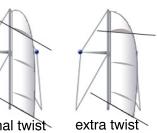
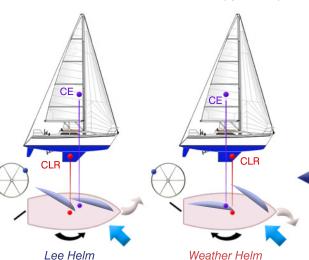


Ease Main Sheet to Increase Twist

Closed Leech (Less Twist) - Increases Weather Helm Open Leech (More Twist) - Decreases Weather Helm







draft

Wind Indicators batten Top Batten Should be Parallel to Boom tack clew foot (moves draft forward) loosen (moves draft aft) cunningham outhaul (controls lower luff and draft) (controls draft) draft adjustments

Main Sai

Trim Guide 🍃

Trim Guide

telltale

(CE) Center of Effort (CLR) Center of Laterial Resistance

reduce Weather Helm

Move CLR Aft | Move Crew to Windward and Aft

Raise Centerboard

Move CE Forward | Ease Mainsheet or Boomvang (open leech)

Reduce pressure on | Ease Traveller to Leeward Mainsail or Increase pressure on Headsail

Tighten Outhaul and Cunningham (flatten main)

Trim Headsail Sheet

Move Jib Car Up (close leech)

Reef Main

Rake Mast Forward

reduce Lee Helm

Move CLR Forward | Move Crew to Leeward and Forward

Lower Centerboard

Move CE Aft Trim Mainsheet or Boomvang (close leech)

Mainsail or Reduce pressure on Headsail

Increase pressure on | Ease Outhaul and Cunningham (draft aft)

Ease Headsail Sheet

Move Jib Car Back (open leech)

Rake Mast Aft

Main Sheet | Set Sail Angle

Traveller / Sheet Tension | Set Sail Twist

Outhaul / Mast Bend | Set Draft (depth)

10%

12%

15%

full

Haylard | Set Upper Draft (fore and aft)

Cunningham | Set Lower Draft (fore and aft)

Boomvang | Set Twist (reaching and running)

Trimming Tips

leech

draft position

Trimming Steps

Tighten Boomvang on Reaches and Runs. Minimize Twist.

Loosen Boomvang when Beating

Heavy Winds

60% Light Winds

batten

Little

믤

Tail Falls to Leeward Side

Ease Mainsheet for proper trim

batten

Tightening Cunningham controls draft more than tightening Halyard

Ease Traveller to depower Main and maintain sail shape

If the wind drops, loosen the Halyard to move the draft aft

Mast Bend decreases/flattens the sail and moves the draft aft however too much bend will cause luff wrinkles.

halyard

(controls upper luff and draft)

luff