

wind	jibsheet	mainsheet	kicker	cunningham	rig tension	ram	outhaul
0-5 drifting	well eased, lots of twist Increasing tension with speed	in tight (lack of rig tensions should promote twist) unless leech tufts are stalling	none	none	150-200lbs increasing with flow	straight - 10mm inversion	3-4" at centre of boom
5-7 light, searching for power	2.5" off max	as close to centreline keeping leech alive	none so if wind drops, leech can be opened	none	340lbs	straight - 10mm inversion	3-4" at centre of boom
8 - 14 fully powered helm and crew hiking	1" off max setting leech and luff tell tales flying	tight 2" between blocks	snug to stop boom rising, increasing to spill power	none, increasing with power to balance boat	450lbs (500 lake)	straight - 10mm inversion winding on to manage power	2" at centre of boom
14-18 over powered with above settings, looking to depower	1" off max setting leech and luff tell tales flying	tight 1.5" between blocks 70% of time. Pull till leech stalls. Play in gusts	set to manageable power	set to manage power and balance kicker	450lbs	all the way forward	2" at centre of boom
18-22 still in displacement mode upwind	1/2" off max. easing with mainsail (2-4") to maintain constant 'slot'	tight 1" between blocks 70% of time, play lots in gusts	set to manageable power	set to manage power and balance kicker	450lbs	all the way forward	tight

22 - 25 high in lulls free up in gusts to enable planing in anything but chop	in max unless blaning when eased 3 inches. Play with mainsail in gusts	in max unless planing in which case boat MUST be flat so big eases	max. pull till main inverts then ease 1". Unless a hole is dropped then set to manage power, 70-80% max	max	450lbs	all the way forward	cant have it tight enoug
25 till 35, some nut clubs still race in this! Aim to keep boat planing all the time	well eased, loads of twist, big eases in gusts	well eased, expect to be around 2 foot out 50% of time. Try to mininmise flogging backwinding by easing jib as well	max	max	450lbs easing if still overpowere d (pull on before dw!!!)	all the way forward	keep pulling till hands bleed

shroud hole

base

base

base

1/2 hole down from base

1 hole down from base

1 hole down
from base if
planing, 1.5
holes down
in chop

1.5 holes
down from
base