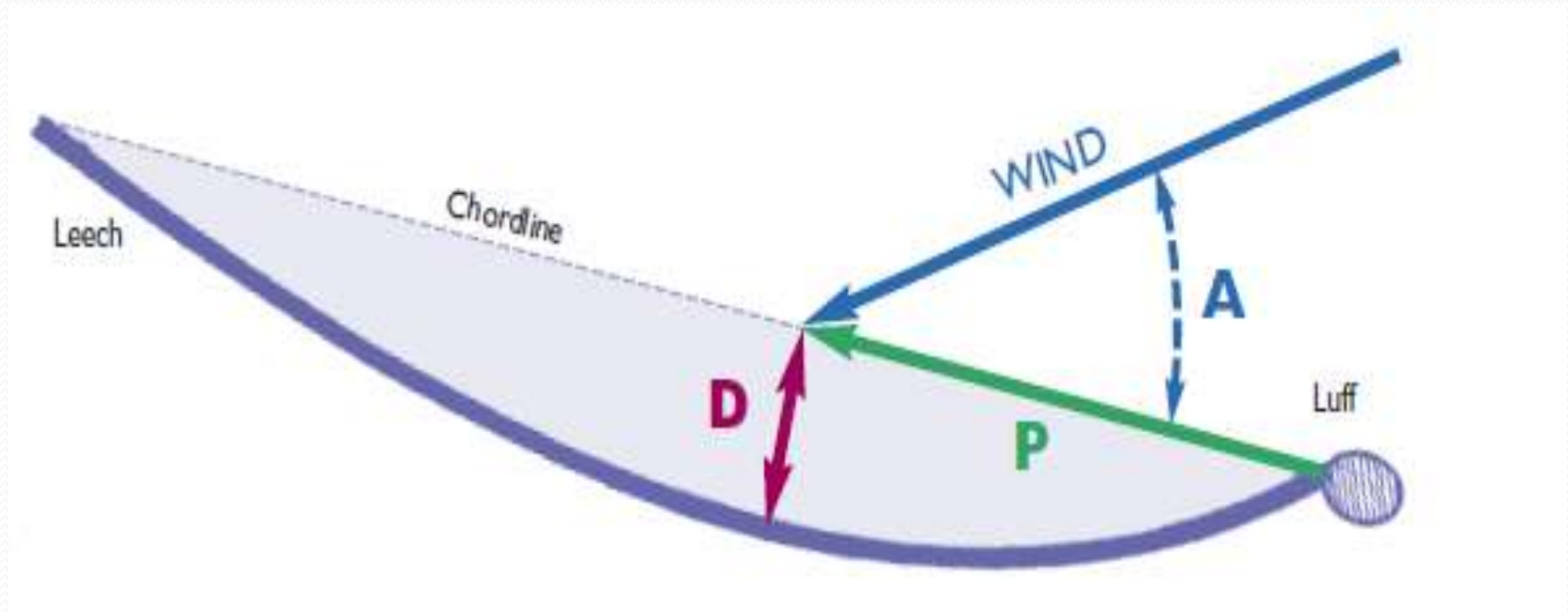




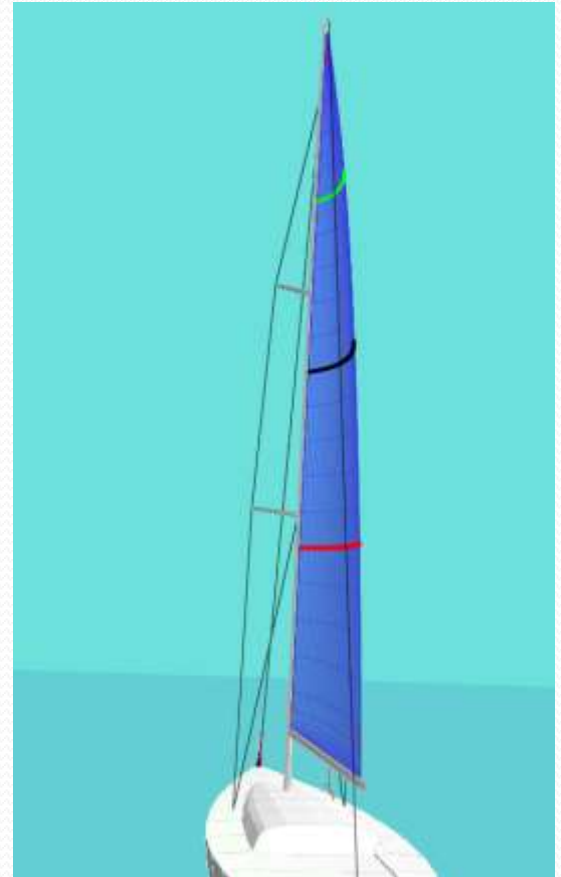
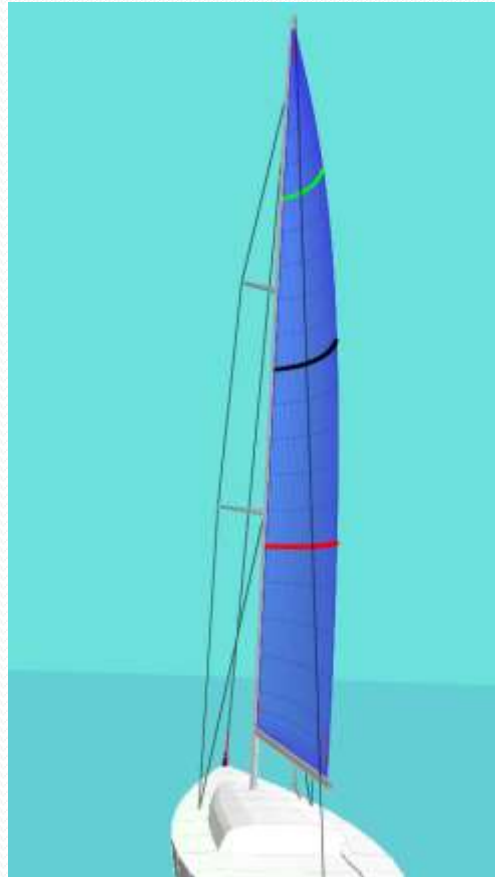
# Sail Trim



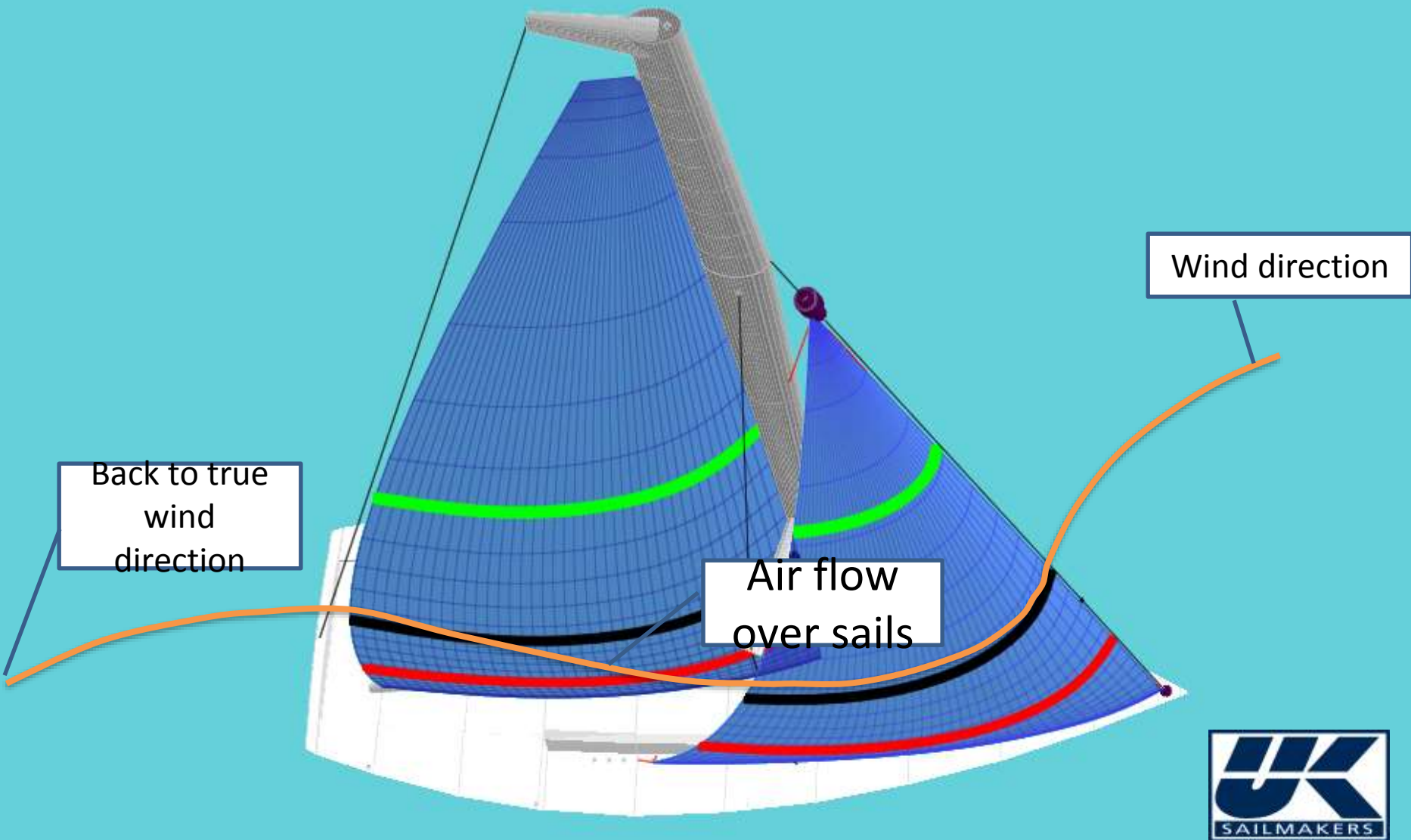
# What is he talking about....



# Twist



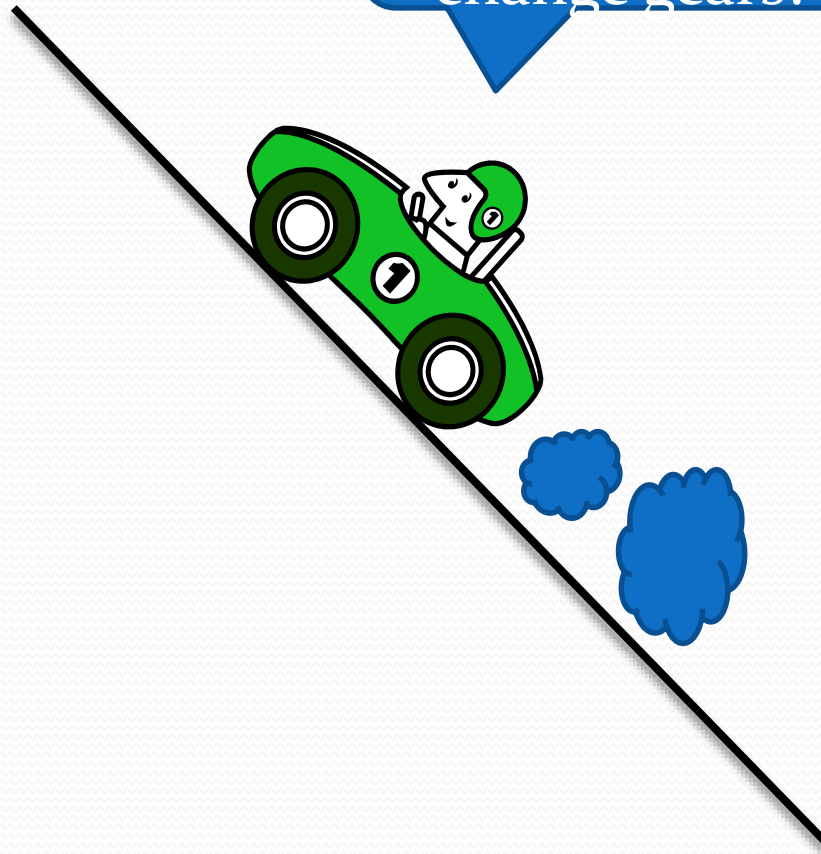
Think smart! – Think about air flow over all sails!





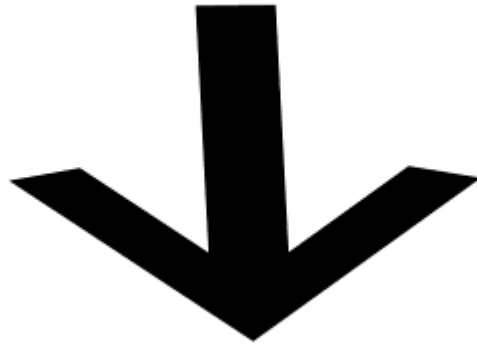
Just like driving a car, we need to change gears, as the conditions change.

I require more power, need to change gears!



# What Gear?

1<sup>st</sup> – Lots of Power, Good Acceleration



3<sup>rd</sup> – Low Power, High Efficiency, Good Point

# 1<sup>st</sup> Gear

## **For light airs (under powered)**

- Deeper sails, with fuller entry (especially in chop).
- More twist
- Prioritise speed over height
- Set boom on (or just below the centre line)
- Try to heel the boat
- Keep crew movement down and slow movements
- All tell tales should be flowing (not hiding)
- Usually less than 6 knots.



## 2<sup>nd</sup> Gear

### **Moderate wind (full power)**

- Keep boat flat, crew weight.
- Firm the leech on the mainsail, less leech twist than 1<sup>st</sup> gear
- Boom on ( or just above) centre line
- Top leech tell tales, hiding half the time (with flat water)
- Max Speed, with height
- Flatter sail plan
- Wind speed between 7 to 15 Knots.





## 3<sup>rd</sup> Gear

### Heavy wind (over powered)

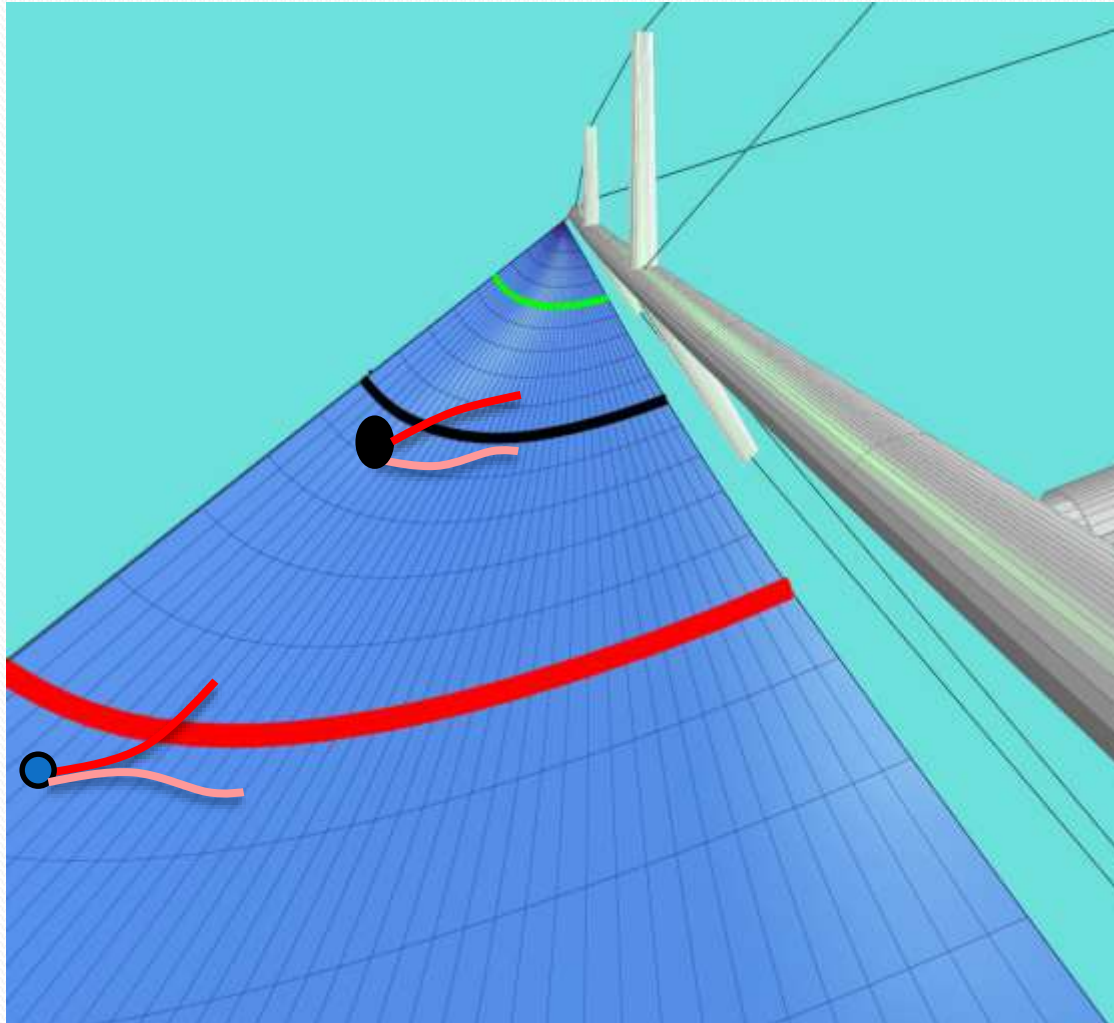
- Reduce heel, crew hikes hard ...
- Flatten Sails ( backstay, sheet tension, headsail car position, traveler)
- Twist sails open
- Sail to the conditions, keep helm balanced
- Helmsman sail to telltales, may pinch in puffs
- Mainsail trimmer, keep constant heel angle
- Wind speed + 15knots.



# Headsail Trim



# Headsail Tell Tales



## Fine tuning

*By pointing higher or lower "in the groove" you may, by using the windward telltales, fine tune for each of the above gears.*



*Maximum speed*



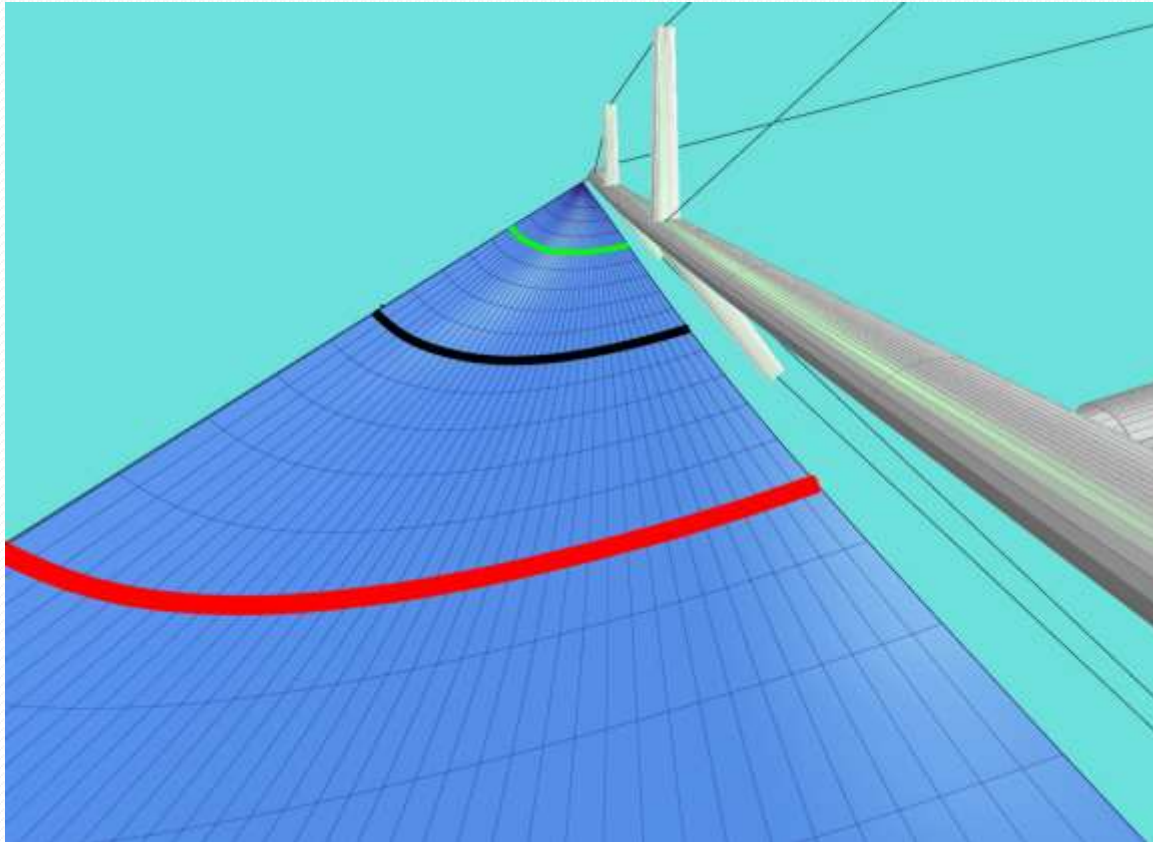
*Optimum pointing ability and speed*



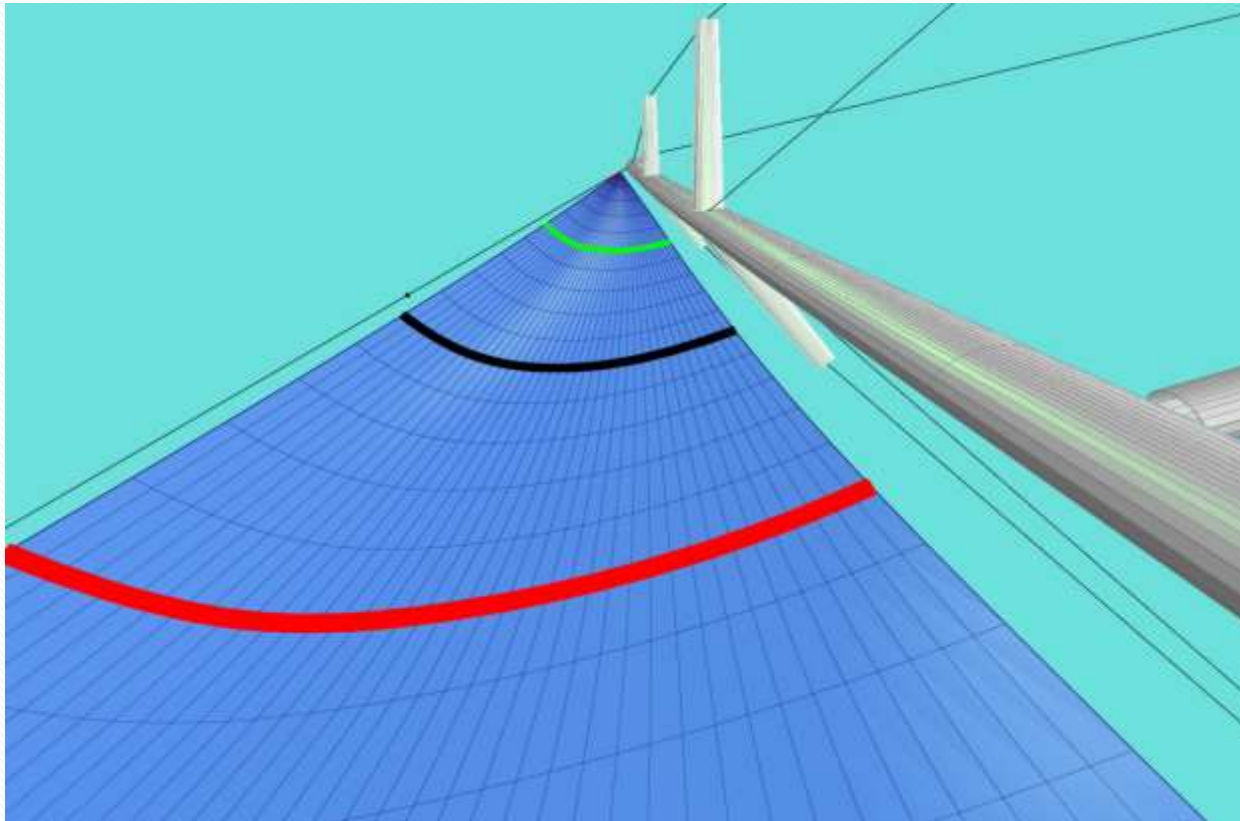
*Maximum pointing ability*



# Straight Forestay.

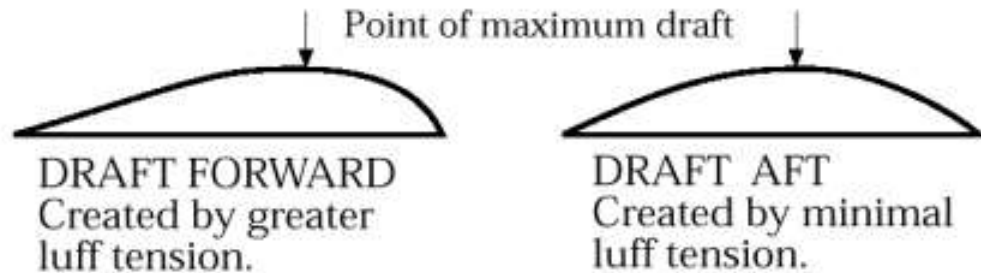


# Headsail with forestay Sag.

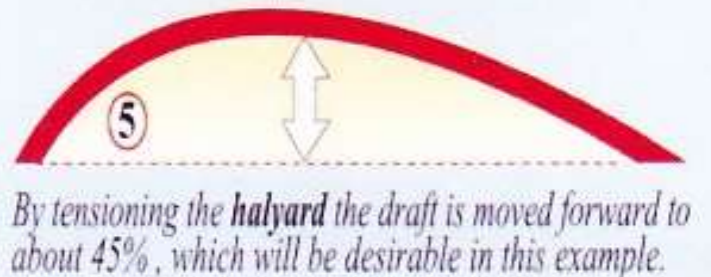
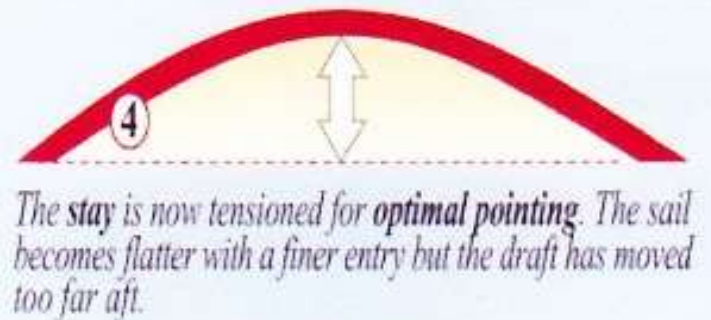
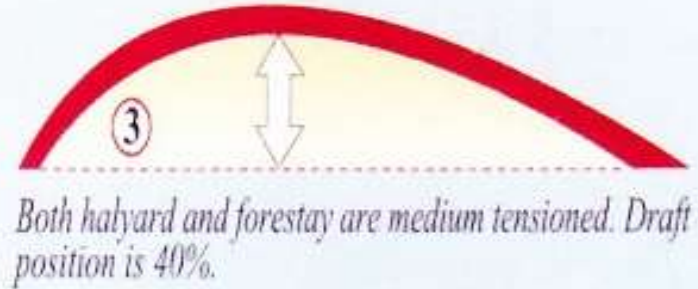
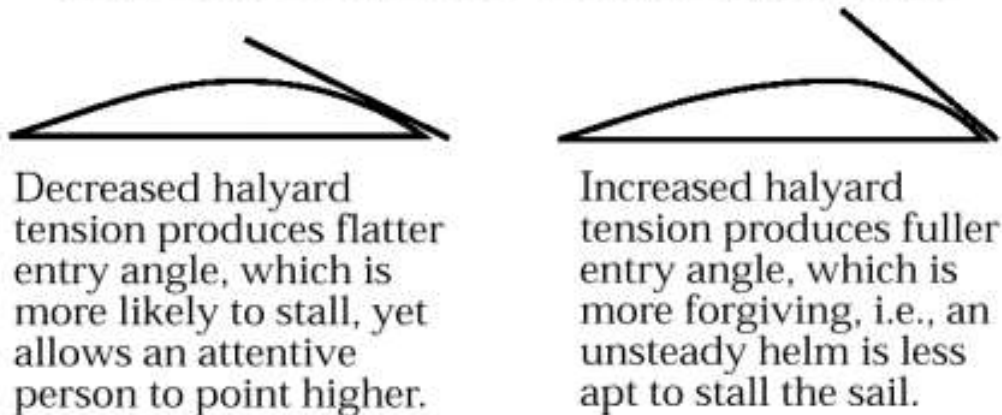


# Forestay Sag and halyard tension

## HALYARD'S EFFECT ON DRAFT LOCATION



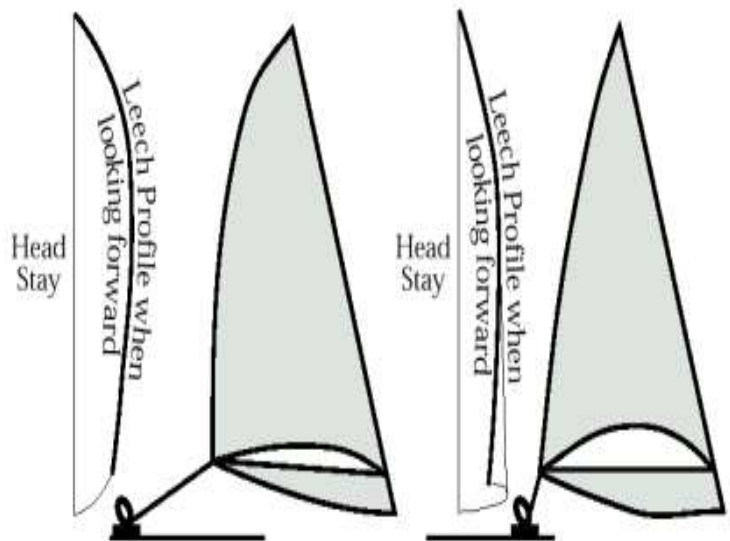
## HALYARD'S EFFECT ON ENTRY ANGLE





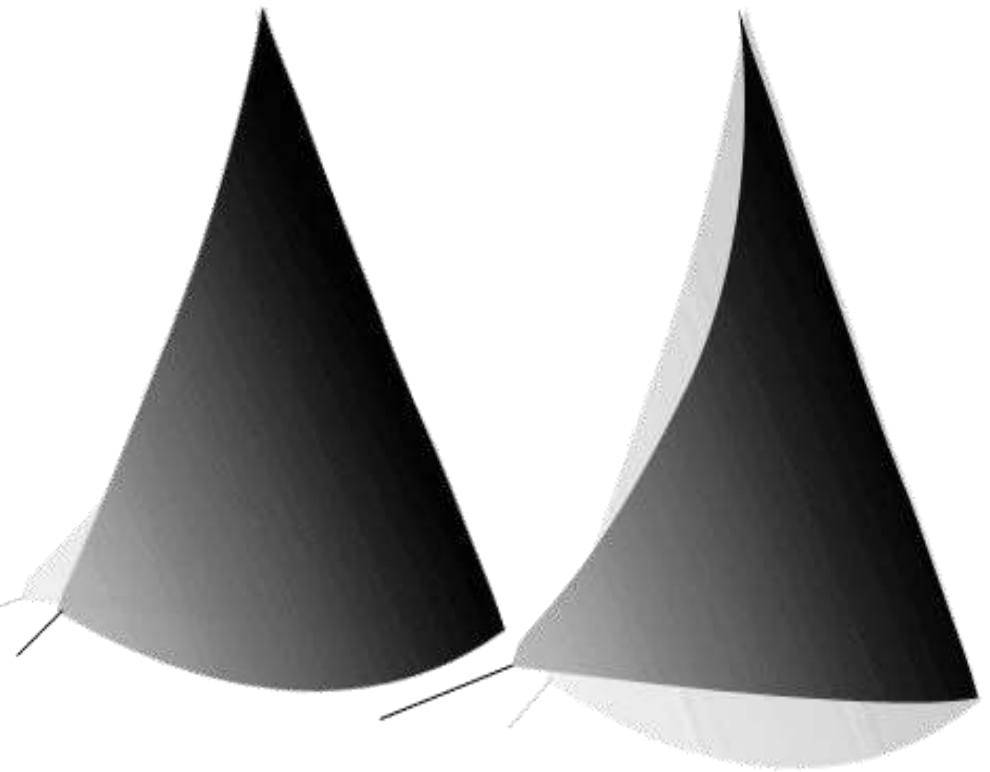
# Lead Position

- Controls the “mix” from the sheet.



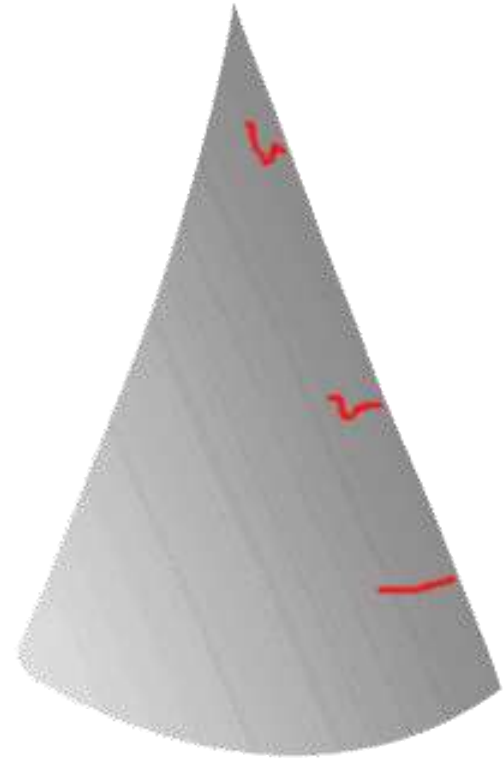
Jib lead aft flattens the foot and loosens the leech because the sheet pulls aft more than it does down.

Jib lead forward loosens foot & tightens the leech because the sheet pulls down more than it does aft.



# Set the lead position, by the telltales

- Three sets of telltales on the Luff
- Try to get them flying together (approximately)

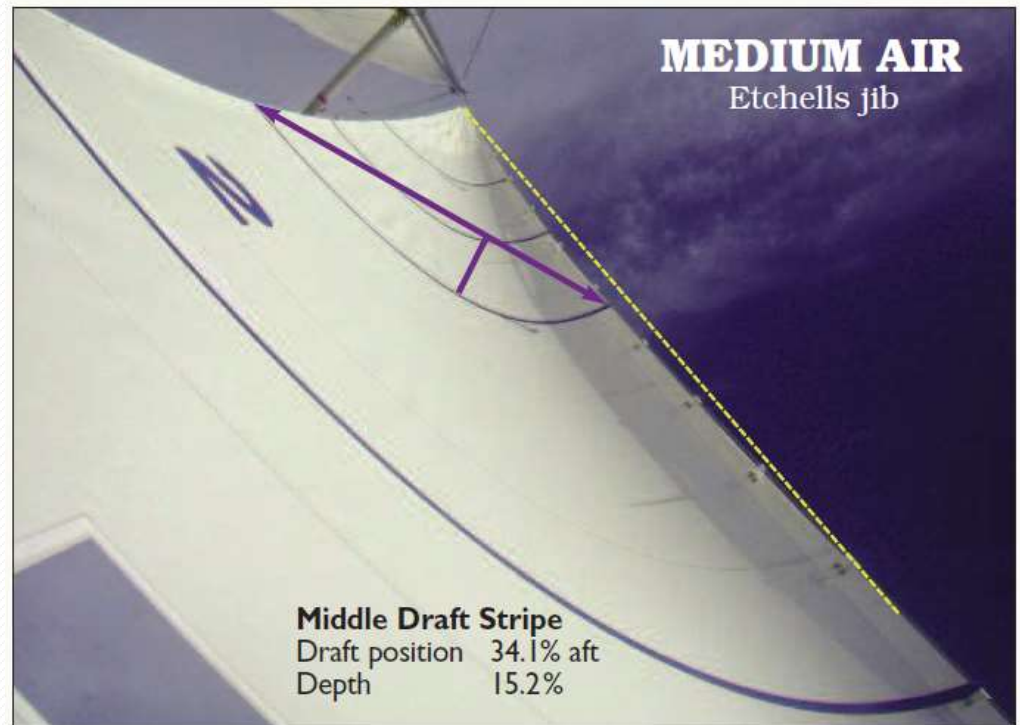
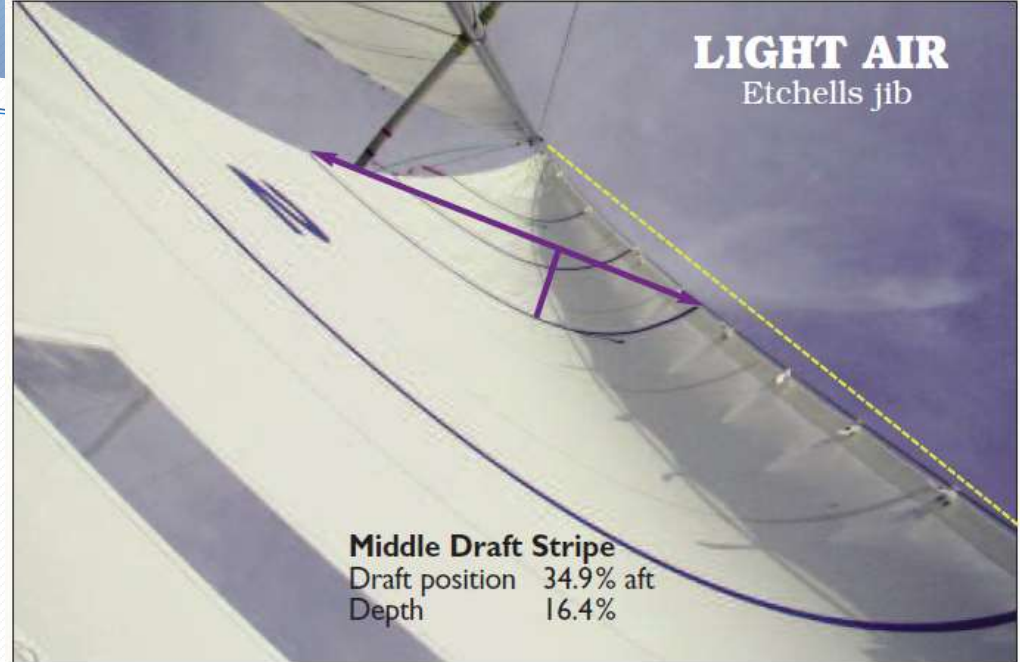


# Draft Stripes

Not only do they:

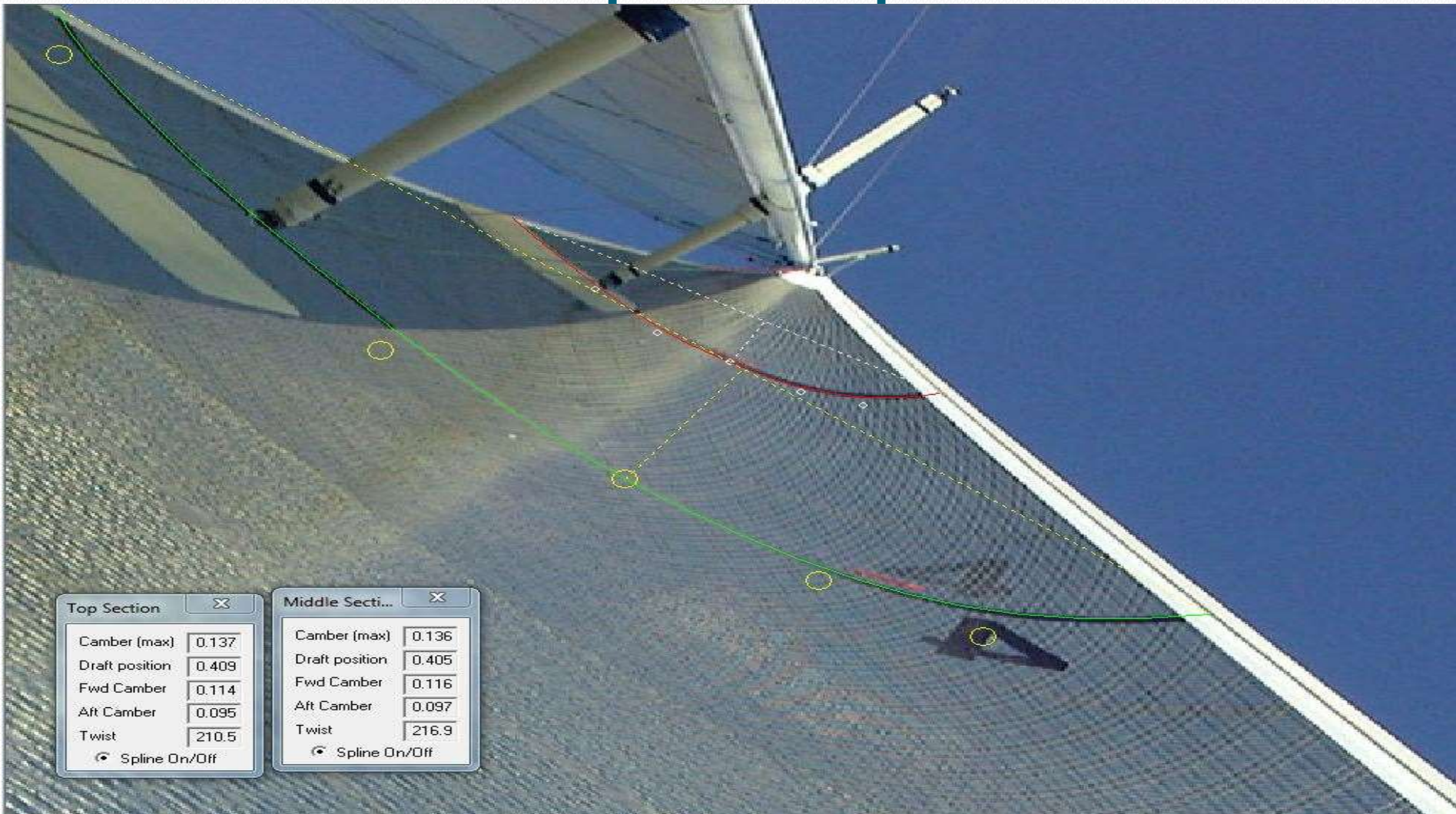
Add colour to a boring white sail!

They do make it easier to see the draft position and depth of the sail.





# Headsail Shape Properties



# Genoa Sheeting, off the Wind





# Mainsail Trim

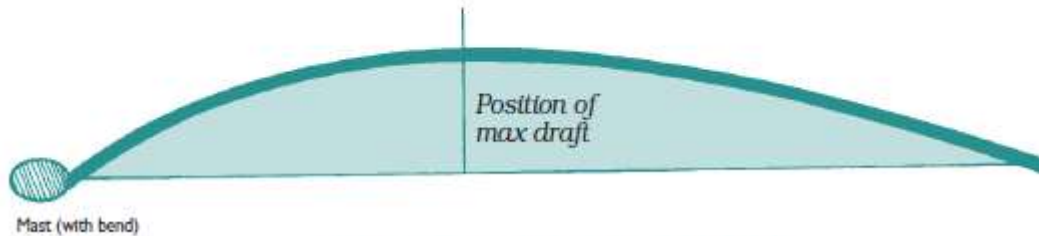




# Luff Tension

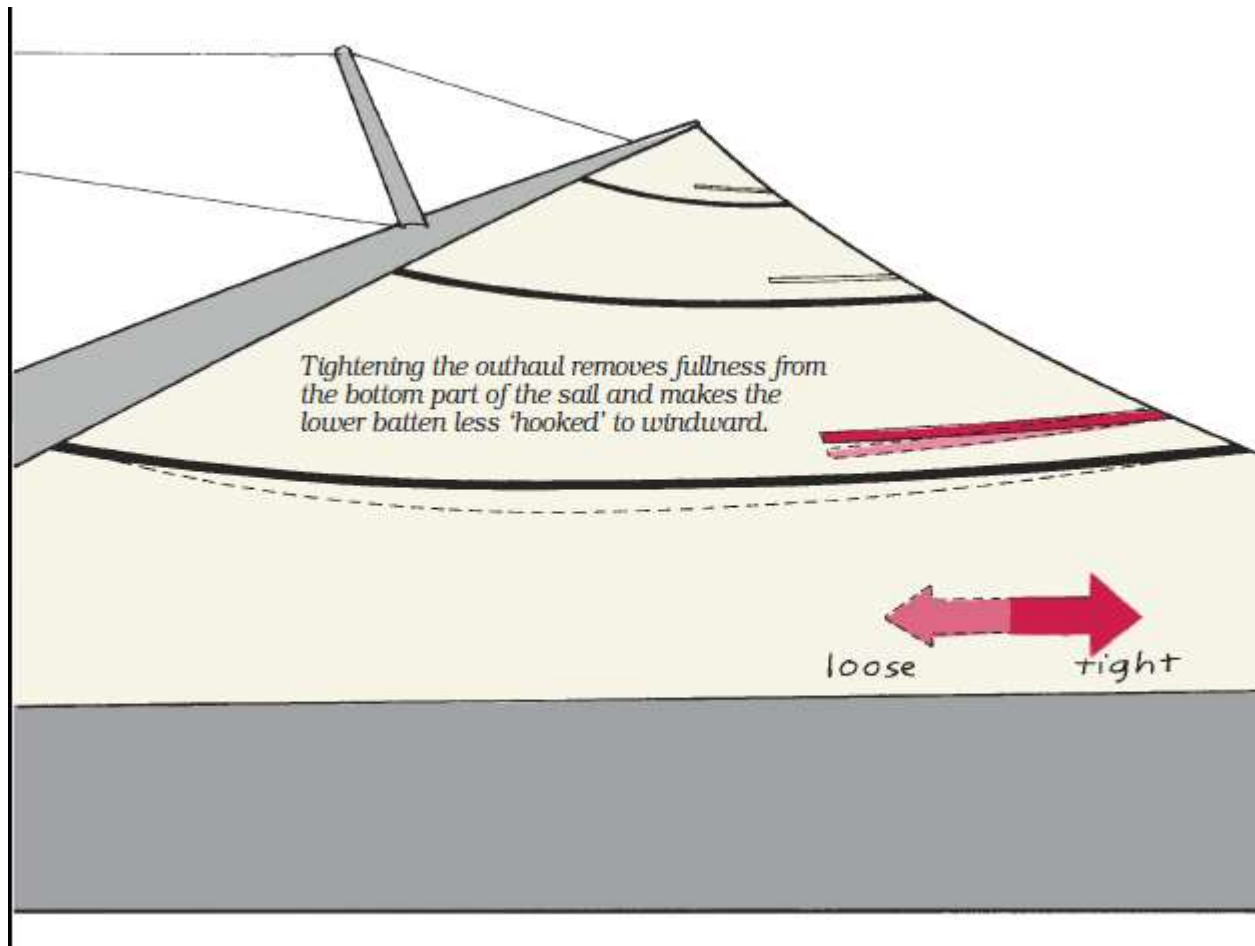


EASED CUNNINGHAM



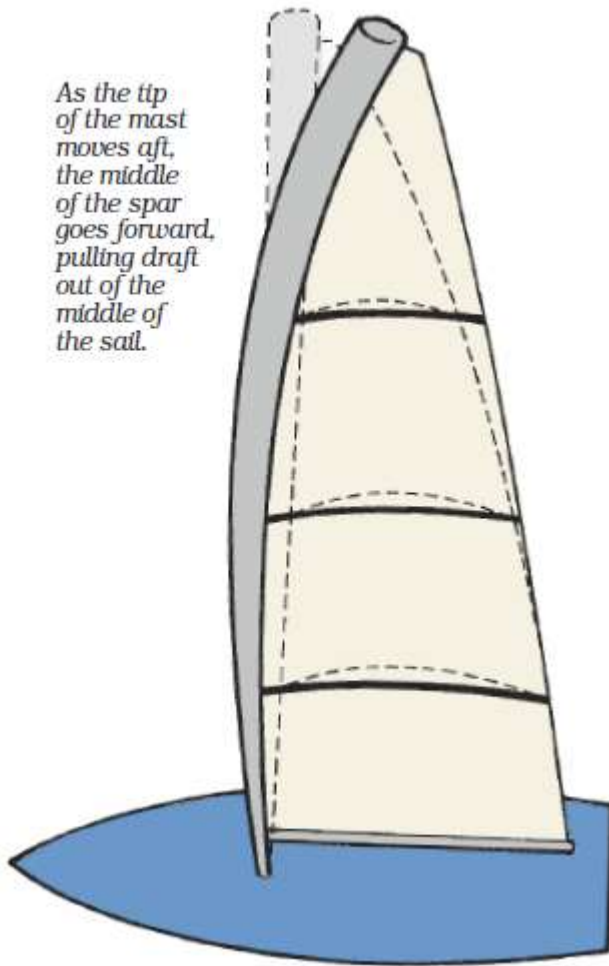
TIGHT CUNNINGHAM

# Outhaul



# Mast Bend

*As the tip of the mast moves aft, the middle of the spar goes forward, pulling draft out of the middle of the sail.*



Mast Straight:  
Maximum Draft

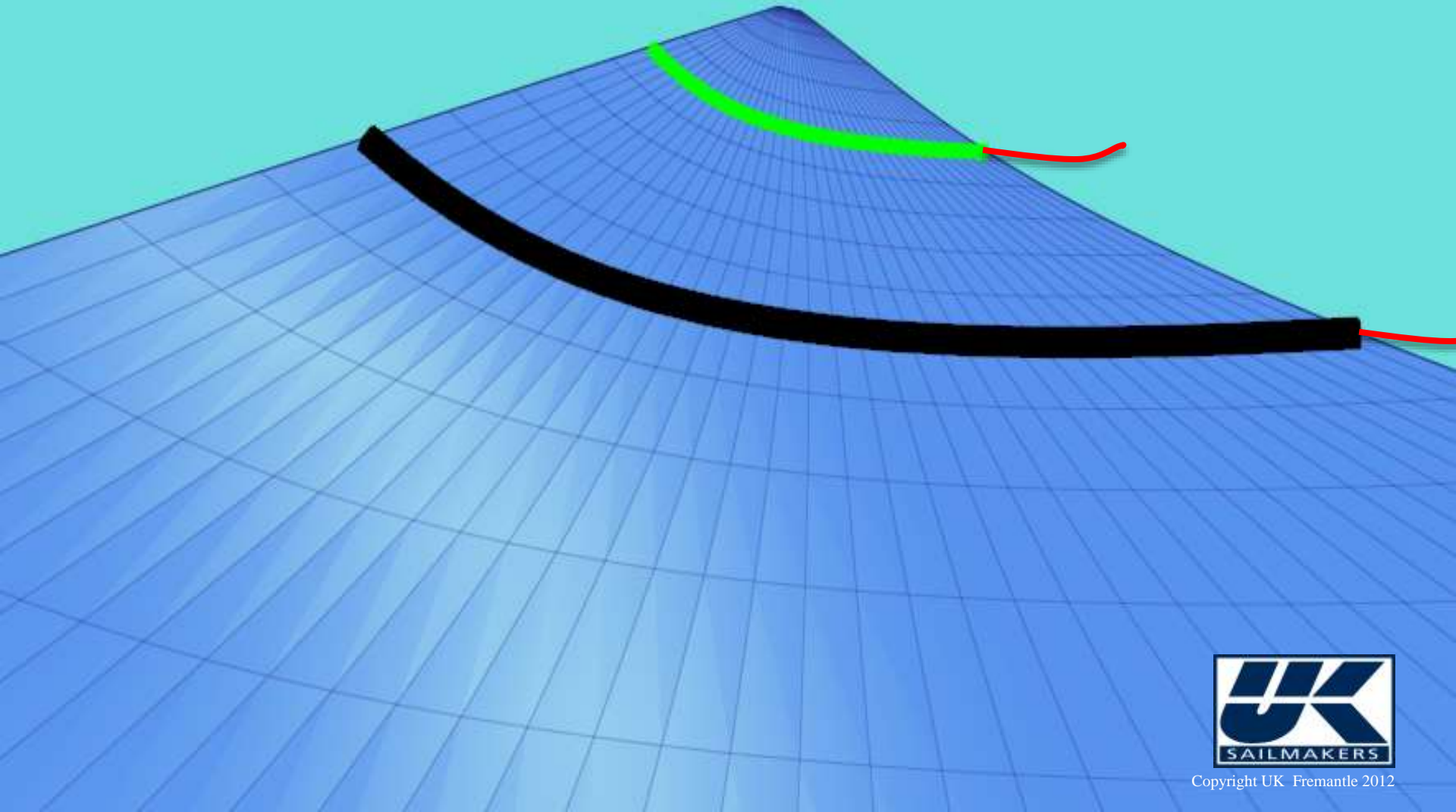
Mast Bent:  
Reduces Draft







Sail trim for Speed, all telltales  
streaming!  
Good Laminar flow = Good speed





Correct depth and sheet tension for upwind sailing.

Perfect  
leech  
tension

Top leech  
tell tales  
is hiding  
half the  
time!



Reading the telltales when sheeted to hard!

Leech tell tales  
are hiding  
around the  
back of the  
leech

More  
twist  
requir  
ed





# Weather Helm

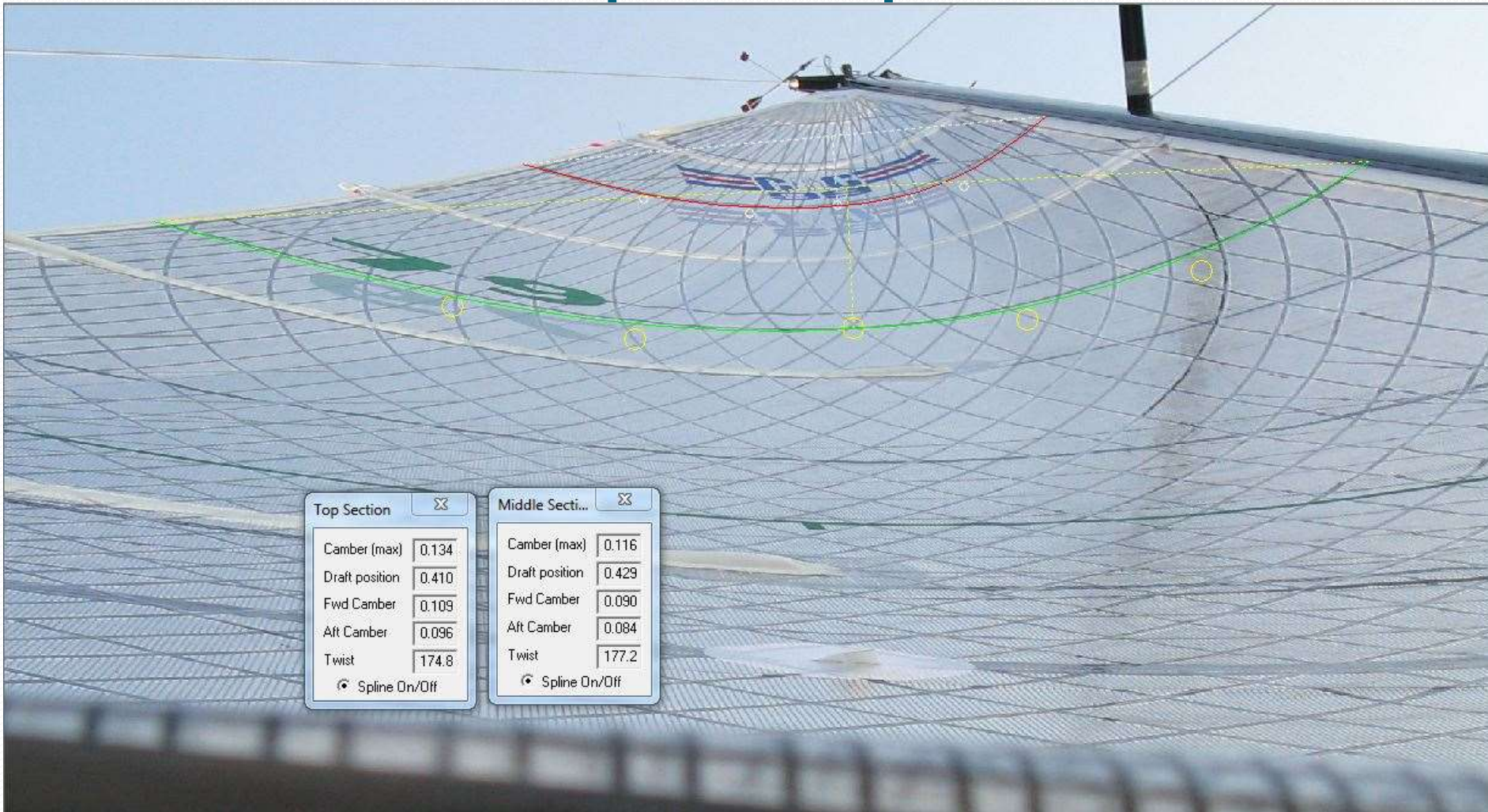
- Heel
- Mast rake
- Sheet tensions
- Main traveller
- Rudder balance

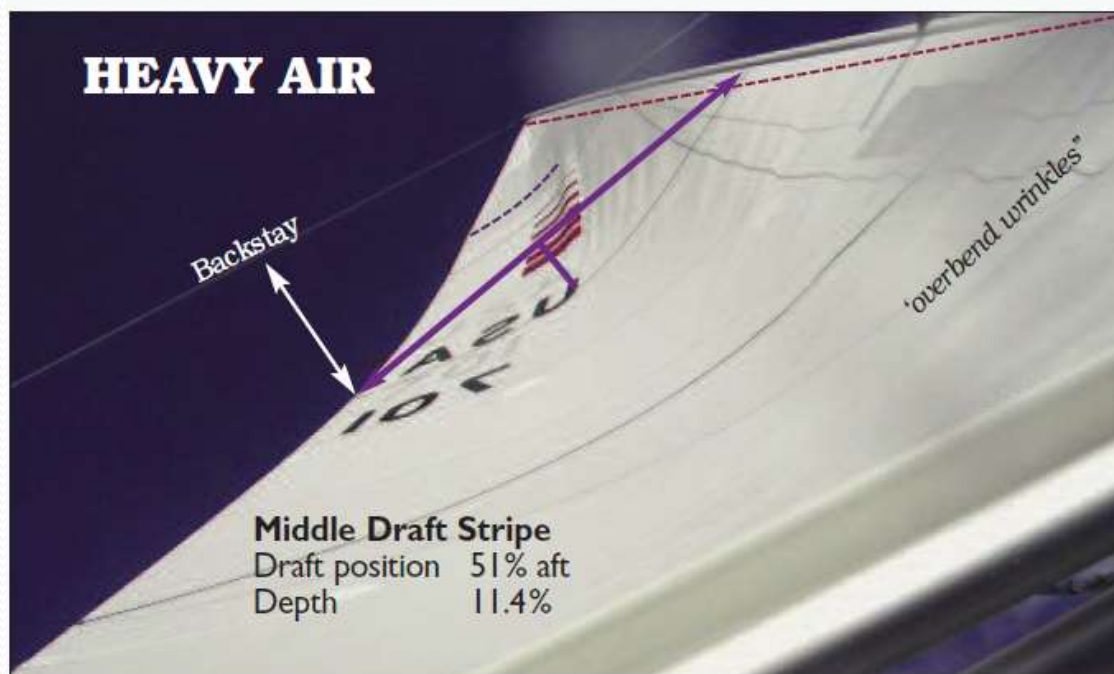
Adams 10 Tape Drive carbon Mainsail





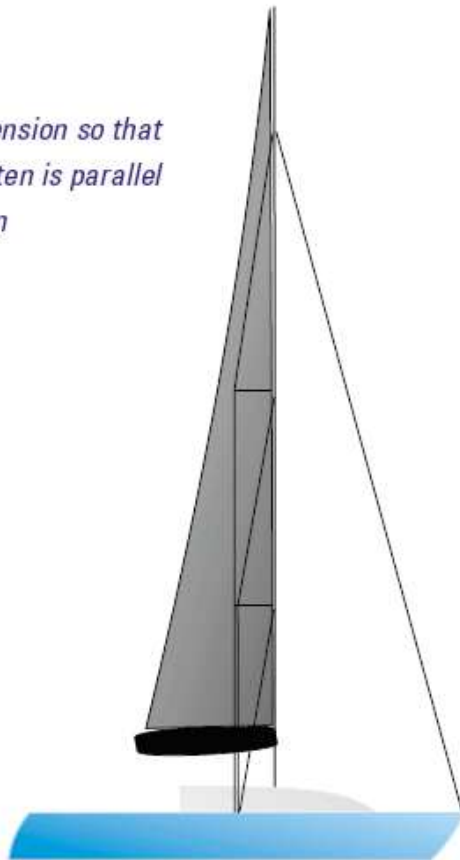
# Mainsail Shape Properties



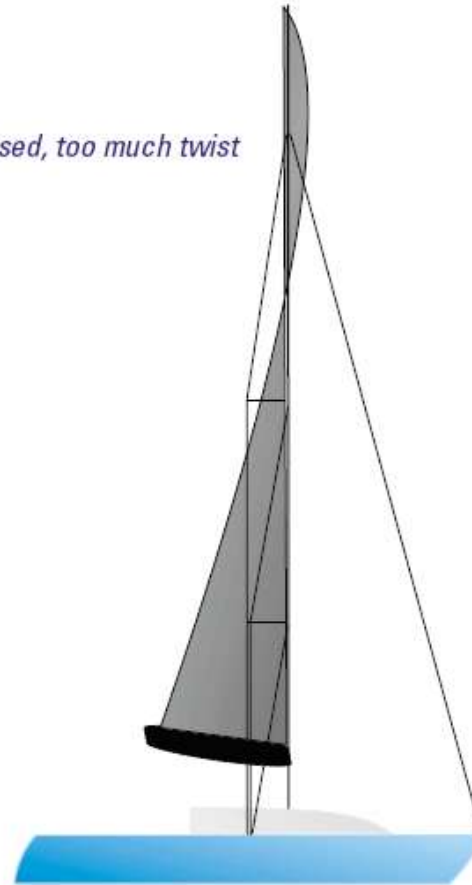


# Mainsail Off the Wind

*Vang tension so that  
top batten is parallel  
to boom*



*Vang eased, too much twist*





# Spinnaker Trim

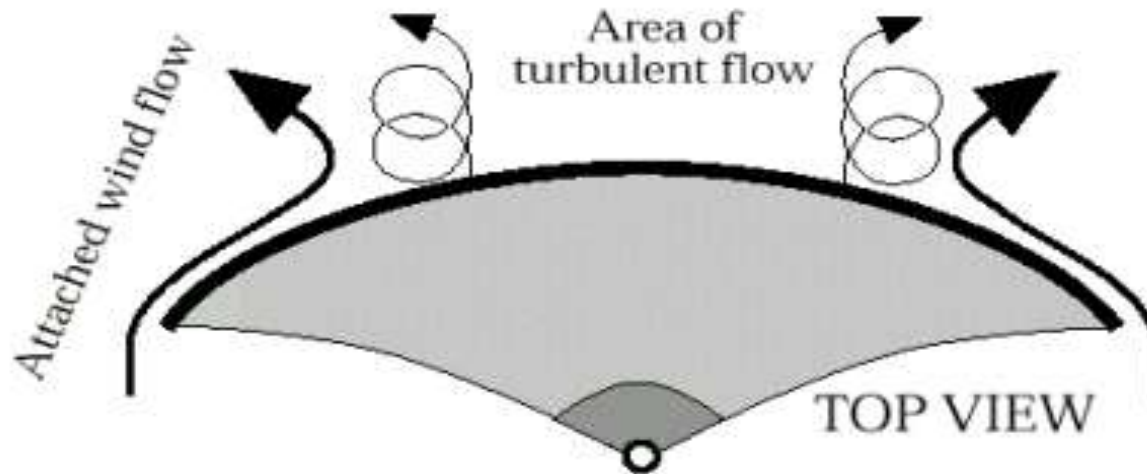


# Handling is Important



# Run vs. Reach

- On a Reach Wind Flows around the sail
- On a Run Wind hits the sail



# Fore or Aft?



# Pole Up and Down

- Controls the draft position of the spinnaker  
Keep the center seam of the spinnaker  
perpendicular with the horizon
- Keep the Luff breaking even



# Pole Too High



# Pole Too Low



# Pole About Right

















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# **Questions?**

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