



# Marine Education Centre

Te Whare Wānanga o Ngā Matataua a Tangaroa

Scouts NZ - Region 1



**Sailor Personal  
Challenge**

## REQUIREMENTS

## SIGNATURE & DATE

The Oarsman and Swimmers Personal Challenge must be completed before attempting this challenge.

1. Be able to identify the following parts of a Sea Scout standard cutter rigged for sailing:
  - Chain plate.
  - Centre case.
  - Centre plate.
  - Mast, mast step, hounds band, sheaves, halyards.
  - Forestay, side stays, running back stays.
  - Boom, gooseneck, boom vang and outhaul.
  - Main and jib sheets.
2. Be able to identify the following parts of a sail.
  - Tack, throat, head, peak and clew.
  - Luff, head, leach and foot.
  - Reef points and Cunningham.
  - Batten pockets.
  - Gunter.
3. Assist with the rigging and derigging of a standard cutter on land and in the water.
4. Demonstrate how to tie and use correctly:
  - An Eye Splice.
  - A Sailmaker's Whipping.
  - A Rolling Hitch.
  - The knots specified in Boatman and Oarsman badges.
5. Demonstrate how to effectively trim the boat under sail.
6. Demonstrate how to do the following :
  - Let fly.
  - Ease.
  - Tighten.
  - Cleat.
  - Lee-o.
  - Gybe.
7. Assist in reefing the main sail of a standard cutter
8. Assist in annual swamp test of a standard cutter.
9. Row or paddle the boat while rigged for sailing as one of a two man crew.
10. Complete at least six hours sailing practise during at least three separate occasions since completing the Oarsman Personal Challenge.
11. Crew in at least one sailing race at a Zone or Regional Scout Regatta.