

LCYC Members Notice

Taking Out a Optimist (Opti)

General Rules

- Jr Sailing program has priority on all the boats during program hours.
- Members need to sign the boats out at the stewards office
- To request instruction on rigging the boats, please contact the Jr Sailing Program Director
- Please take good care of the club boats.
- While rigging, launching, and landing - avoid rubbing the boat against the docks or hitting the docks.
- **DO NOT stand** in the boats while they are on land or on the docks – there are not designed to support your weight while they are out of the water

Optimists (Optis) Rigging

1. There are no designated race Optis. Please be kind to any Opti you take out
2. Flip over the boat and check that all 3 airbags are inflated. You need to have 3 airbags
3. Opti daggerboards and rudders are in the north east corner of the Jr Sailing Building
4. Place the daggerboard and rudder in the bottom of the Opti until it is launched
5. Opti sails are in the south east corner of the Jr Sailing Building
6. While on land, unroll and rig the sail. Make sure the mast is secured with a preventer (square) knot over the vang cleat so the mast can't fall out
7. Roll the Opti on its dolly down the boat ramp and launch at the service dock, tie the opti to the dock and drag the dolly up on the beach out of the water and off of the ramp
8. While the Opti is tied to the dock put, the daggerboard in and rudder on. Make sure the bungee is over the top of the daggerboard.
9. Clip the mainsheet to the boom and off you go

Put Away

10. Sail back to the service dock and tie up
11. Unclip the sail and remove daggerboard and rudder. Place these in the Opti
12. Retrieve the dolly from the beach and place on the boat ramp. Bring Opti onto the dolly and pull it up to the Jr Sailing building.
13. Remove the sail, roll up and return to the sail bag.
14. Return the daggerboard and rudder to the racks in the north east corner of the Jr Sailing Building
15. Return the Opti sail to the south east corner of the Jr Sailing Building

Finally, remember that these are dinghies and therefore use tillers instead of wheels; tillers need to be pointed in the opposite direction you want to go, a useful way to remember this is *Tiller Towards Trouble*.