

## Using the Jib Telltales (Beam Reach, Close Reach, Close-Hauled)

-When you are sailing on a beam reach or above (close reach or close-hauled), the leading edge of the curved jib (and the mainsail, for that matter) should be aiming more or less into the wind, so that the air stream splits evenly and air flows along both sides of the jib, generating lift. THIS ONLY WORKS WHEN YOU'RE SAILING UPWIND. WHEN YOU'RE IN "PUSH MODE" (SAILING DOWNWIND), AIR DOESN'T FLOW ALONG BOTH SIDES OF YOUR SAILS, AND YOUR TELLTALES WON'T WORK THIS WAY. A beam reach is the transition point between "pull mode" and "push mode."

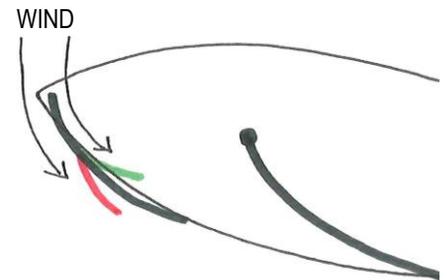
**-Both the inner and outer telltales should always be streaming straight back** (or hanging down, in very light wind). If one is lifting, fluttering, or helicoptering around, something is wrong with the angle of the sail to the wind, and that telltale isn't getting its "share" of the air stream.

You can fix the angle:

- by steering (the skipper heading up or bearing off)
- or by trimming (the crew pulling the jib in or letting it out)

-You can often see the silhouette of the leeward telltale through the sail.

-The **starboard telltale** is usually **green**; **port** is **red**.



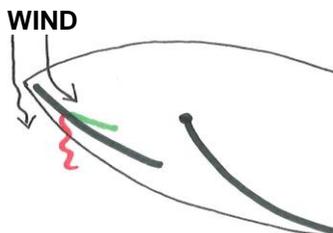
## Using telltales to trim the jib

**-When you're not sailing close-hauled, you (as crew) will probably trim the jib to match the course the boat is sailing.** Start out by making sure both sails are "just in from a luff," then use the jib telltales to finetune your sail trim when you're beam reaching or close reaching.

**If the outer (leeward) telltale is fluttering, let out the jib**

**Jib in too tight; air can't flow along outer surface.**

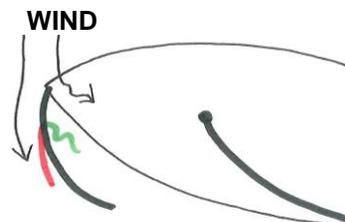
(If both telltales are hanging down, it's probably a sign that your jib is in WAY too tight for your point of sail. Your boat will be stalled, and you'll heel over a LOT if you get hit by a gust.)



**If the inner (windward) telltale is fluttering, pull in the jib.**

**Jib out too far, wind can't flow along inner surface.**

(If the inner telltale is fluttering, it's a warning that your jib is about to luff, if it isn't already.)



**Remember: move the jib towards the unhappy (fluttering) telltale.**

## Sailing Close-hauled

-When you're sailing close-hauled, the crew pulls the jib in all the way, and the skipper keeps the sail angle to the wind correct by steering the boat, not by adjusting the sails. You're probably sailing close-hauled to get to somewhere upwind of you, so if the wind shifts to let you head more towards where you want to go, take advantage of it: head up instead of letting out the sail.

-You can use your jib telltales to steer a close-hauled course and respond to windshifts.

Windshifts:

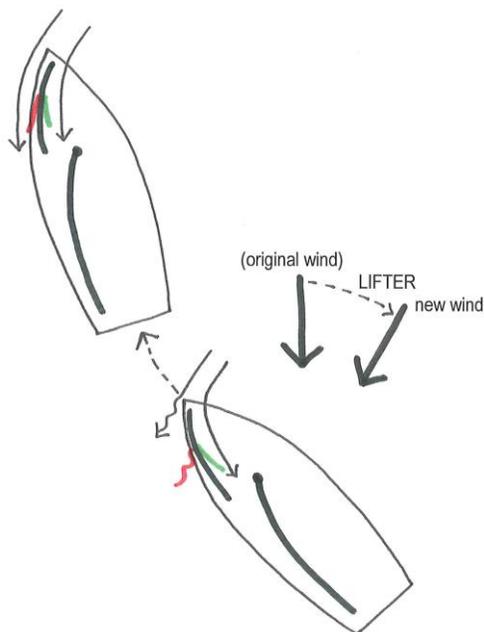
**Header:** when the wind shifts to more in front of you than it was (it's as if you headed up).

**Lift:** when the wind shifts so that it's coming more from the side or behind you than it was (it's as if you bore off).

**If the outer (leeward) telltale is fluttering, head up.**

(Either you got a lift, or you just weren't headed up enough.)

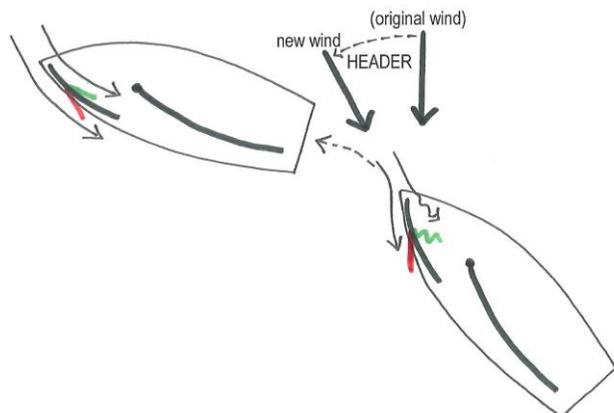
Your inner telltale has air moving past it and streams straight back, but your outer telltale isn't getting its share of the air stream because the sail is blocking its wind.



**If the inner (windward) telltale is fluttering, bear off.**

(Either you got a header, or you were pinching—heading too much into the wind.)

Your outer telltale has air moving past it and streams straight back, but the inner telltale isn't getting its share of the air stream because the sail is blocking its wind.



**Remember: Move the tiller towards the unhappy telltale.**

**CAREFUL!** If you're on a beam reach but your sails are in all the way (picture on the left), the sails can't turn wind into lift, because the angle is so wrong. Instead, you'll heel over like crazy if you get a puff! Also, it will be hard for you to head up fast enough to depower. So if your outer telltale is luffing, make sure to head up!!