

COLUMN 3

**"FREE REACH ON THE PORT (OR STARBOARD) TACK"  
("QUARTERING WIND")**

1	Advance four paces.
2	Broken spreader. Lose two paces.
3	Advance one pace.
4	Advance two paces.
5	Advance four paces and lose turn as winch has to be repaired.
6	Lose two paces as tiller jams.
7	Advance two paces.
8	"Knockdown" - Cockpit flooded. Lose three paces while bailing out.
9	Swinging boom washes seaman overboard. Lose turn.
10	Advance three paces.
11	Floating obstacle necessitates sharp turn. Lose two paces.
12	Advance two paces then lose two paces as shroud breaks.
13	Advance three paces.
14	Repair leech. No gain.
15	Advance two paces.
16	Helmsman steers off course in error. Lose turn.
17	Advance two paces.
18	Advance one pace.
19	Repair luff. Lose one pace.
20	Advance three paces.

---



---

# YACHT RACE

•

## DIRECTIONS FOR PLAYING THE GAME

•

The various players spin the dial to determine who goes first. The highest number goes first, the next highest second, and so on, in rotation.

The players can, at any time, elect to sail under any wind. Before each spin, the player can choose any of the winds listed in the various columns. He can, through the course of the race, adhere to one wind or choose a different wind for each move. This is purely arbitrary and depends upon the choice of the individual player. By choosing all these winds the players will experience an approximate reaction similar to what they would experience were they to use such tactics while actually at the helm of a yacht.

COLUMN 2

The first player, let us say, decides to "Run With the Wind." He calls out this choice, spins the dial, observes the number at which it stops, looks at the corresponding number under COLUMN 1, headed, "Running With the Wind." Should the spinner stop at 10, it can readily be seen that number 10 under COLUMN 1 allows the boat to advance four paces. The second player may elect to sail under the wind, "Reaching On The Port Tack" (COLUMN 2). He calls out this choice, the dial is spun, the number noted, looked up under COLUMN 2 and the result carried out.

Should a player be penalized paces, his boat should be moved backwards accordingly. Should a player be instructed to lose his turn, it is advisable that he immediately turn his boat sideways; then when his turn comes again, he should point his boat in the direction of the finish line without being allowed to spin the dial or advance his boat. On the following turn he will again be eligible to advance in the regular manner.

The first one across the finish line, quite naturally, is the winner.

**J. PRESSMAN & CO., Inc.**  
**NEW YORK, N. Y.**

**"REACHING ON THE PORT (OR STARBOARD) TACK"**

1	Advance one pace.
2	Advance three paces.
3	Heavy sea. Lower mainsail and "heave to" - Lose turn.
4	Advance two paces.
5	Spinnaker torn. Lose one pace while repairing.
6	Advance four paces.
7	Blown off course-no gain.
8	Advance one pace.
9	Advance two paces.
10	Repair clew. Lose one pace.
11	Advance two paces.
12	Advance one pace.
13	Batten lost Sail lowered. Lose one pace.
14	Advance two paces.
15	Heavy fog. Drift. Lose two paces.
16	Advance two paces.
17	Sudden calm. No gain.
18	Lose two paces while repairing broken stay.
19	Advance three paces.
20	Bow shows signs of opening. Lose turn while making temporary repairs.

COLUMN 1

"RUNNING WITH THE WIND"

1	Advance three paces.
2	Drift without gain.
3	Advance two paces; interference with next boat. Lose turn.
4	Advance two paces.
5	Jib mishandled. - No Gain.
6	Advance three paces. Boom loose. Lose two paces while repairing
7	Advance one pace.
8	Lose one pace due to improper trimming of sails.
9	Advance three paces.
10	Advance four paces.
11	Drift as wind dies; no gain.
12	Advance two paces.
13	Mainsail fouled. Lose turn during repair.
14	Advance one pace and then lose two paces due to crew's carelessness
15	Advance three paces.
16	Tiller jammed. Stop to repair - Lose two paces.
17	Advance two paces.
18	Lose two paces due to faulty tacking.
19	Advance one pace.
20	Main halliard entangled. Lose two paces.

COLUMN 4

"TACK TO WINDWARD"  
("DEAD AGAINST THE WIND")

1	Mainmast snaps. Completely disabled. Withdraw from race.
2	Advance two paces.
3	Lose three paces due to faulty tacking.
4	Advance three paces.
5	Lose two paces while repairing leech.
6	Advance four paces.
7	Advance two paces.
8	Off course. Lose turn.
9	Advance two paces.
10	Lose four paces while repairing torn sail.
11	Advance two paces.
12	Repair boom. No gain.
13	Advance five paces.
14	Advance one pace.
15	Advance one pace.
16	Lose four paces due to faulty tacking.
17	Advance three paces.
18	Repair mainsail. Lose turn.
19	Advance one pace.
20	Advance four paces.