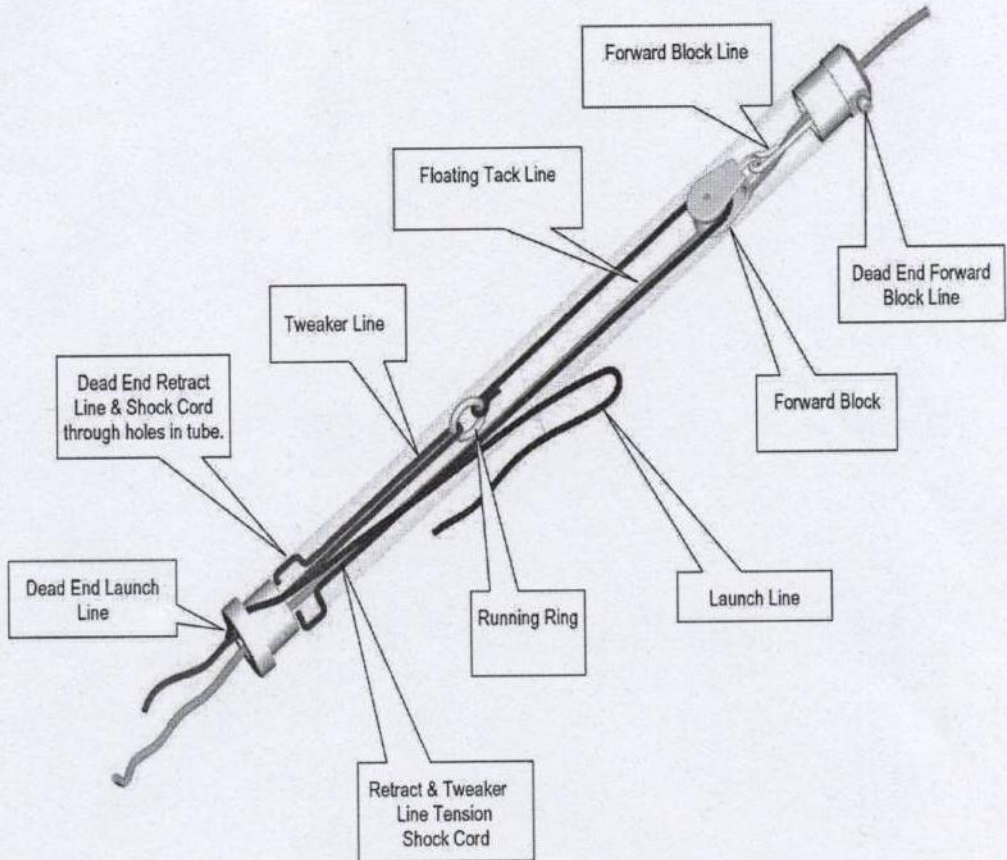


Diagram of inner bow sprit workings.



## Rigging the Sprit

Internal lines should be rigged as shown on the attached diagram.  
To set the correct lengths proceed as follows:-

- (1) Tack line - fixed length sufficient to tie to spinnaker
- (2) Launch line - should emerge through the slot in the outer tube, pass anti-clockwise around the adjacent cheek block and tie off to a single block. The length should be such that this block is fully forward when the pole is retracted (check there is sufficient movement to fully extend the pole).
- (3) Tweaker line - comes out of the inboard end of the pole and passes around the inner (sprung) block and is connected by the clips to the end of the Tweaker line which emerges from the mast just above the gooseneck. To ensure the correct lengths the pole should be fully extended and locked out. The Tweaker line coming from the pole should then be pulled as far as it will go and the clip tied off close to the sprung block. The Tweaker line and clip from the mast should now be tied off tightly so that the spinnaker halyard is held firmly into the mast at the hounds. Check that with the pole retracted the spinnaker halyard can go fully up the mast (the clips have sufficient travel between the sprung block and the mast exit slot) and that with the pole extended there is no significant slack in the Tweaker line.
- (4) Tweaker line take up elastic - this should be tensioned so that the Tweaker line still has as much tension as possible when the sprit is retracted yet the elastic is never over-stretched when the Tweaker line is tensioned. Check this by pulling on the Tweaker line and ensuring the internal plastic ring can travel right to the inboard end of the sprit.
- (5) Check line - simply exits from the inboard end of the sprit and outer tube, although it is also used to attach the end of the take up elastic it is not meant to move so ensure it is knotted both ways. a further knot should be placed in the Check line so that it can be engaged in the "V" notch in the base plate to prevent the sprit from going out. The line should be left long enough that the end does not disappear into the sprit outer tube when the sprit is extended.