

SITC INSTRUCTORS BAD WEATHER ALTERNATIVES

Light winds

- Afloat you can still play lots of **games** they are just not fast and paddling may have to be used
- The **jibs** can be used earlier than normal. Towing can be maximised.
- Making **raft** with all the boats and swapping between them (just watch fingers being trapped between hulls)
- **Relay races** form the shore tying knots and drawing pictures.
- **Water confidence** games can be made longer at the end, weather permitting – all on a Taz hull (good team challenge progress to some standing – risk assess worse case scenario and act! Always make sure there are at least 2 instructors in water too, one at front and one at back to re-turn hull if necessary), going under an inverted Taz, capsizing in shallow then deeper water and other challenges NB keep eye on participants temperature, come out and run around ashore if necessary to warm up

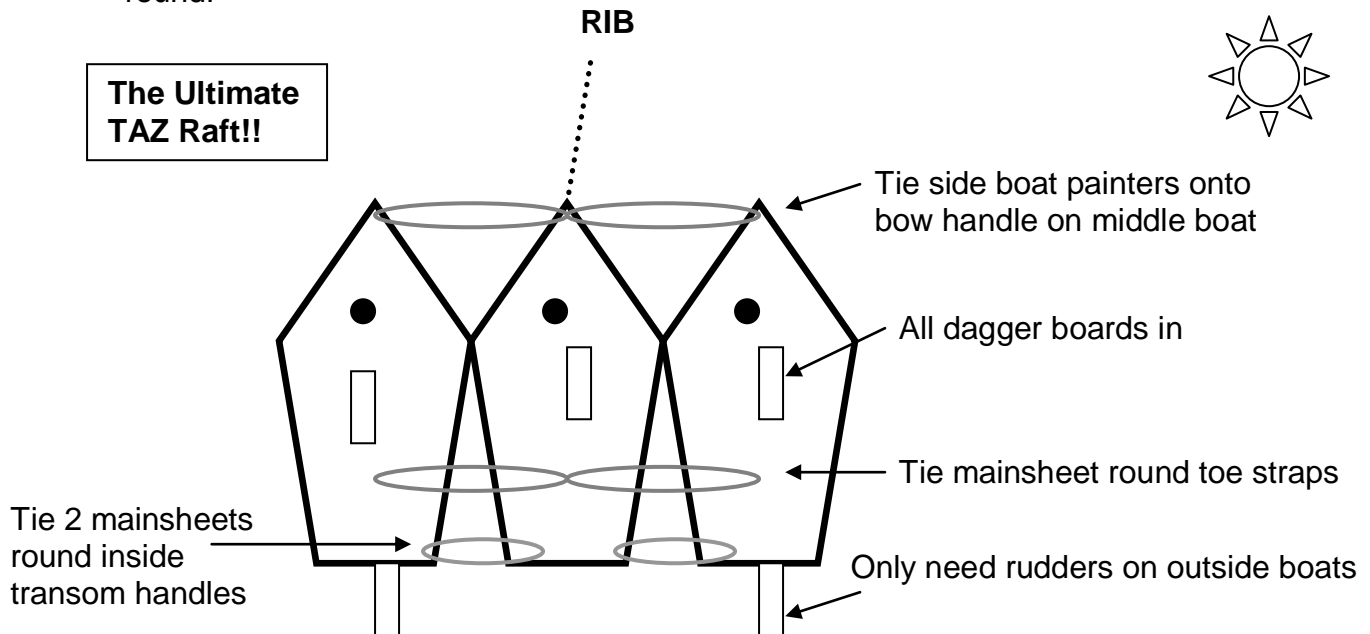


Windy days

- **Tow the boats to a sheltered place** (if possible) for paddling or tow them so the wind helps them get to wear they need to. They can just paddle at first then tow again and drop balls in to collect on their way back down wind.
- **Boomless sailing** – again towing them upwind Mast up with and the mainsheet through the clew eye (the mast must be secured so that it does not unwrap too many reefs, use praddle rope through kicker eye to secure).
- Alternatively have a bare mast with **only the jibs**, tow them up wind and they will be able to sail beam/broad reach – give **points to aim** for or lay out a **wide slalom course** for them to sail round keeping to boats together so you can pick up any capsizes!!
- Bit obvious – but only have 3 boats out, use a fourth boat as lead with an Instructor (who could have a joyriding passenger) to demonstrate to other boats and act as another rescue boat afloat – ‘follow the leader’. Ensure there is someone supervising and keep the participants ashore amused
- **Joyride** for sailing with an instructor while the others are ashore doing **land drills** with the other instructor.
- The smaller the number of boats on the water the easier they are to Shepard, so make it easy for you selves, have three small kids in one boat or do it in heats. Avoid having kids in the RIB with you in case you need that space for rescues!

- A great idea is to **make a Taz Raft** - join three hulls together with bear masts just the jibs up. The picture below should show you how to build it. Risk Assess; make sure you warn them lots about not putting their hands in the gaps between hulls, when they sway positions do so behind the dagger board so they don't fall between hulls – possible entrapment, stay low and crawl across hulls not stand.

You can tow it up wind easily it is incredibly stable. All 12 kids can fit in it (unless they are bigger/older kids) give them all a job and get them to swap around: 2 steering, 3 dagger board watchers, 6 jibbers (crew) and the Captain to make sure everyone is working together! If they cant all fit in one instructor can joy ride with a passenger and have some in the RIB (do not over load RIB it's a 'rescue boat' – Get them all to swap round!



Make use of the resources on the trailer and use Youth Scheme shore based theory sessions:

- Knot tying
- Hazard spotting
- Launching and recovery
- Land drills
- Activity sheet
- Active Team Quizzes and Challenges
- Scavenger hunts