

# JIB HALYARD.

PASS THROUGH BLOCK ON STROP.  
THIS REST ON THE UPPER  
MAST BLOCK.

SHEEVE (TOP-SAL  
HALYARD)

# F.W.D. STAY.

BOTH THE STAY-SAL  
HALYARD + F.W.D STAY.  
BLOCK

REST ON THE LOWER MAST BLOCK.

F.W.D STAY IS MADE FAST TO  
END OF BUNKIN.

# STAY-SAL HALYARD

THE HALYARD BLOCK  
SITS BELOW THE  
F.W.D STAY.

\*

ALWAYS DRESS THE  
MAST FROM THE BOTTOM  
UP

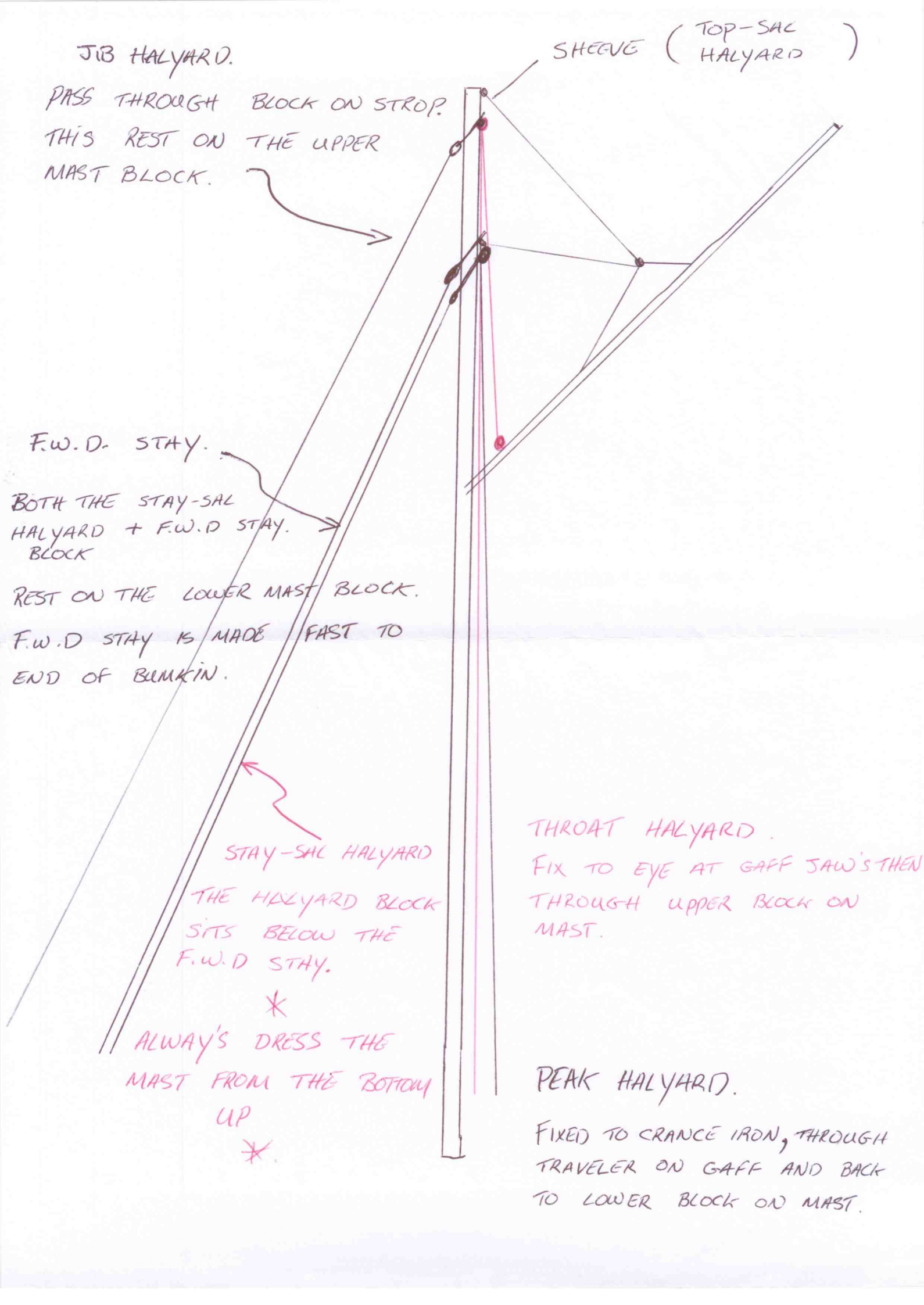
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# THROAT HALYARD.

FIX TO EYE AT GAFF SAW'S THEN  
THROUGH UPPER BLOCK ON  
MAST.

# PEAK HALYARD.

FIXED TO CRANCE IRON, THROUGH  
TRAVELER ON GAFF AND BACK  
TO LOWER BLOCK ON MAST.

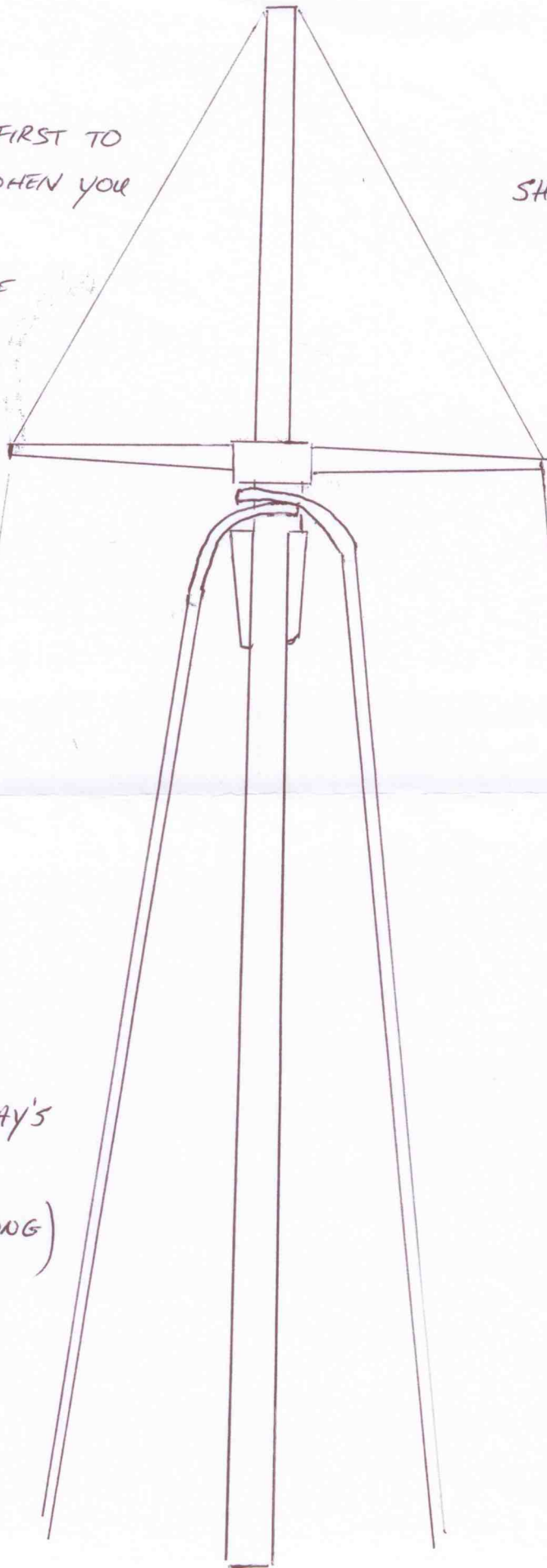


# MAST STAY'S

THE STAY'S ARE THE FIRST TO GO ON THE MAST WHEN YOU START TO DRESS IT.

THEY SIT BETWEEN THE HOUND'S AND THE MAST BAND.

SHROUD'S FIX TO CENTRE CHAIN PLATE.



## STAR BOARD.

PLACE STARBOARD STAY'S ON FIRST.

IE (SHORT THEN LONG ONE)

## PORT.

PORT STAYS REST ON TOP.

(LONG ONE FIRST THE SHORT ONE)