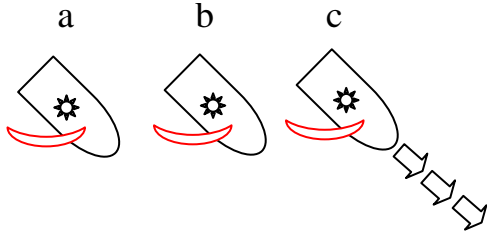
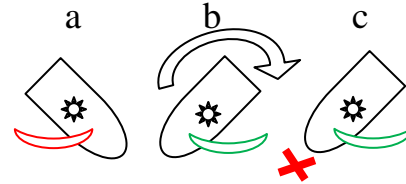


<p>Example - Turn 1, Leg 1 of 3 (pivot, no move)</p> <ol style="list-style-type: none"> Boat starts leg 1 on Starboard tack, pointing in the 'Beam Reach' direction. Boat pivots in place, crossing the wind till it is pointing in 'Beating' direction on a Port tack. Leg 1 is complete; no further forward motion is allowed since boat changed tack from Starboard to Port. 	<p>Example - Turn 1, Leg 2 of 3 (pivot & move)</p> <ol style="list-style-type: none"> Boat starts leg 2 on Port tack, pointing in 'Beating' direction. Boat pivots in place to 'Broad Reach' direction while still on a Port tack. Boat must move 3 spaces forward, since pivoting did not change tack. Leg 2 is complete.
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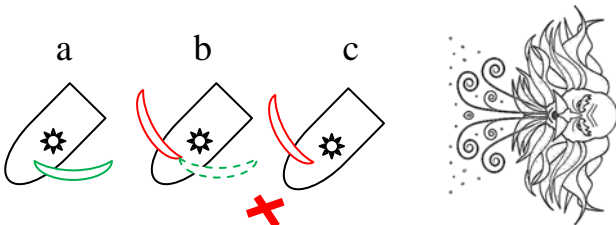
Example - Turn 1, Leg 3 of 3 (move)

- Boat starts leg 3 on **Port** tack, pointing in 'Broad Reach' direction.
- Current heading is good so boat is not pivoted.
- Boat must move 3 spaces forward, since tack was not changed. Leg 3 is complete.



Example - Turn 2, Leg 1 of 1 (pivot no move)

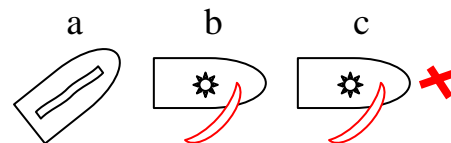
- Boat starts turn 2, leg 1 on **Port** tack, pointing in 'Broad Reach' direction.
- Boat pivots (gibes) in place till it's pointing in the 'Broad Reach' direction on a **Starboard** tack.
- Turn 2, leg 1 is complete; no further forward motion is allowed since boat changed tack **Port** to **Starboard**.



Example - Turn 3, Leg 1 of 1 (accidental gibe or tack)

Wind direction has suddenly changed from N to W.

- Boat starts turn 3, leg 1 on **Starboard** tack.
- Because of the wind change, an accidental gibe occurs slamming the sail to the other side of the boat. Player must flip sail to put boat on **Port** tack.
- Leg 1 is complete; no further forward motion is allowed since boat changed tack from **Starboard** to **Port**.



Example - Turn X, Leg 1 of X (luffing)

Wind direction has suddenly changed to SW

- Boat starts turn X, leg 1 in 'Luffing' direction.
- Player must pivot boat CW or CCW to get out of 'Luffing' position. Player chooses to pivot boat so that it is Beating on a **Port** tack.
- Leg is complete; no further forward motion is allowed after pivoting out of a Luffing position.