**DragonFlite 95 tuning: Initial set up - A Rig**

**0) Mast and jib position.**

Set mast rake by setting the sliding deck plate at position 1. This is the first mark ahead of the most rearward mark.

Adjust length of jib hook down line so that jib boom is 10 mm above screw eye.

**1) Set mast bend and rake.**

Set up rig with firm tension on backstay.

Set forward mast rake distance (back of black bumper to front hole in mast crane) to 1135 mm.

Set rear mast rake distance (aft hole in mast crane to top of hook on transom) to 1100 mm.

Backstay Tension should be around 2 lbs.

**2) Adjust tension in jib and main down hauls.**

For light and medium air, just remove any slack.

**3) Set twist in main and jib**

Measure twist in mainsail. Tilt boat to one side. Hold main boom on centerline with your hand and measure from end of the batten that is a third of the way down the sail to the backstay. It should be around 35 mm. Adjust twist as necessary by turning vang adjuster. When done, lock vang adjuster.

Measure twist on jib. Measure from mid point of leach to jib topping lift. It should be around 40 mm.

Adjust by changing length of jib topping lift.

**4) Set main and jib boom position at close hauled**

Turn on radio.

Tilt boat to one side. Bring sails to close hauled position. Aft end of Main boom should be over or just outside the corner of the "cockpit". Adjust position by changing length of main sheet. Do not try to sail with the boom sheeted into the centerline.

Aft end of Jib boom should be over deck upper edge. Adjust position by changing length of jib sheet.

**5) Set draft in main and jib.**

With main and jib in close hauled position, measure draft from boom to sail. Draft of both sails should be 25 mm from deepest point of draft to middle of boom. Adjust as necessary by moving outhaul silicone tubing at clew.

Note: When removing rig, raise main boom by turning vang adjuster one full turn, BEFORE slackening backstay. Also, slacken any tension in main down haul.

Dick Hedderick, January 2018