Feva Bronze Training

The purpose of this training is to:

- Improve the confidence of crews and helms who are new to the feva
- Help the sailors make friends in the fleet so they can build new partnerships
- Show new feva sailors and their parents how to rig the feva
- Grow the group of new and less experienced feva sailors at HISC.
- Provide a chance for sailors to book onto a course individually and be paired up with a sailing partner on the day

This training is for you if you:

- Have completed your RYA stage 1-3 or have similar experience (sailing upwind/downwind tacking and gybing).
- Have sailed a feva a few times as a helm or a crew
- · Want to make new friends in the feva fleet
- Are aged over 11

This training is not for you if you:

- · Are already able to helm a feva in youth racing
- Are aged under 11

How will the training be delivered:

- Each session will have up to 8 bronze fleet sailors
- The group will use a combination of hisc hire boats and their own boats. Two sailors
 who wish to helm will use their own boats. When booking, select own boat or hire
 boat
- The sailors will book on the course individually and do not need to have a sailing partner to take part
- The sailors will have an opportunity to partner with several other sailors during the day
- The sailors will be encouraged to helm and crew if they are comfortable to do so
- The session will be run by 2 hisc instructors assisted by 2 mentees

Format of the Day - may be subject to change.

| 09.30 to 10:30 | rigging demo, parents invited to watch, |
|--------------------|---|
| 10:30 – 12 noon | Morning session - may be land based (helm + crew land drills including communication, teamwork and roles) or afloat, depending on preference of instructors/conditions etc. |
| 12 noon - 12:45 | lunch together |
| 12:45 – 13:00 | session briefing |
| 13.00 – 15.30 | afternoon session afloat and debrief |

Cost of Training

If using a hire boat £53.50. If using own boat £43.50. Please select the correct option when booking on Elite Live.