

The *Santa Maria* was typical of fifteenth century merchant vessels, but with the exception of Noah's ark she is surely the best-known ship in the world. As the flagship of Christopher Columbus, she pitched across an unknown sea groping for the Indies and collided with a new continent. By mistake she made one of history's greatest voyages of discovery.

A Shorter Seaway

At that time nearly everyone, except a smattering of scholars, believed the earth was flat and that it was possible to sail over the edge. But Christopher Columbus, a seaman and mapmaker from Genoa, Italy, had read the accounts of Marco Polo and the writings of geographers, and was convinced the earth was a sphere. Since maps of the day showed only one ocean, the Atlantic, between Europe and Asia, Columbus believed that by sailing westward he could reach the Orient and the Indies. He expected to find Japan about where the Antilles lie, and China sprawling over what is actually Mexico. Certainly a shorter route to the fabled riches of those lands — the spices, silks and perfumes so desired in Europe — would be more profitable to merchants than their customary route around the coast of Africa.

A King's Treachery

To explore the mysteries of the western seas Columbus needed ships and men. He appealed for funds to the King of Portugal, a land with a tradition of naval exploration. For three years he waited for an answer. Then his appeal was rejected. But the king secretly sent out a caravel to test Columbus' theory. It returned shortly afterward because the sailors feared they would fall off the edge of the earth into an abyss.

When Columbus discovered the king's treachery, he left Lisbon for Spain, where he presented his proposal to the Spanish monarchs. Again it was rejected. For six years Columbus followed Queen Isabella's court from place to place arguing his case among influential people while it. When at last he won a rehearing, the Spanish sovereigns again rejected his plea. Nine years of hope and unrelenting persistence had seemingly failed.

The Man Who Wouldn't Give Up

Columbus refused to give up. In despair he set out for France to plead his case in person before the French king. On a bridge six miles from Granada, he was overtaken by a messenger of the queen and brought back to court. At the last minute the Spanish sovereigns had agreed to back him.

They provided Columbus with three ships: *La Niña* (the Girl) *La Pinta* (the Painted One) and *Santa Maria* (originally *Marigalante* or *Frivolous Mary* — a name disliked by the pious Christopher). *Santa Maria* became Columbus' flagship because it was the largest, 100 tons, holding a crew of fifty-two. (The smaller ships held eighteen.)

On each ship provisions for a year were stored. Bundles of wood were stacked in the *Santa Maria* to fuel her small stove. Water and wine were stored in huge barrels lashed to the decks. If she needed to defend herself, she was armed with "bombardas" for firing heavy granite balls and "falconettes" for lead projectiles.

Fears Plague Crew

After only three days at sea, the little fleet had to dock for repairs. Finally, on the morning of September 9, 1492, it headed out from the Canaries.

Under sail the days passed slowly. Life on board was boring and cramped. Speed was estimated by throwing a chip of wood from the bow, then timing the ship, by hourglass, as it sailed past.

Westerly variations in the compass worried the men. A meteor fell into the sea not far from them, portending doom. Then they arrived at floating plains of seaweed (the Sargasso Sea). They thought it had drifted out from land nearby. Their hopes were raised, though they were on the alert for shoals. They sailed through weed for days and days; still there was no sign of land or shallow waters. They were afraid they had missed the land and were lost. They were afraid of the strange phenomena they encountered. They were afraid they would tumble off the edge of the earth.

Columbus reported the distance travelled each day as less than his reckoning actually showed. He hoped this small deceit would make the men feel they were not really such a long way from home.

Mutiny!

But they were a superstitious lot. They dreaded such things as sailing on Friday, finding knives crossed on a table, spilling salt. When the weather was good, they dared not cut their fingernails, trim their hair or whistle (although a senior officer might deliberately whistle to raise a wind). While at sea, snarled running gear and torn sails were often thought to be the work of goblins.

The grumbling of the crew came close to open mutiny on October 10th. They were determined to turn around. Columbus appeased them with promises of fame and wealth.

The rugged little ships stumbled on, rolling, creaking, pitching, while the brooding figure of Columbus stalked the deck of the *Santa Maria* like a madman in the mists.

"Land! Land!"

Two hours after midnight, October 12th, came the excited cry, "Land, land!" The men rushed to the rails. Was it another false alarm, another illusion? In the light of the moon land clearly came into view. Columbus wept with joy.

When the sun rose he put on his fine court clothes and landed. He kissed the ground and claimed it for Spain, calling it San Salvadore. At the same time members of the crew who had displayed doubt and anger during the voyage fell at his feet seeking pardon.

When the natives saw the Spanish explorers, they thought they had dropped from heaven and "fled with such speed that a father would not wait for his son." Believing he had reached an island off the coast of India, Columbus named them Indians. The land, outermost of the Bahamas, lies off Florida and is called Watling Island. The group of islands of which it is a part to this day is known as the West Indies.

A Fort from the Santa Maria

Searching for Asia and its riches, Columbus cruised the coasts of the surrounding islands. On Christmas Eve *Santa Maria* was drifting off Haiti in a dead calm. Columbus went to bed. The sailor who was steering the ship decided to go to sleep too and left the steering to a young ship's boy. The vessel grounded on a reef. Her seams opened in a fatal wound. Her timber was used to build a fort for thirty-nine men who stayed on as colonists.

The rest of the crew returned to Spain on the remaining ships. They carried back a small amount of gold, cotton, curious native weapons, as well as mysterious plants, beasts and birds including parrots, and several Indians.

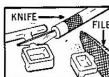
The return to Spain was a glorious triumph, and Columbus was awarded the honors due him. Within six months, with a much larger fleet, he returned to the new world for further exploration.

He found the fort made from the *Santa Maria* burned to the ground. The colonists had vanished, presumably murdered by the Indians.

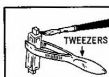
Your REVELL model of this historic vessel is patterned after information provided by the Spanish Admiralty.

★ ★ ★ BEFORE YOU BEGIN ★ ★ ★

GET YOUR TOOLS READY:



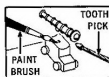
KNIFE
TO DETACH
AND TRIM
PARTS
FILE
TO REMOVE
EXCESS
PLASTIC



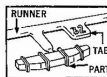
TWEEZERS
TO PICK UP
AND HOLD
SMALL PARTS



TAPE
AND
CLOTHES PINS
TO CLAMP AND
HOLD PARTS
UNTIL THEY
ARE DRY



TOOTH
PICK
PAINT
BRUSH
USE TOOTH PICK
PAINT BRUSH
OR PIN TO
APPLY IT



DO NOT DETACH PARTS
UNTIL YOU ARE READY
TO USE THEM!
PARTS ARE NUMBERED
TO HELP YOU FIND THEM.
LOOK FOR THE NUMBER
ON TAB NEXT TO PART
OR ON PART ITSELF.
R = RIGHT L = LEFT

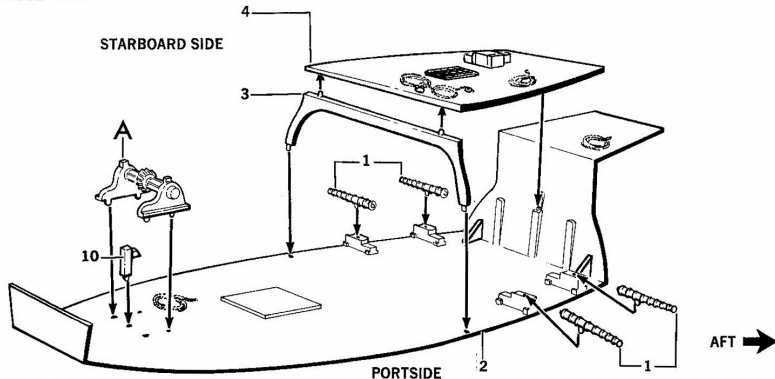
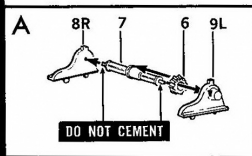
FIRST, FIT PARTS TOGETHER and TRIM EXCESS PLASTIC. Use a toothpick, pin or small paint brush to apply cement. APPLY CEMENT SPARINGLY. Too much cement will damage your model.

NOTE: In the illustrations some of the details on the parts have been OMITTED FOR CLARITY.

IF YOU WISH TO PAINT YOUR MODEL — See PAINTING on pages 2, 3 and 5 for color suggestions.

- Paint small parts before detaching from runner.
- Start with the lighter colors.
- Scrape off paint where cement is to be applied. Cement will not work on paint.

1 MAIN & QUARTER DECK ASSEMBLY



PARTS LIST

PAINTING

ASSEMBLY INSTRUCTIONS

INTERESTING FACTS

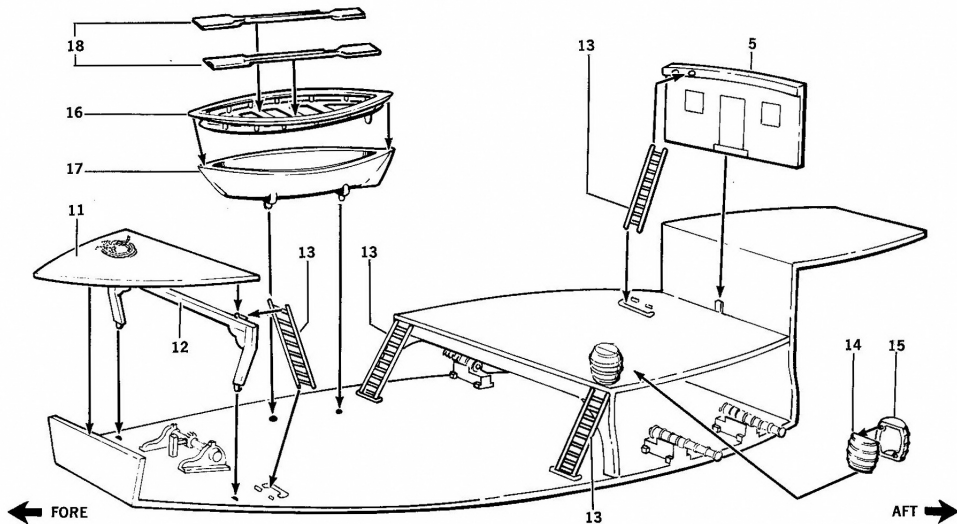
- 1 GUN BARRELS (4)
- 2 MAIN DECK
- 3 QUARTER DECK SUPPORT
- 4 QUARTER DECK
- 5 WINDLASS RATCHET
- 6 WINDLASS
- 7 WINDLASS MOUNT (STBD)
- 8 WINDLASS MOUNT (PORT)
- 9 WINDLASS MOUNT (PORT)
- 10 RATCHET STOP

PAINT BEFORE ASSEMBLY
TAN — Tops of Main Deck (2) and Quarter Deck (4); all of Quarter Deck Support (3).
BROWN — Ropes on Main Deck and Quarter Deck.
BLACK — Gun Barrels (1), Starboard and Port Windlass Mounts (8R and 9L).

1. Cement 4 GUN BARRELS (Parts 1) to GUN MOUNTS on MAIN DECK (2).
2. Cement DECK SUPPORT (3) to QUARTER DECK (4), then cement this Assembly to MAIN DECK.
3. See Drawing "A." Cement RATCHET (6) onto WINDLASS (7). Then place MOUNTS (8R & 9L) onto WINDLASS (see Main Drawing) and cement to DECK.
4. Cement RATCHET STOP (10) to MAIN DECK.

Starboard side is the right side of boat. Port Side is left side of boat. Cannons fired 4" granite round balls. Windlass was used to raise and lower anchors.

2 FORE DECK AND MAIN DECK DETAIL ASSEMBLY



PARTS LIST

- 5 CABIN BULKHEAD
- 11 FOREDECK
- 12 FOREDECK SUPPORT
- 13 LADDERS (4)
- 14 BARREL HALF (2)
- 15 BARREL HALF (2)
- 16 BOAT SEATS
- 17 BOAT
- 18 OARS (2)

PAINTING

PAINT BEFORE ASSEMBLY
WHITE — Part (16)
TAN — Foredeck Top Part (11) and all of Foredeck Support Part (12)
BROWN — Rope on Part (11)
BLACK — Parts (13)

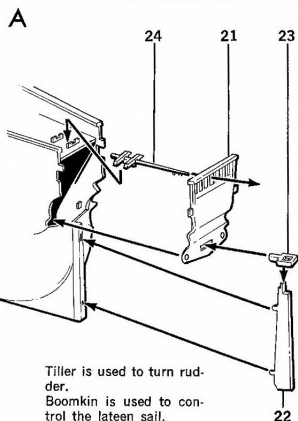
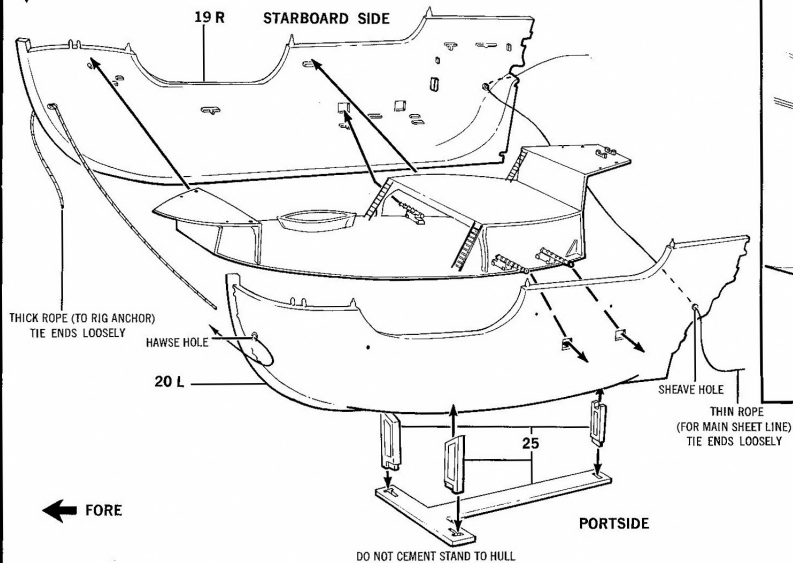
ASSEMBLY INSTRUCTIONS

1. Cement CABIN BULKHEAD (5) to MAIN DECK BACK WALL.
2. Cement FOREDECK (11) to FOREDECK SUPPORT (12). Then, cement this Assembly onto MAIN DECK.
3. Cement 4 LADDERS (13) to locations shown.
4. Cement BARREL HALVES (14 and 15) together and cement BARRELS TO QUARTER DECK.
5. Cement BOAT SEATS (16) into BOAT (17). Then cement 2 OARS (18) down into BOAT side by side on SEATS. Cement assembled BOAT to MAIN DECK.

INTERESTING FACTS

Barrels were used to carry wine and fresh water. Boat was used to take the crew ashore while the ship was anchored in deep water. It could also be used as a lifeboat.

3 HULL ASSEMBLY



Tiller is used to turn rudder.
Boomkin is used to control the lateen sail.

PARTS LIST

19R STBD. HULL HALF
20L PORT HULL HALF
21 TRANSOM
22 RUDDER
23 TILLER
24 BOOMKIN
25 SHIP STAND (4 PARTS)

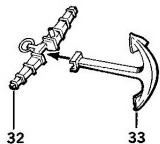
ASSEMBLY INSTRUCTIONS 3

1. Locate DECK ASSEMBLY into STARBOARD HULL HALF (19R). Make sure GUN BARRELS pass through GUN PORTS, cement DECK TO HULL. NOTE: Two sizes of thread (or rope) are supplied. The thick rope is used for rigging anchors and masts. Thin rope is used for rigging the sails.
2. Cut a 6" length of thick rope, thread through HAWSE HOLES in both HULL halves and tie ends loosely outside HULL. This rope will be used to rig anchors later.
3. Cut a 30" length of thin rope, thread through SHEAVE holes of both HULL halves and tie loosely as before. This rope will be

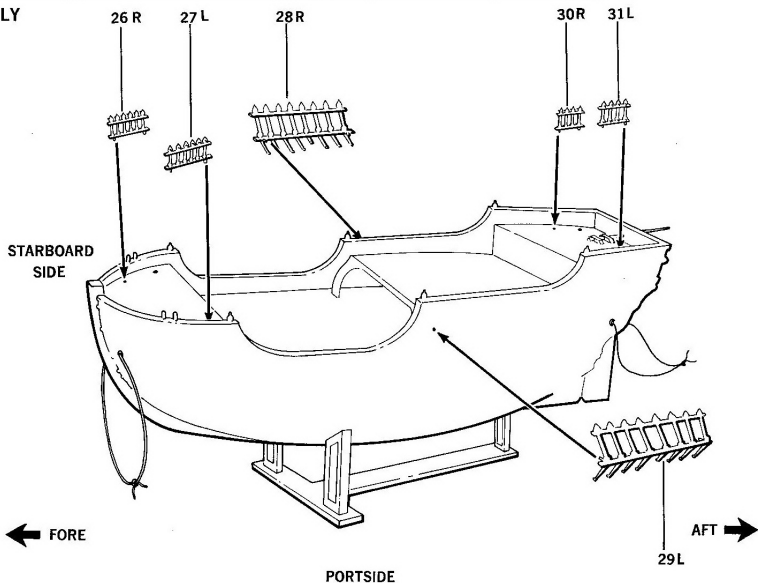
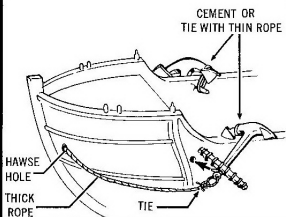
- used to rig MAINSAIL later.
4. Cement HULL halves together.
5. See Drawing "A". Cement TRANSOM (21) to aft end of HULL.
6. Cement the RUDDER (22) to the TILLER (23), then cement RUDDER ASSEMBLY to HULL.
7. Insert top of BOOMKIN (24) through TRANSOM railing and cement to supports on AFT DECK.
8. See Main Drawing. Assemble your SHIP STAND using 4 parts (25). Do not cement to HULL. HULL may be placed on stand while parts are drying.

4 DEADEYES AND ANCHOR ASSEMBLY

A



B



PARTS LIST

PAINTING

ASSEMBLY INSTRUCTIONS

4

INTERESTING FACTS

26R FORE DEADEYES — STBD.
 27L FORE DEADEYES — PORT
 28R MAIN DEADEYES — STBD.
 29L MAIN DEADEYES — PORT
 30R MIZZEN DEADEYES — STBD.
 31L MIZZEN DEADEYES — PORT
 32 ANCHOR STOCK (2)
 33 ANCHOR

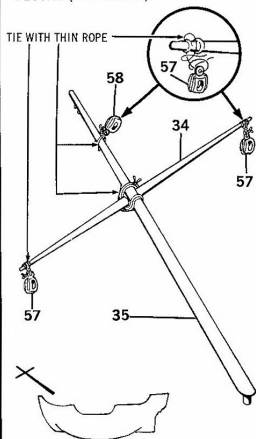
PAINT BEFORE ASSEMBLY
BLACK — Parts (26R), (27L), (28R), (29L), (30R), (31L), (32) and (33).

1. Cement the DEADEYES (Parts 26R through 31L) to both sides of the ship, on the DECK and outside of HULL at locations shown.
2. See Drawing "A". Cement ANCHOR STOCKS (32) to ANCHORS (33), make 2 ANCHORS. See Drawing "B". Tie ANCHORS with heavy rope from HAWSE holes and tie with thin rope to pins inside HULL. ANCHORS may be cemented to the DECK railing.

Deadeyes are used to tie the shrouds from the masts to the hull.

5 BOWSPRIT ASSEMBLY

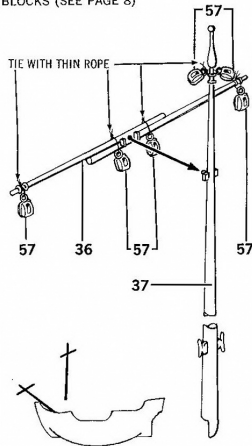
FOR SIMPLIFIED RIGGING OMIT RIGGING BLOCKS (SEE PAGE 8)

**PARTS LIST**

34 SPRITSAIL YARD	57 RIGGING BLOCKS SMALL (2)
35 BOW SPRIT	58 RIGGING BLOCK LARGE (1)

6 FOREMAST ASSEMBLY

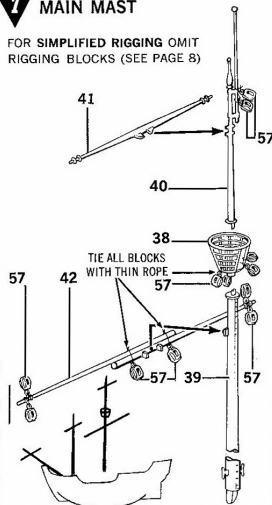
FOR SIMPLIFIED RIGGING OMIT RIGGING BLOCKS (SEE PAGE 8)

**PARTS LIST**

36 FOREYARD
37 FOREMAST
57 RIGGING BLOCKS (6)

7 MAIN MAST

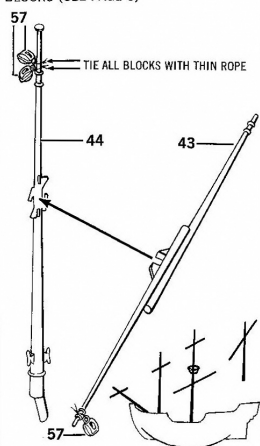
FOR SIMPLIFIED RIGGING OMIT RIGGING BLOCKS (SEE PAGE 8)

**PARTS LIST**

38 CROW'S NEST	41 MAIN TOPSAIL YARD
39 MAINMAST	42 MAINYARD
40 MAIN TOPMAST	57 RIGGING BLOCKS (12)

8 MIZZENMAST ASSEMBLY

FOR SIMPLIFIED RIGGING OMIT RIGGING BLOCKS (SEE PAGE 8)

**PARTS LIST**

43 MIZZENYARD
44 MIZZENMAST
57 RIGGING BLOCKS (3)

ASSEMBLY INSTRUCTIONS 5

- Place the SPRITSAIL YARD (34) through hole in BOWSPRIT (35). Locate pins on yard in BOWSPRIT, turn to lock in place. Tie parts together.
- Tie 1 SMALL RIGGING BLOCK (57) to each end of yard, and 1 LARGE RIGGING BLOCK (58) to BOWSPRIT. Add a small drop of cement to each knot.

ASSEMBLY INSTRUCTIONS 6

- Tie 4 SMALL RIGGING BLOCKS (57) to FOREYARD (36).
- Tie 2 SMALL RIGGING BLOCKS (57) to FOREMAST (37).
- Cement FOREYARD to FOREMAST. Add a small drop of cement to each knot on RIGGING BLOCKS.

ASSEMBLY INSTRUCTIONS 7

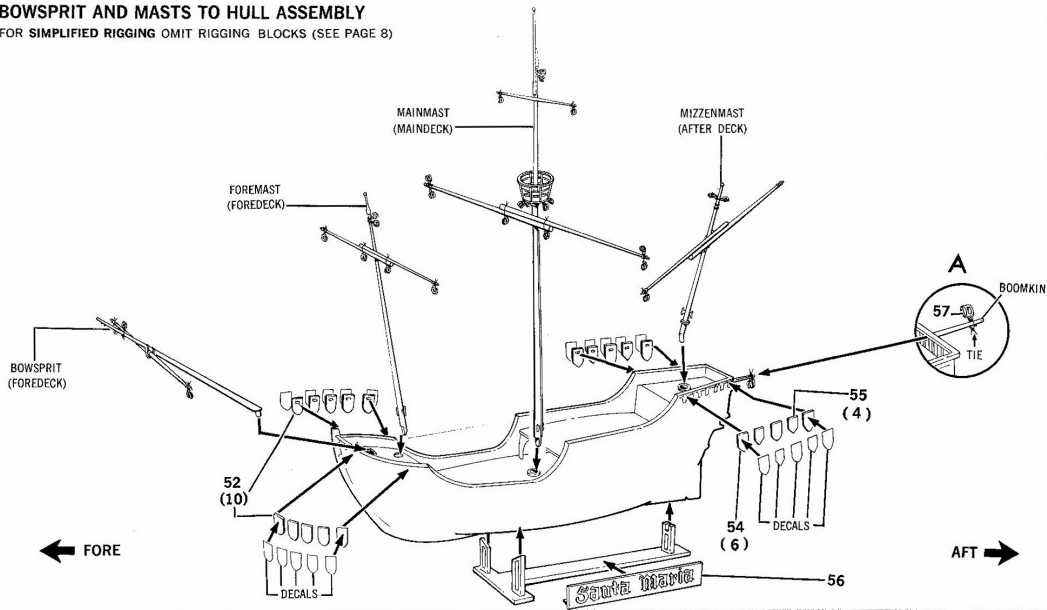
- Tie 4 RIGGING BLOCKS (57) to CROW'S NEST (38).
- Tie 2 RIGGING BLOCKS (57) to MAIN TOPMAST (40).
- Tie 6 RIGGING BLOCKS (57) to MAINYARD (42). Add a drop of cement to each knot.
- Cement CROW'S NEST (38) to MAIN MAST (39), then cement TOP MAST (40) into CROW'S NEST. Cement (41) to (40) and (42) to (39).

ASSEMBLY INSTRUCTIONS 8

- Tie 1 SMALL RIGGING BLOCK (57) to the MIZZENYARD (43).
- Tie 2 SMALL RIGGING BLOCKS (57) to MIZZENMAST (44). Add a small drop of cement to each knot.
- Cement Part (43) to Part (44).

BOWSPRIT AND MASTS TO HULL ASSEMBLY

FOR SIMPLIFIED RIGGING OMIT RIGGING BLOCKS (SEE PAGE 8)



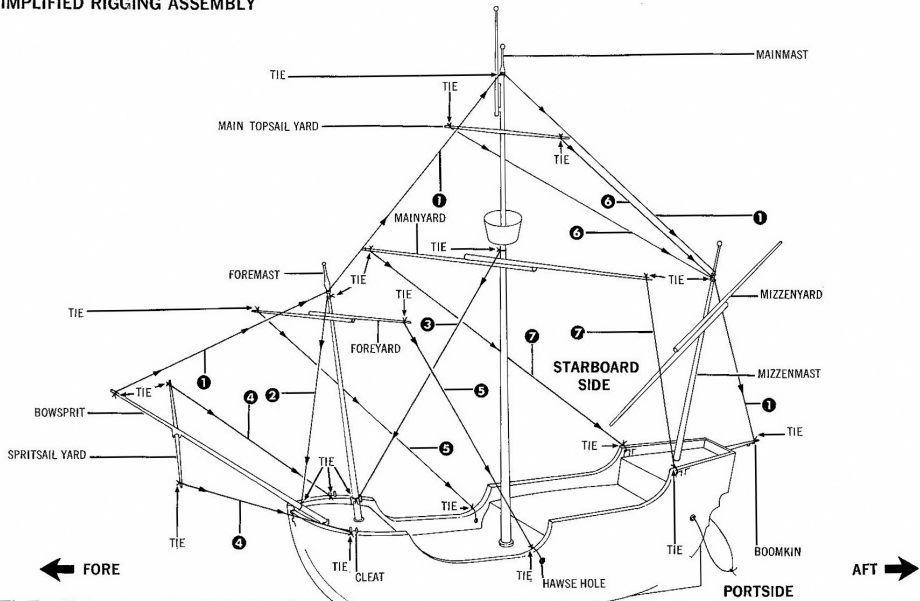
PARTS LIST

- 52 SHIELDS (10)
 54 SHIELDS (6)
 55 SHIELDS (4)
 56 NAME PLATE
 57 RIGGING BLOCK (1)

ASSEMBLY INSTRUCTIONS

1. Cement BOWSPRIT and FOREMAST assemblies to the FORE-DECK.
2. Cement the MAINMAST assembly to MAIN DECK.
3. Cement the MIZZENMAST assembly to AFT DECK.
4. Cement 10 SHIELDS (52) to the BOW and apply DECALS.
5. Cement 6 SHIELDS Parts (54) and 4 Parts (55) to the STERN, and apply DECALS.
6. See Drawing "A". Using small rope, tie a SMALL RIGGING BLOCK (57) to BOOMKIN.
7. Cement Ship's NAME PLATE (56) to STAND, then cement STAND to HULL.

9A SIMPLIFIED RIGGING ASSEMBLY



RIGGING 9A

NOTE: The SIMPLIFIED RIGGING shown in this drawing requires no RIGGING BLOCKS. It will give you an attractive finished model. For PROFESSIONAL RIGGING utilizing RIGGING BLOCKS, skip Pages 9A and 9B and follow detailed instructions on Pages 10 through 16.

USE THIN ROPE ONLY.

Start with rigging line No. (1). Cut a 24" length of thin rope. Tie to tip of BOWSPRIT, then to FOREMAST, to MAINMAST, down to MIZZENMAST and finally to tip of BOOMKIN. Add a small drop of cement to all knots.

Rigging line No. (2), cut an 8" length of rope. Tie from base of BOWSPRIT to tip of FOREMAST.

Rigging line No. (3), cut a 10" length of rope. Tie from base of FOREMAST to

MAINMAST, under CROW'S NEST.

Rigging line No. (4), cut 2 pieces of rope 6" long. Tie one end of each piece to SPRITSAIL YARD tips; the other end to the CLEATS on the Bow.

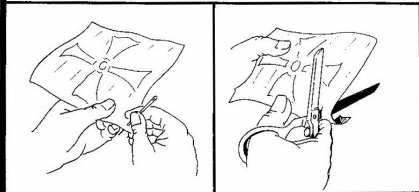
Rigging line No. (5), cut 2 pieces of rope 9" long. Tie one end to tips of FOREYARD and other end of each piece to HAWSE HOLES in side of Hull.

Rigging line No. (6), cut 2 pieces of rope 10" long. Tie one end to tips of MAIN TOPSAIL YARD and other end of each piece to tip of MIZZENMAST.

Rigging line No. (7), cut 2 pieces of rope 12" long. Tie one end to tips of MAINYARD and other end of each piece to rail on Hull.

Cut loose ends of rope at knots after cement has dried.

9 B SIMPLIFIED SAIL ASSEMBLY



FORESAIL YARD

SPRITSAIL YARD

STARBOARD SIDE

MAIN TOPSAIL YARD

TIE
MAINSAIL YARD

CLEAT

HAWSE HOLE

PORTSIDE

MIZZENYARD

LATEEN SAIL

TIE

TIE

BOOMKIN



LOCATION AND RIGGING OF SAILS

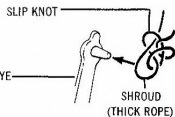
9B

Cut SAILS only as you need them. Apply DECALS to SAILS "B", "C" and "D" before cutting from SAIL SHEET. See back of DECAL on how to apply them. Allow DECALS to dry thoroughly before handling. See small drawings.

1. Now cut SAIL "A" from SAIL SHEET and cement to SPRITSAIL YARD. Cut 2 pieces of THIN ROPE 4" long. Tie one end of each ROPE to lower corners of SAIL, then, tie other ends to CLEATS on Hull. Punch holes with pin.
2. Cut SAIL "B" from SAIL SHEET and cement to FORESAIL YARD. Cut 2 pieces of ROPE 7" long and tie to lower corners of SAIL. Other ends tie to HAWSE HOLES in Hull.
3. Cut SAIL "C" from SAIL SHEET and cement to MAINYARD. Untie ROPE

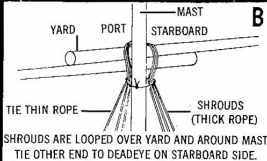
through rear of Hull and tie ends to corners of SAIL.

4. Cut SAIL "D" from SAIL SHEET and cement to MAIN TOPSAIL YARD. Cut 2 pieces of ROPE 2" long and tie lower corners of SAIL to tips of MAINYARD.
5. Cut SAIL "E" from SAIL SHEET and cement to MIZZENYARD. Cut a 3" piece of ROPE and tie one end to tip of SAIL. Other end ties to tip of BOOMKIN.
6. Cement 6 GUNS (53) to Deck Railings. Three GUNS on Port Side and three on Starboard.
7. Cut FLAGS from FLAG SHEET and cement to tops of MASTS as shown.
8. Paint CREW (Parts 45 to 51) and cement to Decks as you choose.

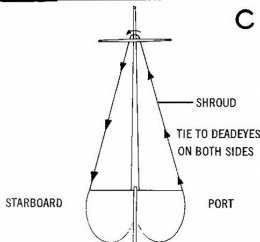
A **STANDING RIGGING ASSEMBLY**

USING THICK ROPE, MAKE A SLIP KNOT AND LOOP OVER PIN ON DEADEYE. PULL SLIP KNOT TIGHT ON PIN AND APPLY SMALL DROP OF CEMENT TO KNOT.

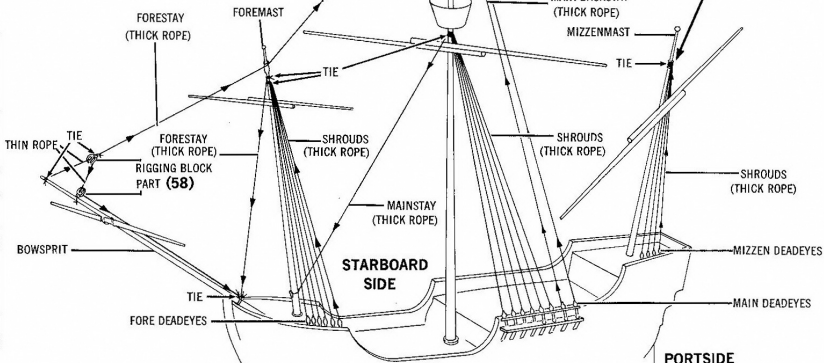
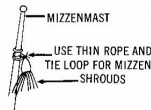
B



C



D



STANDING RIGGING 10

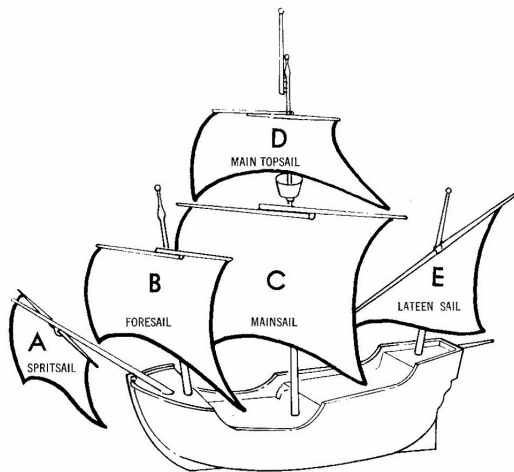
INTERESTING FACTS

WHEN RIGGING YOUR MODEL, PULL THE ROPE TIGHT, BUT NOT SO TIGHT THAT THE MASTS ARE BENT.

1. Cut a 7" length of THICK ROPE and tie from the BOWSPRIT to the FOREMAST. This is the FORESTAY.
2. Cut a 5" length of THICK ROPE. Tie 1 LARGE RIGGING BLOCK (58) to one end. Tie other end to FOREMAST; RIGGING BLOCK should be 1/2" from the BOWSPRIT. Cut a 6" length of THIN ROPE, tie to tip of BOWSPRIT, thread through 2 RIGGING BLOCKS and tie to BOWSPRIT.
3. Cut an 8" length of THICK ROPE and tie to MAIN TOPSTAY.
4. Cut a 9" length of THICK ROPE and tie to MAINSTAY.
5. Cut 6 pieces of THICK ROPE 12" long. See Drawing "A" and

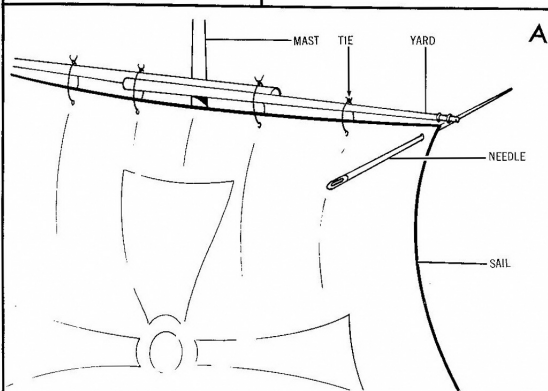
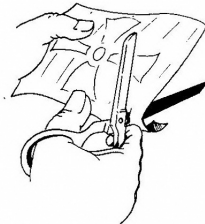
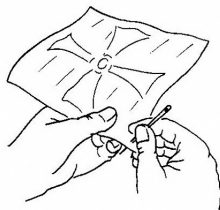
6. Tie to FOREMAST DEADEYE, loop over YARD, and tie to STARBOARD DEADEYE; tie 6 SHROUDS. See Drawing "C".
7. Cut 6 pieces of THICK ROPE 14" long. Tie MAINMAST SHROUDS. Cut 2 pieces of THICK ROPE 22" and tie the MAIN BACKSTAYS.
8. Cut a 3" length of THIN ROPE and tie a loop to top of MIZZENMAST (See Drawing "D"). Cut 4 pieces of THICK ROPE 10" long. Tie to PORT MIZZEN DEADEYES, thread through loop at top of MAST and tie to STARBOARD DEADEYES.
9. Using THIN ROPE, tie all SHROUDS to MASTS (See Drawing "B"). Apply small drop of cement to all knots.

Stays and shroud lines are heavy ropes and are used to brace the masts. Without them the masts would bend and break.



LOCATION OF SAILS

DO NOT CUT SAILS from the SAIL SHEET at this time. The SAILS may be weathered by applying a thin coat of GREEN PAINT. Wipe away paint with a cloth to highlight SAILS. Practice on excess SAIL material. Allow SAILS to dry and apply DECALS. See back of DECAL SHEET on how to apply them.



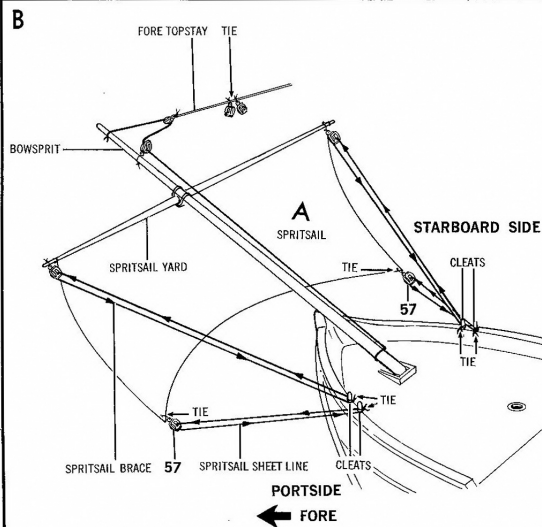
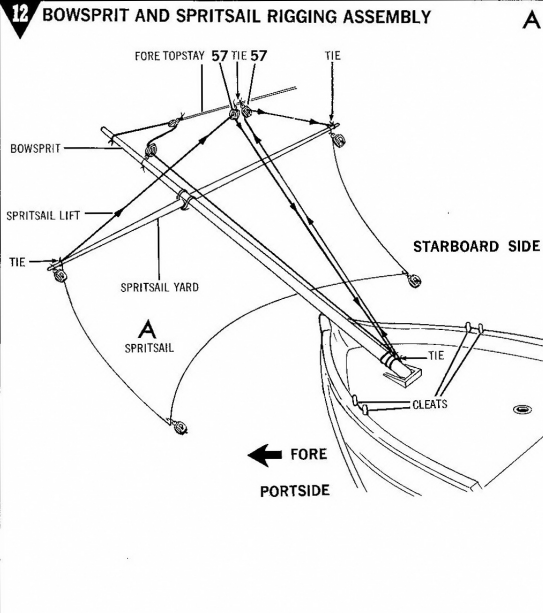
METHOD OF ATTACHING SAILS

Cut SAILS only as you need them. There are two methods for attaching the SAILS to the YARDS.

You may cement them or tie them using THIN ROPE.

See Drawing "A". If you tie them, punch holes at the top edge. Also punch a hole in the lower corners. Use a needle or pin to make the holes.

12 BOWSPRIT AND SPRITSAIL RIGGING ASSEMBLY



RIGGING

12

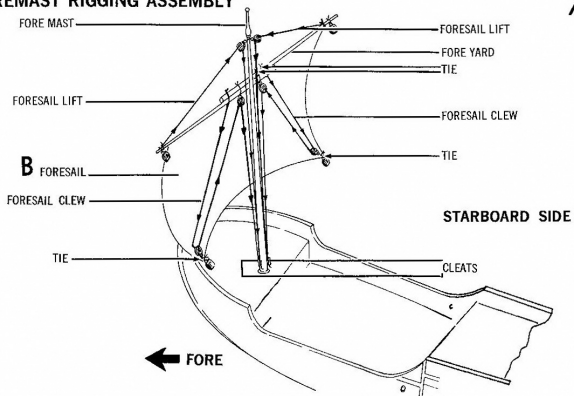
USE THIN ROPE FOR THIS RIGGING. See Drawing "A".

1. Cut "A" SAIL from SAIL SHEET and tie 1 SMALL RIGGING BLOCK (57) in each lower corner of the SAIL.
2. Tie 2 SMALL RIGGING BLOCKS (57) to the FORE TOPSTAY.
3. Cement or tie SPRITSAIL to the SPRITSAIL YARD.
4. Cut a 15" length of ROPE for the SPRITSAIL LIFT. Tie one end to the Port Side Tip of the YARD. Thread ROPE up through a RIGGING BLOCK on the FORE TOPSTAY. Bring ROPE down and tie to BOWSPRIT, then up and thread through other RIGGING BLOCK on FORE TOPSTAY. Tie to Starboard Tip of YARD. Put

a drop of cement on each knot.

5. See Drawing "B". Cut a 10" length of ROPE for the SPRITSAIL BRACE. Thread through RIGGING BLOCK on Port Tip of YARD and tie both ends to first CLEAT on Port Side of Hull. Repeat the same rigging on the Starboard Side.
6. Cut two 8" lengths of ROPE for the SPRITSAIL SHEET LINES. Thread ROPE through RIGGING BLOCK on lower left corner of SAIL. Tie both ends to second Port Side CLEAT. Repeat the same rigging on the Starboard Side. Add a small drop of cement to each knot. Trim loose ends of ROPE when cement is dry.

A



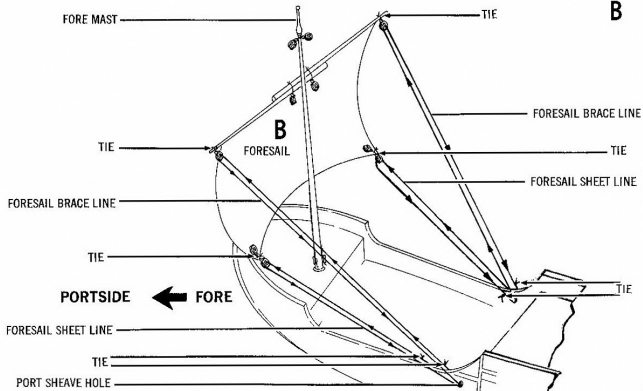
USE THIN ROPE FOR THIS RIGGING.

1. See Drawing "A". Cut SAIL "B" from the SAIL SHEET and tie 2 SMALL RIGGING BLOCKS (57) to each lower corner of the FORESAIL. Cement or tie FORESAIL to the FORE-YARD.

2. Cut two 15" lengths of ROPE, these are the CLEW LINES. Tie or cement one end to the Yard, to the right of the Mast. Thread line down through RIGGING BLOCK on lower right corner of SAIL, then up through BLOCK on Yard and back down to CLEAT on Mast. Tie to CLEAT and add a small drop of cement. Trim loose ends of ROPE after cement is dry. Rig PORT CLEW LINE the same way.

3. Cut two 12" lengths of ROPE for the FORESAIL LIFTS. Tie one end to the Port Side Tip of the FORESAIL YARD. Thread up through SMALL RIGGING BLOCK at top of Mast, then down and tie to CLEAT on side of FOREMAST. Rig STARBOARD LIFT the same way.

B



4. See Drawing "B". Cut two 18" lengths of ROPE for the FORESAIL BRACES. Thread through RIGGING BLOCK on the Tip of the YARD and through the PORT SHEAVE HOLE in the Hull. Tie and add a small drop of cement to the knots. Rig the STARBOARD BRACE LINE the same way. Trim loose ends of ROPE after cement is dry.

5. Cut two 12" lengths of ROPE for the FORESAIL SHEET LINES. Thread through lower RIGGING BLOCK on FORESAIL and through SHEAVE HOLE on side of HULL. Tie and add a small drop of cement to knot. Trim loose ends of ROPE when cement is dry. Rig STARBOARD SHEET LINE the same way.

INTERESTING FACTS

The lift lines are used to raise and lower the yards. While in port, the yards are lowered and the sails are gathered and lashed to the yard.

The brace lines are used to support the yards. The sheet lines hold the sails in open position. The clew lines support the sheet lines.

USE THIN ROPE FOR THIS RIGGING.

1. Cut "D" SAIL from SAIL SHEET and cement or tie to MAIN TOPSAIL YARD.

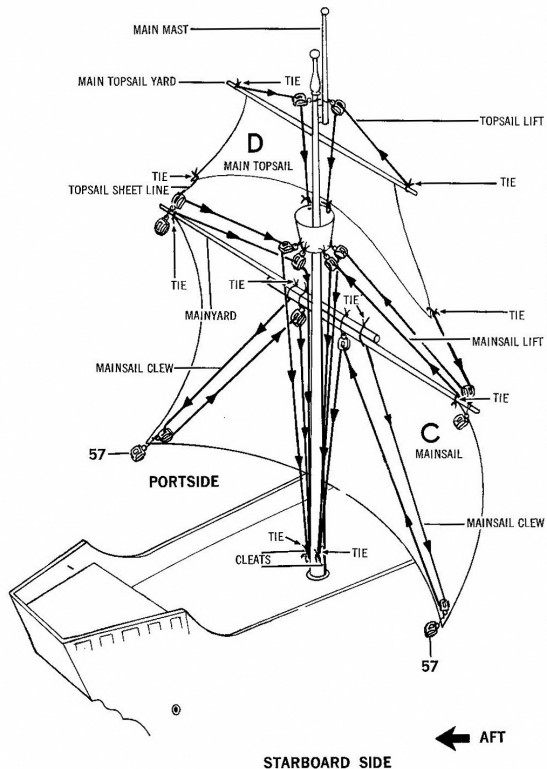
2. Cut "C" SAIL from SAIL SHEET and tie 2 SMALL RIGGING BLOCKS (57) to each lower corner. Cement or tie MAINSAIL to MAINYARD.

3. Cut two 7" lengths of ROPE for the TOPSAIL LIFTS. Tie one end to the Starboard Tip of the MAIN TOPSAIL YARD. Thread ROPE up and through RIGGING BLOCK on MAINMAST. Bring ROPE down and tie to Railing on CROW'S NEST. Rig Port Side Lift the same way.

4. Cut two 20" lengths of ROPE for the TOPSAIL SHEET LINES. Tie one end to the lower left corner of the MAIN TOPSAIL. Thread ROPE through one of the RIGGING BLOCKS on the Port Side Tip of the MAIN YARD. Thread through one of the BLOCKS on the Deck of the CROW'S NEST, bring down and tie to CLEAT on the MAINMAST. Rig Starboard TOPSAIL SHEET LINE the same way.

5. Cut two 15" lengths of ROPE for the MAINSAIL LIFTS. Tie one end to the Starboard Tip of the MAINYARD. Thread ROPE up and through one of the RIGGING BLOCKS tied to the Deck of the CROW'S NEST. Bring ROPE down and tie to the CLEAT on the MAINMAST. Rig Port Side LIFT the same way.

6. Cut two 20" lengths of ROPE for the MAINSAIL CLEWS. Tie one end to the MAINYARD left of the Mast. Bring ROPE down and thread through upper RIGGING BLOCK in the lower left corner of the MAINSAIL. Bring ROPE up and thread through BLOCK left of Mast on MAINYARD. Then bring down and tie to CLEAT on MAINMAST. Rig Starboard CLEW LINE the same way. Apply a small drop of cement to each knot. Trim loose ends of ROPE when cement is dry.

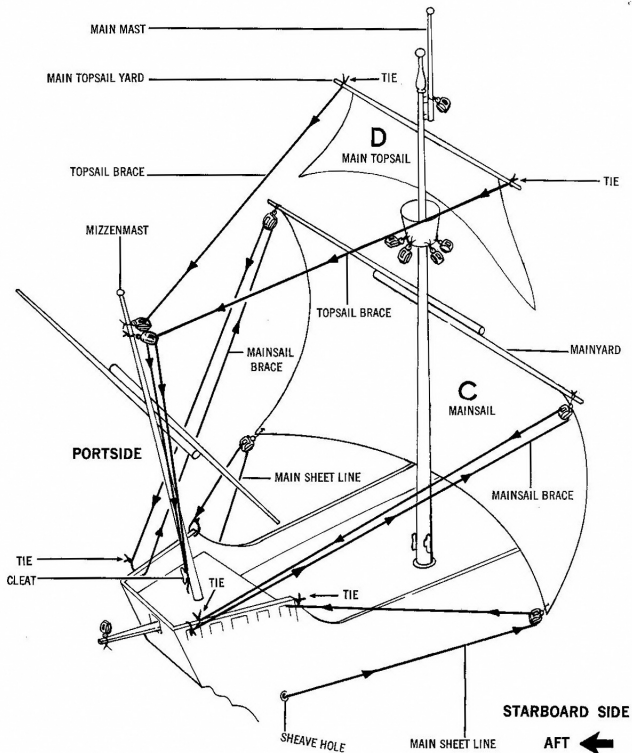


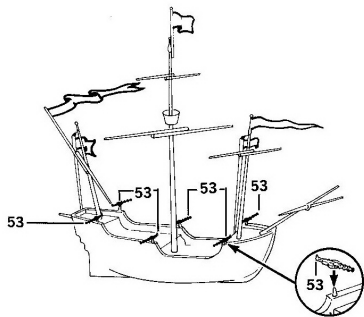
MAIN MAST RIGGING — BRACE AND SHEET LINES

1. Your MAIN SHEET LINE was tied through the Hull in Assembly 3, untie and thread Starboard LINE through a RIGGING BLOCK in the lower corner of the MAINSAIL. Bring back and tie to RAILING of the AFTER DECK. Rig Port Side the same way.

2. Cut two 15" lengths of ROPE for the TOPSAIL BRACES. Tie one end to Port Tip of the TOPSAIL YARD. Thread through one of the BLOCKS at the top of the MIZZENMAST. Then bring ROPE down and tie to CLEAT on MIZZENMAST. Rig Starboard BRACE the same way.

3. Cut two 20" lengths of ROPE for the MAINSAIL BRACES. Tie one end to RAILING on AFTER DECK, then thread other end through other BLOCK on Starboard Tip of MAINYARD. Bring ROPE back and tie to RAILING. Rig Port Side BRACE the same way. Apply small drop of cement to each knot. Trim loose ends of ROPE when cement is dry.



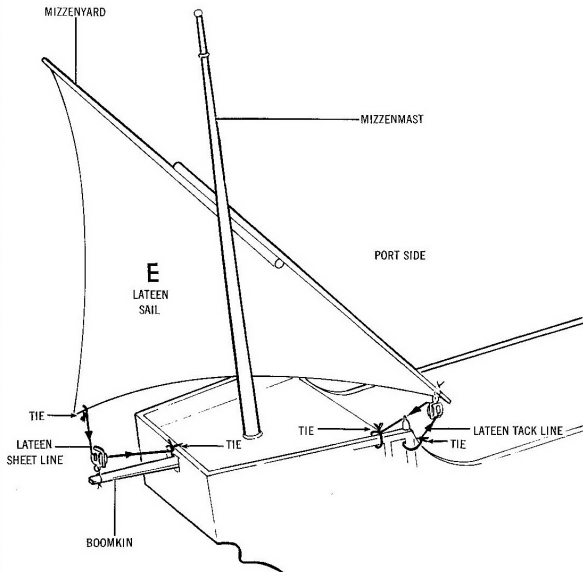


RIGGING 16

1. Cut "E" SAIL from SAIL SHEET and cement or tie to MIZZENYARD.
2. Cut a 2" length of ROPE for the LATEEN TACK LINE. Tie one end to the AFTER DECK RAILING, bring up and thread through RIGGING BLOCK on end of MIZZENYARD and tie back down to the RAILING.
3. Cut a 4" length of ROPE for the LATEEN SHEET LINE. Tie one end to the lower left Tip of the LATEEN SAIL. Bring ROPE down and thread through RIGGING BLOCK on BOOMKIN. Tie to AFTER DECK RAILING.

GUN AND FLAG ASSEMBLY 16

Cement 6 GUNS (53) to DECK RAILING. Three GUNS on Port Side and three on Starboard Side. Cement FLAGS as shown. Paint CREW Parts (45 to 51) and cement to Decks as you choose.



STARBOARD SIDE

