

The mooring standards as presented below are designed to prevent damage to your boat, damage to the KYC docks, and other boats. You are asked to use appropriately sized mooring lines with snubbers of rubber or spring steel on lines of less than 10 feet in length. A properly secured boat will be held by a minimum of four lines. Attach lines correctly to cleats and keep snug so lines do not droop into the water.

Use fenders to prevent contact of your boat with the dock or with other boats.

Terminology

Bow - the forward part of a boat.

Bow line - a docking line leading from the bow.

Chafing Gear - Tubing or leather wrapping used to protect a line from chafing on a rough surface.

Cleat - the metal fixture on the dock (or on your boat) used to attach lines to securely moor your boat.

Fender - A cushion, placed between boats, or between a boat and a dock, to prevent damage.

Line - the nautical term for ropes used in sailing and in securing

your boat to a dock

Pile - A wood, metal or concrete pole driven into the ground.

Spring line - A line used in mooring to prevent the boat from moving forward or astern while made fast to a dock.

Snubber (rubber or spring steel) - a device attached to a mooring line to reduce shock to the boat and the dock.

Stern - the after or back part of a boat.

Stern line - a docking line leading from the stern.

Lines - can generally be categorized as follows:

Laid Nylon - a twisted line of nylon fibers may be used as a mooring line.

Single Braided or Double Braided Nylon (a braided core covered with a braided jacket) - are the best lines for moorage as they have good abrasion resistance and resistance to rot.

Polypropylene - (the common yellow rope) must **not** be used as a mooring line.

Size of Line recommended for Size of Boat

Boats to 20 feet	3/8 inch diameter line
Boats 20 to 35 feet	1/2 inch diameter line
Boats 35 to 45 feet	5/8 inch diameter line

Attaching a line to a Cleat



Bow In with Spring Lines

Stern In with Spring Lines

Square Tie No Spring Lines

