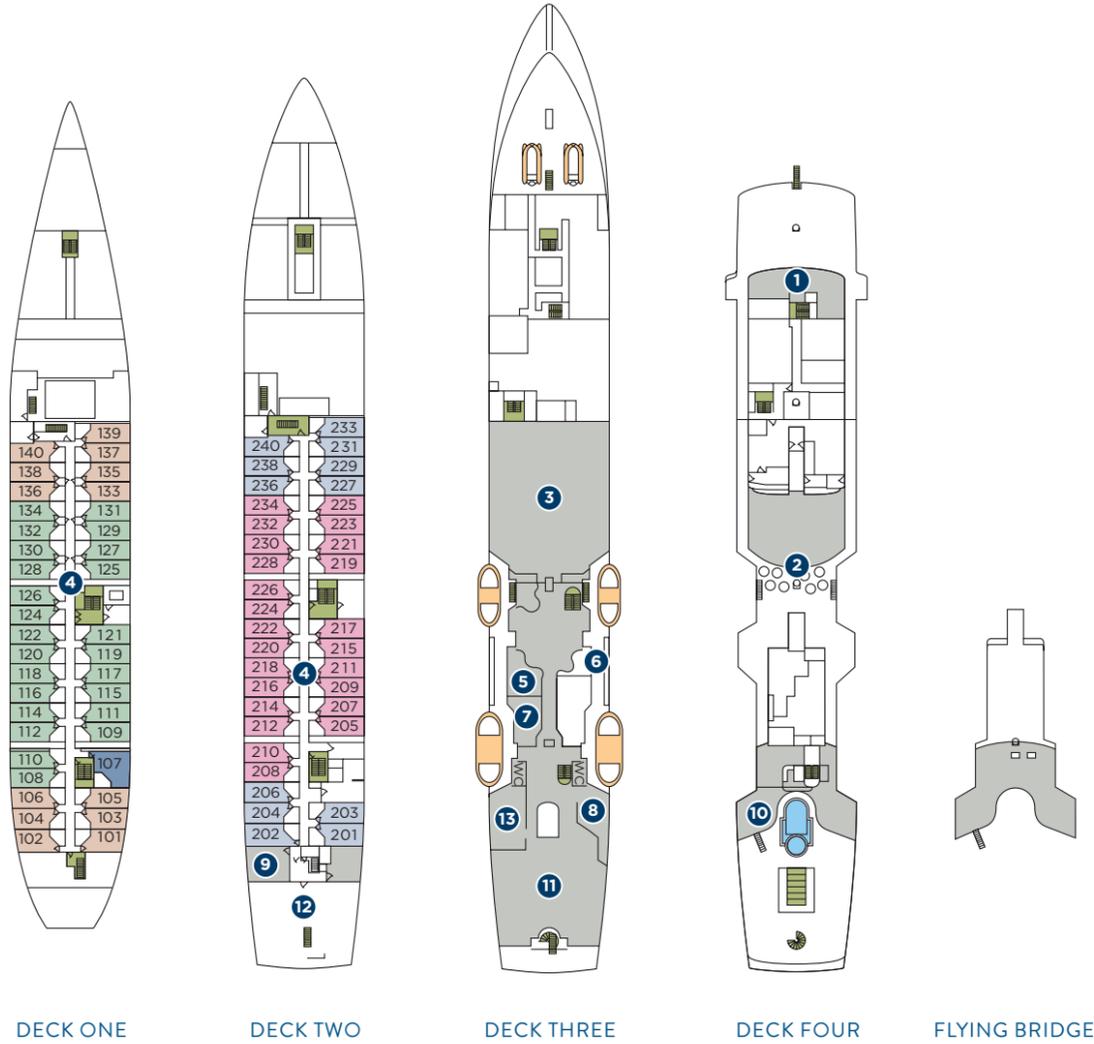


WIND STAR

148-GUEST SAILING SHIP



DECK ONE DECK TWO DECK THREE DECK FOUR FLYING BRIDGE

ONBOARD SPACES

- | | | |
|----------------------|--------------------------------|-------------------------|
| 1 Bridge | 6 Reception | 11 Lounge |
| 2 Veranda/Candles | 7 Library | 12 Watersports Platform |
| 3 Amphora Restaurant | 8 WindSpa | 13 Yacht Club Café |
| 4 Staterooms | 9 Fitness Center | |
| 5 Star Boutique | 10 Pool / Pool Bar / Whirlpool | |
-
- | |
|--------------------|
| Owner's Suite |
| Category AX Deluxe |
| Category A |
| Category BX Deluxe |
| Category B |
| Public Spaces |
| Stairs |

- Access to board ship is via stairs only.
- Access to/from outside deck may require assistance with doors and thresholds.

Illustrations are representative only. Actual layout of ships may vary slightly.



OWNER'S SUITE



STATEROOM

STATEROOMS & SUITES

Owner's Suite:
220 square feet (21 square meters)
(Queen size bed only.
No twin option.)

Staterooms:
188 square feet (18 square meters)
(All staterooms except 101 and 102 have 3rd berths.)

Staterooms with Adjoining Private Doors:
Wind Spirit: 124/126, 129/131, 132/134, 133/135, 136/138

Wind Star: 125/127, 128/130, 129/131, 132/134, 133/135, 136/138



Amphora



Owner's Suite



Stateroom



Lounge

SHIP FACTS

GUEST CAPACITY: 148

GUEST DECKS: 4

CREW MEMBERS: 101

LENGTH: 360 feet (110 meters) at waterline; 440 feet (134 meters) including bowsprit

DRAFT: 14 feet (4.1 meters)

TONNAGE:
Wind Spirit: 5,736 gross registered tons (grt)

Wind Star: 5,307 gross registered tons (grt)

BEAM: 52.1 feet (15.8 meters)

SAILS: 6 triangular, self-furling, bridge-operated sails with 21,500 square feet (2,200 square meters) of Dacron surface area

MASTS: 4 at 204 feet (62 meters)

ENGINES: 3 diesel electric generator sets, 1 electrical propulsion motor

SPEED: 10 knots with engines only; up to 15.8 knots with prevailing wind

SHIP'S REGISTRY: Bahamas



Wind Star

Wind Spirit was renovated in April 2017 and *Wind Star* was renovated in November 2018.