

## VIRTUAL REGATTA HINTS AND TIPS:

First you need to register as a sailor on the Virtual Regatta website; you don't need to pay to play, unless you want to organize races or take part in large scale regattas under the World Sailing banner. [www.virtualregatta.com](http://www.virtualregatta.com) and choose the Inshore Game. You'll select your home country and choose a user name to appear in your results and to another sailors.

When you first go into the website [virtualregatta.com/inshoregame](http://virtualregatta.com/inshoregame) you will see the loading screen, it can take up to 30 seconds to load, don't panic !



Eventually you should see this screen load up ready to go.



### FIRST STEPS

You should go to the Sailing School ! Enter using the button in the middle left of the Home screen above. This goes through some of the basics. Remember - to turn port or starboard, use the arrow keys or if on the App, there are buttons on screen. Other icons like 'tack' or 'flap sails' will appear later on when you qualify from school.



There are two sections; section 1 is all about how to make the boat sail; section 2 (scroll down to get there) is all about the Regatta techniques. Each test has a pass/fail !



## AFTER SCHOOL - CHOOSE YOUR BOAT

Once you've been through the basics and finished all the lessons, you can then choose your boat from the bottom left icon on your Home screen, the one with the boat and colour wheel.

This gets into the boat selection screen. Use the arrows to go through the boat selections. When you have the one you want (I suggest start with a nice slow Star or a Laser), you can colour it and customise it. Most choices cost 'tokens' which you get if you pay the monthly fee or you can spend tokens you win. For now choose a free colour, for example blue, green, black/red.



## TRAINING

Once you have selected your boat, you can hit the 'Training' button below your selected boat and this will give you some practice races including starts (all on your own) where you can try starting, going round a course, and finishing.



As well as the arrow keys to turn port or starboard, you now have a couple of new options in the lower right; a 'flap sails' icon, a 'tack or gybe' icon (if you're going upwind, it tacks, if downwind it gybes). The 'best VMG' - if available - will help choose the best course for maximum speed. Other controls show you a full course view (top left, including wind indicators and strong/weak winds); windspeed; your speed and wind angle.

The rest is up to you ! A good resource is a Video series produced by the RYA in the UK, this gives some good racing guidance.

[https://www.youtube.com/watch?v=i\\_s2Ujk5VYI](https://www.youtube.com/watch?v=i_s2Ujk5VYI)

<https://www.youtube.com/watch?v=qfN6P3utsmA>

NOTE - when using the App as opposed to the Desktop/Laptop, the port-starboard movement is not by using arrow keys but by pressing arrow icons on the screen.

## JERICO / VANCOUVER RACES

### Registration

You'll need to email your user name, real name, email address and the fleet / club you belong to, to Julian Hannabuss ([jhannabuss@hotmail.com](mailto:jhannabuss@hotmail.com)) - this will let us send you info and results. It's also a good idea to join the private WhatsApp group, which lets us contact you in real time when races are starting or delayed, and of course to praise each other's efforts on the race course!

Here's the link to join the **Vancouver Virtual Regatta** WhatsApp for the racing chat. (This was named Vancouver Tasar last year, but has been renamed for 2021)

<https://chat.whatsapp.com/F4eHniEHkca6n9kKz6gqMd>

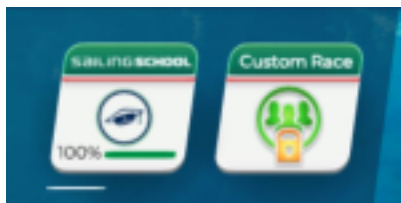
All Jericho races will be private 'Custom' races where you will need an Access Code to enter. The intention is that we will use the same access code for all races "**jericho**" (case sensitive)

Races will start around 7:30, 7:45, 8:00 and 8:15, all should be completed by 8:30. Races take between 7 - 10 minutes each.

### JOINING THE RACES

I will 'open' the races up for you to join a few of minutes before the start time; this means you can get into the start zone but the sequence has not started yet. A few minutes later, once we reach the times above, I will hit the 'Start Sequence' button, which starts the countdown; this starts at 1m15s, so just over a minute to get set and hit that line at speed.

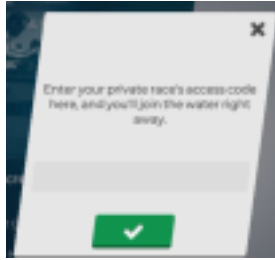
The way to get into a race is to choose the 'Custom Race' button:



Then you'll see a tab to JOIN a race, with a green Lock and Arrow below. Press on the green 'Unlock' button:



After that you will be able to enter the access code "jericho". (case sensitive) and then hit the check mark to get into the race area.



Watch for me to initiate the Start Sequence, after which racing rules start to apply. If you're too late and the race has started, hard luck ! You have to be ready !

## RACING

While racing, you will see your own boat and everyone else around you. Racing rules apply ! The game is the ultimate judge, no protests or re-dress ! Your fleet position, and how far away from other boats you are is shown on the left.

Courses are windward/leeward, twice around. There is a spacer after the windward mark; and a leeward gate, so you choose which mark to go round. Remember you have to go between the marks ! Finish line is the same as the start.



When everyone has finished (or been disqualified !) I will 'end' the race, collect the results, then a couple of minutes later - hopefully on the schedule above - open up the next race for you again.

If there are any changes or other notifications, will notify you on the WhatsApp group.

*\*\* tip - if you foul someone, or hit a mark, your boat is 'slowed' by the system for about 10 seconds. if you start early, you have to go back over the start line. No protests !*

*\*\* tip - if you get stuck or can't finish the race, go to the Menu (short horizontal lines) in the top right, and then choose the 'Home' button. This will let you leave the race.*

## RESULTS

I will compile the results after each race. There will be a winner each evening, all 4 races count ! Low scoring method, non-starters or DSQ will have usual penalties applied. Note that Virtual Regatta default scoring is high-points; we will not use this, but use our own low-points system.

For the series, we will determine how many races to count. The intention is for a 5-week Winter series between **Tuesday 2nd February and Tuesday 2nd March** with a **Practice Race on Tuesday January 26th**; this will mean 20 races maximum, with 15 to count.

Results are in this Google Sheet: same one we used in 2020 but with updated tabs for this year.

[https://docs.google.com/spreadsheets/d/1z5xbsQKUpFEqWM\\_N-f0UCE4gl2fWf2FcBKk80noNjlc/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1z5xbsQKUpFEqWM_N-f0UCE4gl2fWf2FcBKk80noNjlc/edit?usp=sharing)