RPAYC Lion Island eSailing Series

Saturday 9th, 16th, 23rd and 30th May 2020

Notice of Race & Sailing Instructions

The RPAYC eSailing Series will be on the Virtual Regatta (VR) racing platform, guides and racing tips can be found at: https://www.virtualregatta.com/en/

The Organising Authority is the Royal Prince Alfred Yacht Club

1   RULES

1.1   The racing will be governed by the Virtual Racing Rules of Sailing which can be found at:
https://esailing-wc.com/wp-content/uploads/2019/01/Virtual_Racing_Rules_220119.pdf

1.2   There will be no protests for incidents while racing, any penalties will be applied by VR during the game.

2   ELIGIBILITY & ENTRY

2.1   The Series is open to members of the RPAYC and their crew; where the crew, if not a member of the RPAYC they shall be nominated by their skipper.

2.2   There may be a minimum of three (3) and up to nineteen (19) entrants in each flight.

2.3   Flights will be decided once entries have been received.

3   Entry is by completing the online entry from available here: rpayc.com.au/sailing/yacht-racing/regatta-and-championships

4   FEES

4.1   There is no entry fee.

5   SCHEDULE OF EVENTS

5.1   The scheduled time for the first race to be setup is: 09:55hrs. The Warning Signal for race 1 of the day will be at 10:00hrs.

5.2   Racing will continue back to back for four (4) races.

5.3   The Warning Signal for the subsequent races being 10:20hrs, 10:40hrs, and 11:00hrs.

5.4   Race Sequence:

Race 1

09:55:00 – Race set-up by Admin

09:56:00 – 09:59:59 Enter Code and join race

10:00:00 – Warning Signal

Race 2

10:15:00 – Race set-up by Admin

10:16:00 – 10:19:59 Enter Code and join race

10:20:00 – Warning Signal

Race 3 and 4: to follow in the same sequence.

5.5   Scheduled dates for the racing are:

5.5.1 Lion Island eSailing Series - 9th, 16th, 23rd and 30th May 2020

6   LOCATION, COURSES AND CLASSES

6.1   The location, class of boat and course will be at the discretion of the RPAYC Administrator.

6.2   The intention is to use virtual monohull boats with spinnaker.

7 DROPPING OUT FROM RACES

7.1 There shall be no redress for dropping out or failing to connect to a race for any reason.

8 SCORING

8.1 The races shall be scored as per RRS Appendix A, Low Point System.

8.2 One (1) race will be required to constitute a series.

8.3 When less than 4 races have been completed, a boat's series score shall be the total of her race scores.

8.4 When 4 races have been completed, a boat's series score shall be the total of her race scores excluding her worst score.

8.5 When 8 races have been completed, a boat's series score shall be the total of her race scores excluding her two worst scores.

8.6 When 12 races have been completed, a boat's series score shall be the total of her race scores excluding her three worst scores.

8.7 When 16 races have been completed, a boat's series score shall be the total of her race scores excluding her four worst scores.

8.8 Series score will be the total of a boats race scores less her discarded scores.

8.9 Flights may be scored together for an overall result.

9 COMMUNICATION

9.1 An email with the confirmed times, flights details and access codes will be sent at least 30 minutes prior to the scheduled race set up time.

9.2 Text messages may be used in the event of a postponement or amendment.

10 PRIZES

10.1 Prizes will be awarded to each divisional series winner.

10.2 Further prizes may be awarded dependant on the number of entries.

11 DISCLAIMER

11.1 We except no responsibility for data usage or in game purchases by competitors; neither problems experienced by third party providers, Virtual Regatta.

Virtual Regatta – Information

Visit Virtual Regatta online via either:

- Computer / Laptop: https://www.virtualregatta.com/en/inshore-game/
- iPhone – Download via the iTunes Store by searching: VR Inshore
- Android – Download via Play Store by searching: VR Inshore

Visit website/open App VR Inshore

Create an account – The username you choose appears as your race name on race day then practise.

On Race Day

1. Login in to Virtual Regatta Inshore
2. Click on – Custom Race Icon
3. Within 3 minutes of Warning Signal – Click the Padlock/Play Green Button
4. Enter the code provided for the corresponding race – emailed 30 minutes before the 1st Race on each race day. Use subsequent codes for subsequent races.
5. START RACING

Questions / Queries: Contact the Sailing Office. sailing@rpayc.com.au