



Running an eSailing Team Racing Match as part of the Irish Sailing eSailing Championships

Information for Team Captains

This is a suggested guide to how we think that the racing and competition will run.

The official notice board can be found at <http://events.ksail.co.uk/2020/IrishSailing>

Schedule

- You will be scheduled to sail one match a week as part of the event
- At the start of the event you will be provided with a schedule, and the contact details of the team captain who manages each of your opposing teams.
- A match is a series of 3 races

Virtual Regatta

- Each of your team members will need to be individually registered on Virtual Regatta
- Inshore. Make sure this is completed well before your first match!
- Junior participants may need to consult parents are aware of the account they are creating.

Before the match

- Contact the opposing team captain before the match is scheduled
- Decide a date and time within the schedule window that works for both teams
- Decide which of the teams will be the “host”. There needs to be one registered VIP (paid) user on the host team who is able to create custom races.
- Decide on your chosen communication methods and platforms (see below).
- Before the match, you should decide which colours each team’s boats will be (Individual users will need to set this up themselves). The free colours available are Blue or Red/Black.

Communication

- It is important that the two team captains are able to communicate with their team and with each other during the match.
- For junior participants (under 18), please ensure you have consulted your parents around using communication platforms and ensure they are aware of the methods.
- There is no required structure however, the following scenarios may provide some help; each may have advantages and disadvantages. Team Captains are encouraged to share with all entrants their communication experiences if they consider them helpful to others.

Communication Scenario A (Separate Teams)

- Each Team Captain uses their own live communication platform (eg. Microsoft Teams, Google Meet, Zoom) to connect with their team members during the match
- The Two Team Captains organise another channel that they can communicate with each other on.

Communication Scenario B (all together)

- The Team Captains agree a standard platform (Teams, Zoom, Meet etc) where all match participants can connect together on one single “call”.

Setting up Each Race in the Match

- At the agreed start time of the match, the VIP user from the Host should create a new “Custom Race” in VR Inshore.
- Boat to be used is the Star
- Course to be used is Upwind Long
- Maximum number of boats should be set to 6 (except for Youth teams where the coach may be the host and may need to sail around with the fleet).
- The place can be selected randomly
- An access code must be used. This should be the letters IS followed by the Match Number (eg. Match 12 will use an access code of IS12).
- The sailors who are competing in the race should join the host’s race using the code.
- Non-competing sailors should be encouraged to watch the race using the video tab.
- For each race in the Match, the host will need to create a new Custom Race using the same boat/course settings and code.
- Hosts / Team Captains should monitor the race and ensure that a screenshot/photo of each race result is taken at the end.
- Each match should have 3 races. It may be appropriate to run a practice race before the agreed races that “count”.

Sailing the Course & Rules

- VR Inshore doesn’t allow for custom courses, therefore we have defined the course as 1P,1aP, 2S or 2P, 1P, 1aP, Finish.
- The Racing Rules in use are found here:
http://esailing-wc.com/wp-content/uploads/2019/01/Virtual_Racing_Rules_220119.pdf
- The rules have significant changes to those we are used to, please make sure you understand that there is no RRS 14, 17, 18.3. The game may not apply the rules as you expect at marks for team racing as the logic is built on fleet racing.
- There are also a number of changes in the SI, please make sure that you and your team read these
- Rule infringements are dealt with by the game’s own penalty engine – there is no need to take spins!

After the Match

- Team Captains/Coaches should agree the outcome of each race and therefore the outcome of the match.
- The match result should be entered using the form available on the official website at <http://events.ksail.co.uk/2020/IrishSailing> as soon as possible after the match but before 0959 on the Monday following the match.
- Results of the previous week’s matches will be published on kSail as soon as possible after the result submission deadline.