Sailing Instructions

Magic Marine Virtual Easter Regatta 2020
April, 12th 2020

The event will be sailed on www.virtualregatta.com (INSHORE). The organizing authority consists of the Dutch Optimist Class Association (OCN) in conjunction with WV Braassemermeer.

1. RULES

1.1   The regatta will be governed by the rules as defined in *The Racing Rules of Sailing* (RRS 2017-2020).

1.2   [DP] [NP] The judging and arbitration during the races will be done by virtualregatta.com

2. NOTICE TO COMPETITORS

2.1   Announcements to competitors prior to the races will be posted on the official notice board located on http://www.easter-regatta.nl/

2.2   Announcements during the day, like starting times, starting codes, will be made via the official WhatsApp group. This group will be made by the organization; every competitor shall be added with the phone number which they stated on the entry form.

3. CHANGES TO SAILING INSTRUCTIONS

3.1   Any change to the sailing instructions will be posted latest 1 hour prior to the start.

4. SIGNALS MADE ASHORE

4.1   Signals made ashore will be shared via the official WhatsApp group.

5. SCHEDULE OF RACES

5.1   The composition of the starting groups and the starting sequences will be made at the latest, one hour before the warning signal of the first race. The fleets will exist of maximum 19 sailors and 1 organizer.

5.2   The race committee can change the starting sequence as consequence of any delay of any kind.

5.3   It is strived for to sail as much races as possible.

5.4   The first warning signal will be given at 1400 CEST.

5.5   No warning signal will be given after 2000 CEST.

5.6   To warn competitors that a race will be started, there will be an announcement in the official WhatsApp group. After the announcement, every sailor has 4 minutes to enter the race via VirtualRegatta.com, with the corresponding race code. See attachment A for further explanation.

6. RACING AREA
6.1   The competition will be sailed at the online location of San Francisco, United states of America

7. Course
7.1   The diagrams in Attachment B show the courses, including the approximate angles between legs, the order in which marks are to be passed, and the side on which each mark is to be left.

8. MARKS
8.1   The marks will be orange cylindrical shaped buoys, as generally used by Virtual Regatta.

9. START
9.1   The starting procedure, generally used by Virtual Regatta, is 1 minute and 15 seconds (75 seconds). The rules (RRS 2017-2020) will take affect from 1 minute before the starting signal.
9.2   The starting line will be between a starting vessel on the starboard side and a bouy on the port side. The starting line is indicated by an uninterrupted red line between the starting vessel and the pin-end buoy.
9.3   If a boat starts too early, they have 1 minute to return below the starting line (red line). After which the race can be resumed.

10. FINISH
10.1   The original starting line will function as a downwind finishing line. The finish line will be marked by a finish ship and a finish buoy.

11. PENALTY SYSTEM
11.1   The penalty system will follow the general applicable rules (RRS 2017-2020).
11.2   [DP] [NP] The judging and arbitration during the competition lies completely in the hands of Virtual Regatta and therefore is no ground for protest or redress.
11.3   There is no option for protesting against other boats, the committee and / or any other involved party, other than decided by Virtual Regatta judges during the race.

12. PRICES
12.1   Prices will be awarded according to the NoR.
12.2   After announcement of the price winners, the prices will be shipped to the respective winners as soon as possible.

Attachment A:

!!PAY ATTENTION!!

It is the responsibility of each participant to create an account for Virtual Regatta Inshore, which can be created on www.virtualregatta.com. The username of each competitor shall be in the following format:

Land code – sail number – first name – first letter of surname-. E.g. NED1234PhilipB

STEP BY STEP: signing up for a race

STEP 1: Go to the main screen of the VR INSHORE site. (choose for Virtual Regatta INSHORE)

**STEP 2:** Choose 'Custom race'. (In Dutch: 'aangepaste race')
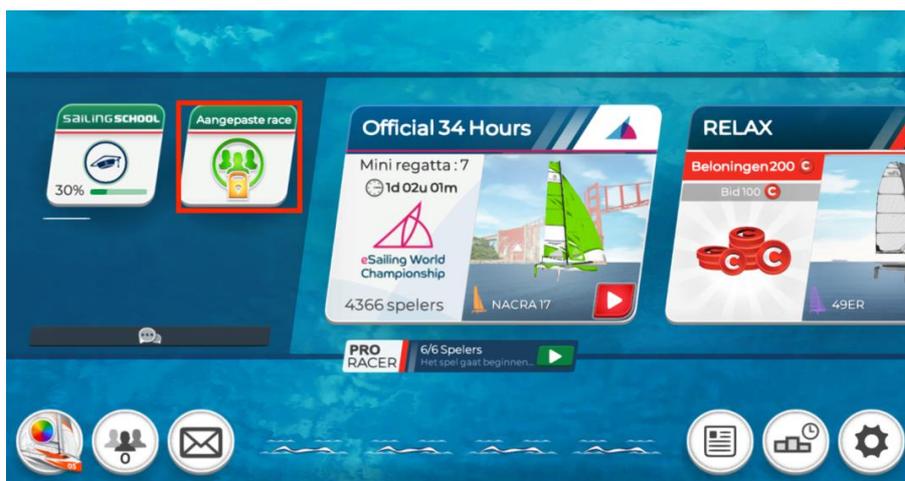
STEP 3: Choose 'join' (in Dutch: 'toetreden') and press the green bar at the bottom of the screen.
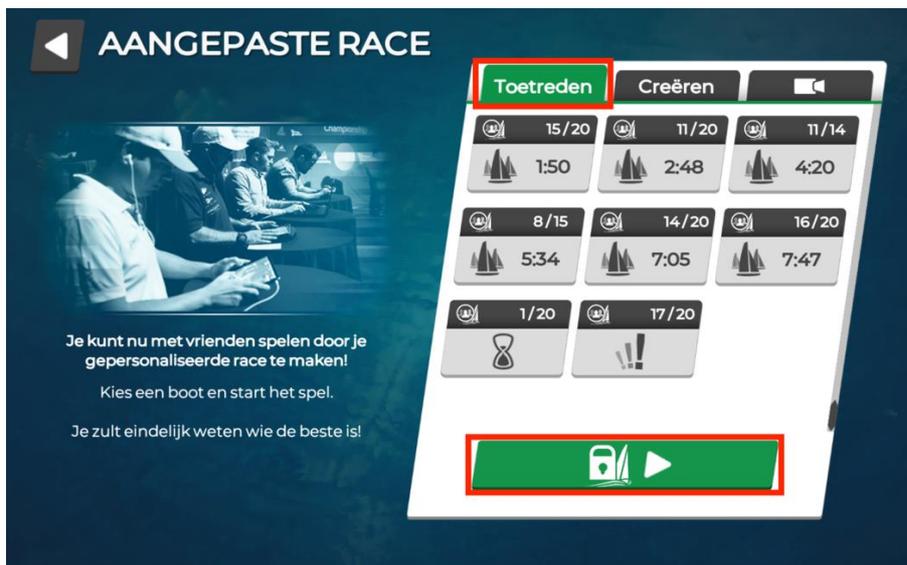
STEP 4: Enter the race code that you have received via the WhatsApp group, specific for your race. **Only enter the race after the organisation reported that the race is open for entries. Only then you will enter the correct race.**
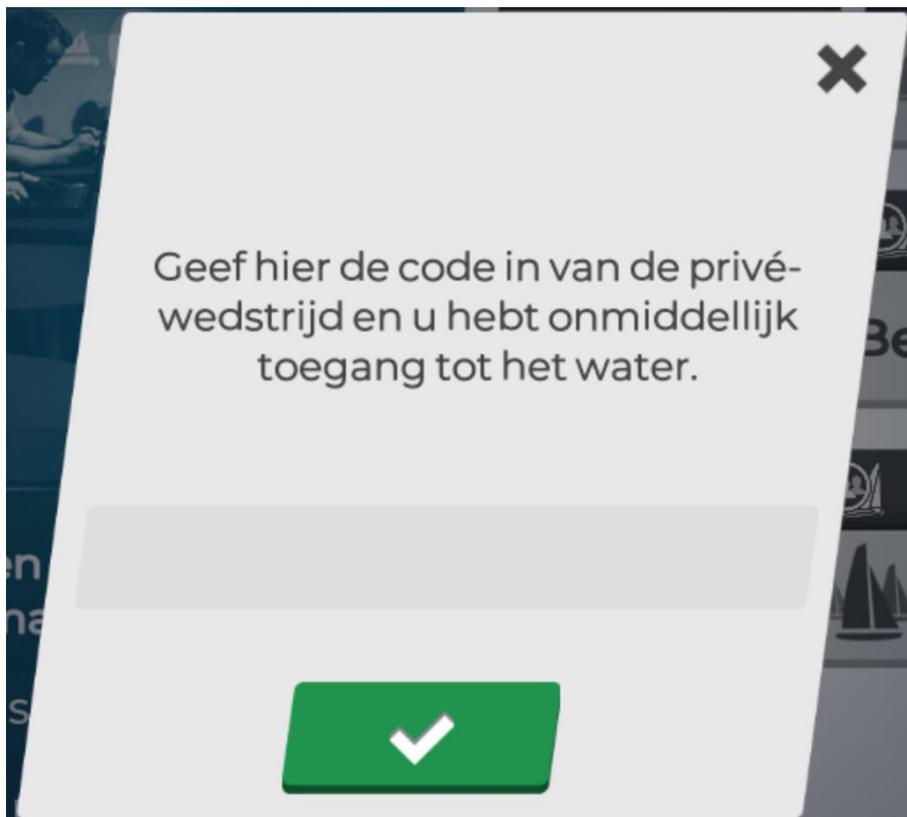
STEP 5: Choose your race helps and press once again the green button on the right side. You now have access to the race! Be ready, cause the starting procedure can start at any moment.

Attachment B:
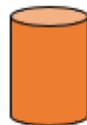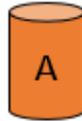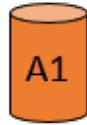
gate

Start / finish

Start – A ps – A1 ps – gate – A ps – A1 ps – finish