



RSYS eSailing Lockdown Series 2021

Notice of Race & Sailing Instructions

The RSYS eSailing Lockdown Series will be based 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 Sydney Yacht Squadron.

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 and non-members.
- 2.2 There may be a minimum of four (4) and up to twenty (20) entrants in each race.
- 2.3 If entrants surpass 20, a separate series may be created.
- 2.4 Entry by completing the registration survey

3 FEES

- 3.1 There are no entry fees. In game purchases are not required to partake in this series.

4 SCHEDULE OF EVENTS

- 4.1 The scheduled time for the race to be set up is:
 - Tuesdays - 1755hrs, with racing starting at 1800hrs and continuing back to back for up to four (4) races.
 - Thursdays - 1755hrs, with racing starting at 1800hrs and continuing back to back for up to four (4) races.
- 4.2 Each race duration will roughly be 10 mins; there will be approximately 3 minutes between the race setup and the start.
- 4.3 Scheduled Series racing:
 - Tuesday Twilights (from 1755hrs)
 - Thursday Twilights (from 1755hrs)Confirmed race days (may be extended):
 - **Thursday 1st July**
 - **Tuesday 6th July**
 - **Thursday 8th July**

Sailors are welcome to join any of the eSailing Series or training sessions.

- 4.4 If the series extends there will be a grand final eSailing Race Day. Details TBC.



5 COURSES AND CLASSES

- 5.1 The class of boat and course will be at the discretion of the division referee.
- 5.2 The intention is to use virtual monohull yachts, utilising various classes throughout the series.

6 DROPPING OUT FROM RACES

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

7 SCORING

- 7.1 The races shall be scored as per RRS Appendix A, Low Point System.
- 7.2 One (1) race will be required to constitute a series.
- 7.3 Boats shall discard their one (1) worst score after every four (4) races.
- 7.4 Series score will be the total of a boats race scores less her discarded scores.

8 COMMUNICATION

- 8.1 Race access code(s) will be sent to entrants via email and posted on the Teamapp group on the day of racing.
- 8.2 Failure to receive any communication will not be grounds for redress.

9 PRIZES

- 9.1 Prizes will be awarded to the series winners following the season, race day winners will be posted on the WhatsApp Group and on social media.
- 9.2 Further prizes may be awarded dependant on the number of entries.

10 DISCLAIMER

- 10.1 With the eSailing Series being online there may be technical glitches that occur when racing, we will do our best to make the racing seamless and improve the experience for sailors. Good luck and sail fast!

Virtual Regatta – Instructions

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

On Race Day:

- Click on – Custom Race Icon
- Within 3 minutes of Warning Signal – Click the Padlock/Play Green Button
- Enter the code provided for the corresponding race – sent 30 minutes before the 1st Race on each race day.
- Use subsequent codes for subsequent races.

If you have any questions, please contact the Sailing Office. academy@rsys.com.au