

Regatta Setup Guide for Sailing Challenge

Setup a regatta	
STEP 1 - INFORMATION	 ⇒ Specify the name of the regatta. At best make the name as explicit as possible ⇒ Specify the country where this regatta is located
Town	Specify the nearest Town / Area / Bay where this regatta starts
Challenge Objective Cruise O Training O Regatta	 Choose one of the challenge objectives ⇒ Cruise = choose it, if you challenge is about connecting places (e.g., from a marina to a bay, bay to another bay, etc.) ⇒ Training = choose it, if it is a "short" circuit (3-12 NM), covering the different wind angles (closed hauled, beam reach, broad reach) ⇒ Regatta = choose it, if it is an official/known regatta, or if you just want to establish a regatta.
Type Open for all	By default, "Open for all" and not modifiable so far. It will be enabled in the future for "On Invitation" / "Sponsored"
Available On 👼	⇒ Specify, when this regatta is open to run
Fixed Start Time (HH:MM:SS)	 Specify, if there is a fixed starting time (e.g., like a regatta organized by a sailing club). Important: if you specify it, then the chrono starts at the specified time, even if you haven't crossed the starting line. Only use this option, if you plan to organize a one-time regatta (e.g., on a Saturday at 10AM)
Available until	 Specify, when this regatta is no longer available (by default, let it be available for 1 year or as much as you would like)

Step 1 – Information



🔿 Solo 🔵 Crew 💿 Solo + Crew	Specify, if the challenge should be run alone (solo) or with a crew or you don't bother
● HN ● IRC ● ORC ● PHS	 (Solo + Crew). Unless you really care, just leave the default value (Solo + Crew) ⇒ Choose, one of the existing rating. The rating will be used to calculated the compensated time. If a sailor didn't add the related rating then the sailor won't be listed in the compensated ranking tables (but of course the sailor will be listed in the total
Regatta Instruction Source	time ranking tables). ⇒ Specify any related regatta instructions. If it is just a challenge between friends, you may leave this blank.





Step 2 – Start & Finish Line

Use Select on Map

Start Line

Zoom on the map to the position where you would like to put the first point of the starting point. Tap longer on this point, the red position icon is displayed. Change position to add the second point of the starting line (tap again long until red position icon is displayed.

Placement of the starting line:

- Don't place the starting directly at the exit of a Marina or anchoring place.
- Put it enough "far away", which allows sailor to gently prepare their boat
- Make the line as long as possible, so that it can be easily crossed. Also keep in mind that maybe sailors from nearby marinas would like to run this regatta as well (see example of St. Tropez)
- Try to align the starting line with any visible elements (buildings, buoys, etc.).
- If your regatta returns to the departure point (e.g., marina), then keep in mind that you also need to set up the finish line. The finish line should not be too close to the starting line otherwise you risk that sailors cross "accidentally" the finish line and won't complete the regatta, if you placed waypoints.



Finish Line

Same approach as for the starting line, just select tap on the map to define the two points drawing the finish line.

Placement of the starting line:

- Don't place the finish line too close to the entry of a marina, bay or beach.
- Put it enough "far away", which allows sailor to gently prepare their boat for entering the marina or anchoring.
- Make the line as long as possible, so that it can be easily crossed
- Try to align the starting line with any visible elements (buildings, buoys, etc.).
- If your regatta returns to the starting point, the put the finish line enough away from the starting line and not within the area where sailors are heading to while having passed the starting line. Or you can put the finish before the starting line

Some good examples

Starting line enough away from marina's exit



Finish line before starting line (not accidental crossing possible)





Very long start line



Starting line allowing sailors from 3 different marinas (Saint Maxime, Port Grimaud & St Tropez) to run the same regatta



Some bad examples

Starting line too close to the exit of the marina





Step 3 – Adding Waypoints

Use Select on Map

Zoom on the map to the position where you would like put your first waypoint (tap long).



Placement of waypoints

- Generally, if there is no need to place a waypoint, don't do it (e.g. crossing over to an island)

- Make the circle radius / cardinal length big enough. We recommend at least 0.5NM for a circle radius or 1NM for a cardinal.... Nothing is more frustrating that missing a waypoint while running a regatta.

- Try to align the waypoints with some objects (cap, buildings, buoys, etc.)



Some good examples

Long Cardinal South & Aligned on a cap



Long cardinals & Aligned on different caps

