



## Club eSailing Championships

### Guide for Clubs – Key Information

- If your club wishes to enter the championship please register [online here](#)
- Your club will need to be an Australian Sailing Affiliated club
- On completion of your club championship please submit details of your club champion by 18<sup>th</sup> May 2020 via the link sent to club commodores.
- Both the club and sailor will be contacted by the RYA with details of the state/territory final.
- Details on how to run custom races for you club can be found [online here](#)

For further information email [carl.webster@sailing.org.au](mailto:carl.webster@sailing.org.au)

### An overview of running your club championships

It is recommended that your club championship is to be made up of 5 races with 2 discards.

- There is no feature for running a series on the game, so this will need to be done manually and externally (using an external results spreadsheet or scoring software) and by photographing or taking a 'screen shot' of the results.
- When setting up a custom race you will become one of the competitors and included in the maximum of 20
- The boat/equipment to be used should in the championship should be the 'Day Boat Racer' where possible
- For club with more than 20 competing sailors you will be required to run qualifying rounds.
- Only one sailor from a club can be put forward to the regional final.

### Competitor entries

To collect entries for your club championships, we advise using either an online form or a spreadsheet which is sent out to your members. Your clubs revSport portal is able to do this via the events area. Click here for assistance on setting this up.

Key information that you will need to capture includes:

- Competitor VR Username
- Day Boat Racer – Boat Colour
- Email
- Phone

\*The boat colour & design is not essential however it will help all competitors & spectators know who is who on the race course.

### Qualifying round

If you get more than 20 competitors (including the RO) you will need to run a qualifying round. A simple and easy way to do this is to use your entry spreadsheet to allocate all competitors a number and then use a simple online number generator to allocate them into a group.

The number of groups should be the number of entries divided by 20 (the total number of competitors per race), rounded up.

You will need to factor in that one person per fleet will need a VIP account to run the race. They shall be known as the Race Organiser (RO). You can either allocate one person from each fleet with VIP access to become the Race Organiser (RO), or decide to use fleets of 19 and for the Club Organiser to compete in the races but try and stay out of the way of the racing they are not competing in and come last.

We would recommend clubs appointing a 'Race Organiser' within each fleet.

Once the groups have completed racing, all results will need to be inserted into an overall spreadsheet and the top 20 can then be selected for the final.

If the Club Organiser VIP is participating in all groups, you would need to apply the following:

Up to 19 Competitors	No qualifying needed
21 to 39 Competitors	2 groups with the top 20 from across both groups qualifying for the final
40 to 57 Competitors	3 groups with the top 20 from across all groups qualifying for the final
58 to 76 Competitors	4 groups with the top 20 from across all groups qualifying for the final

With a different RO for each round the numbers qualifying would be (assuming a finalist could also act as RO):

Up to 20 Competitors	No qualifying needed
21 to 40 Competitors	2 groups with the top 20 from across both groups qualifying for the final
41 to 60 Competitors	3 groups with the top 20 from across all groups qualifying for the final
61 to 80 Competitors	4 groups with the top 20 from across all groups qualifying for the final

### **Qualifying & Final format:**

It is entirely up to the club if they choose to do the qualifying and final on the same or different days however if you need to run qualifying one example of a format could be:

#### **Saturday**

- Qualifying Round 1 – 11pm
- Qualifying Round 2 – 2pm

#### **Sunday**

- Final – 11am

## **Racing format**

Due to connectivity issues depending on peoples Wi-Fi signal we recommend running a 5-race series with 2 discards.

## **Collecting the results:**

The custom race feature on VR does not store the results, therefore the appointed RO will need to take a screenshot of the full results after each race and then record them manually on a results spreadsheet or in a scoring software in a similar way to how many of you run normal club racing.

Recommended – appoint an assistant within each race who will also take a screenshot of the results as a backup for if you are kicked out of the game or unable to see the results for any reason (e.g. if you are DSQ in a race).

## **Communication**

In order to communicate with all competitors, we would recommend setting up a messenger group for the competitors to communicate key information like race codes. Popular systems seem to be WhatsApp or Facebook Messenger; however, many other systems exist.

Some clubs are also using conference calling as a way to improve interaction during the game, again many systems exist however applications such as Zoom, Go-to-meeting or Skype appear to be popular with clubs.

## ***Top Tips for your sailors***

- Ensure you have a good Wi-Fi connection, so you may want to ban other family members from using too much of your home Wi-Fi during races!
- If you are playing on a phone ensure the phone is in airplane mode and do not disturb to avoid any phone calls coming through during the game and kicking you out.