e-Sailing Hold Fast Spring Series
15 races, Wednesdays @ 6pm
April 15 - May 13, 2020
Monterey Peninsula Yacht Club
Monterey, CA

NOTICE OF SERIES

1. **BACKGROUND**
The new MPYC e-Sailing Hold Fast Spring Series will be held every Wednesday
at 6pm during COVID-19 shelter in place period. While the Hold Fast Series is an e-Sailing series, racing will be in a Corinthian spirit.

2. **RULES**
   2.1   The regatta will be governed by the Virtual Racing Rules of Sailing.
   2.2   Personal flotation devices are encouraged while racing, but not required.
   2.3   Racing is umpired within the game; competitor protests are not allowed.

3. **ENTRY AND ELIGIBILITY**
   3.1   The regatta series is open to MPYC members with access to the Virtual Racing Inshore racing simulator game. See addendum A for instructions non how to access the game.
   3.2   All competitors should download the Virtual Regatta Inshore regatta sailing simulator and registered their pseudo/boat names.
   3.3   Eligible skippers should register by email to race@mpyc.org by no later than noon on April 15. Preference will be given to MPYC skippers who registered for the regular MPYC race season. All entries must include the skippers name, the Virtual Regatta pseudo name (actual boat name), the skippers mobile number and email address.
   3.4   Entries will be capped at 20 boats (the maximum allowed by Virtual Regatta Inshore). The first 20 boats to registered will be eligible to race on a first come first served basis. Five (5) entry slots will be reserved for MPYC Juniors. In case these slots are not taken by the Junior sailors, slots will be available to eligible MPYC skippers on a first come first served basis.
   3.5   The Virtual Regatta entry codes for each race day will be provided at the online skippers meeting and be posted on the "MPYC e-Sailing Hold Fast Spring Series" WhatsApp group chat.

4. **FEES**
   4.1   Entry fee is $0.
   4.2   Buying a courtesy drink for the MPYC Race Chair once the Bear Flag bars re-opens is strongly encouraged!
   4.3   Virtual Regatta Inshore game is free. Subscriptions are not required.

5.   **BOATS**
The series will be sailed in the e-One Design Class.

6.   **SCHEDULE**
6.1.   A Zoom based skippers meeting will be held at 5:50 pm on every Wednesday of the series. Attendance, while encouraged, is optional. Invitation to the meeting will be sent via email.
6.2   Three (3) races each day are scheduled for April 15, 22, 29 & May 6 & 13. Should the regular MPYC Sunset Series resume before the end of the scheduled end of the Hold Fast Spring Series, the series will be shortened. Additional races may be posted should the COVID-19 shelter in place requirement be extended.
6.3   Access to race one (1) on each day will open at 6pm. The warning signal for the first race will be at 6:05 pm. The warning signal for races two and three on each Wednesday will be as soon as possible after the last boat finishes each race.

7.   **SAILING INSTRUCTIONS**
7.1   Sailing Instructions will not be provided.
7.2   The racing host (who is also a competitor) may communicate with participants via Zoom audio conference or WhatsApp to coordinate race starts and transition times.

8.   **RACING AREA**
The race area will be set on virtual race courses selected by the race organizer. Preferred race areas will be considered in accordance with the provisions of 4.2 above.

9.   **FORMAT AND SCORING**
9.1   One (1) race shall constitute a series
9.2   Scoring will be in accordance with Appendix A, including A9, Race Scores in a series longer than a regatta
9.3   No score will be excluded.
9.4   Scores will be posted at mpyc.org under Race.

10.   **PRIZES**
Bragging rights will be available to the overall series winner.

11.   **DISCLAIMER**
12.1   Competitors voluntarily participate and compete in the Hold Fast virtual regatta entirely at their own risk (see RRS 4, DECISION TO RACE).
12.2   The organizing authority will not accept any liability for material damage, hurt feelings, deflated egos or personal injury or death sustained in conjunction with or prior to, during, or after the event and/or regatta.
12.3   Competitors accept inherent risks associated with using constantly developing software in high demand and the limitations of high-speed internet connections and battery-operated devices - potential bugs and glitches are factors one must occasionally deal with in the game.

12.   **FURTHER INFORMATION**
For further information please contact the MPYC Race Chair at race@mpyc.org or (831) 9178757

ADDENDUM A
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Here is a step by step guide[1] to access the game and get racing:

1. Go to www.virtualregatta.com, and you can play directly from your computer. Or play on your smart phone or tablet by downloading the application available on the App store if you are playing on an Apple device or Google Play if you are using an Android device.

2. Open the game/app and register your login information. Use your own boat name as a pseudo/user name the first time you start using it. If you do not have a boat name, create your own. You will need to provide this user name to register for the Hold Fast Series.

3. There is a built-in tutorial that teaches you how to control your boat, optimize for speed and angle, set and douse your spinnaker, and sail by the rules.

4. To enter the Hold Fast Series races

• select 'Custom Race'

• on the next screen, select the 'Join' tab in the upper right of the box, then tap the green button with the lock 🔒

• enter the given access code (that will be sent out via email/WhatsApp to all registered participants before racing)

Video link for demonstration: https://share.icloud.com/photos/0QLF7hVxu9s2X6WAwK6zR-r57w#Home

Additional support can be found at: https://virtualregatta.zendesk.com/hc/en-us (This is a help center for VR Offshore, but will be helpful for the Inshore game as well.)

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[1] Based on the guide prepared by StFrancis Yacht Club