

This new race was one of the most challenging I have participated in. It had routing decisions. Some were major and others finesse. It had precision roundings and a few open spots for setting DCs and resting up. It was not a race for the faint of heart.

Finding myself in the top five early made this even more of a challenge to me. I got to spend a week matching wits with top players like rumskib and sassy63.

Each small section of the race before the next bend was a puzzle to figure out. I found myself measuring tenths of a mile gains and losses at each bend before the next section. Each section had to be addressed individually while looking ahead to the next piece of the puzzle. It required hand steering at times to get the maximum VMC. It had some places to set a course CG or TWA and take a break. It was a little disappointing at the end to have such fickle winds, but then that is part of the game too.

All races are a challenge in time management. This one took it to the extreme. This is something I don't mind doing, I really like this game. It was too long though, for such a tedious race. I don't think this precise of a race should exceed a few days. Even if the wind had held this one would have gone a bit long. And when the wind died at the end it went way too long IMO. I am in favour of such imaginary courses, and the intricacies of the route.

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