Hook to St Bees 2017

Despite all the islands, reefs and rocks, this turned out to be a straightforward race to navigate, as there was a wide strait to cross over from your inshore into-a-header-tack to catch the stronger offshore breeze and then fetch the finish. So, post a couple of, dare I say it, well-timed roundings to get bonk into third, I hit the sack till WX time, and then after resetting my DCs retired to bed once again.

So, I will never know what Alexandria did to win it. His track (feint line) shows he went a bit further South before he tacked to the East. Hmm? But all the previous routings had indicated that a tack earlier (straight through several islands) would have been the optimum. But obviously Alex is on a mission to get back top on The Ladder, and well done that man.
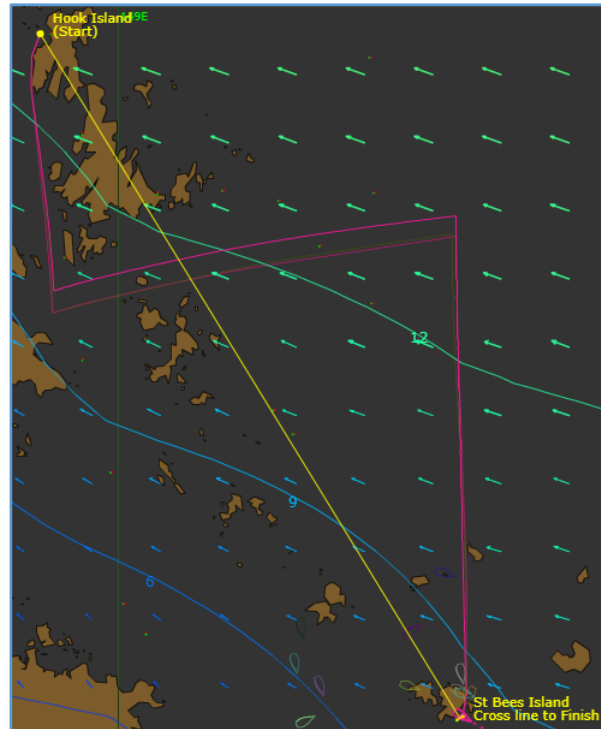
Despite, indeed because of, the straight wind, the race, however, was not incident free. Both certainty and uncertainty played their part.

Certainty: Two or three WXs before the start it became certain that the hires wrf weather had been and would remain switched to gfs. In-race messages advised. Thing was if you missed that and were relying on Kipper's AGL, you were going to get the weather wrong.

AGL makes a directory called SOLGribXml. It puts a file in there with all the race info the first time you open AGL. It doesn't change it after that, so keeps looking for new wrf if it was wrf originally. To stop this, you must either delete the directory once you know the weather source has changed, or hit "New" on the AGL parameter tab.

AGL is made by Kipper, a fellow competitor, to share with his amateur friends. wrf is made by Andrea Irace and team in US and is development work.

So, if you didn't miss the change, your certainty about the weather (just a couple of nodes at 0.5 degree interval with wind forecasts driven entirely by pressure gradients) will have improved vastly.

Uncertainty: With the wind more certain, the uncertainties inherent in our game when the delta's between competitors fall to below 10 seconds, become more important. Think of them as akin to a volatile referee in a game of Association Football – erratic, stochastic, but unbiased (well in SOL anyway; it's a machine). Which led to the following conversation between Simemali and I.

I: Equally annoying is that Alexandria was 0.05nm ahead of me out of the start and that he will still be so at the finish unless...   and despite bonk's v v sharp cornering early on!!

S. bonk, if it's annoying that Alex was 0.05 ahead of you, it's even more annoying that he was 0.05 behind of me and suddenly jump 0.15 ahead! As did the rest of you. Anny idea why me missed a server jump?

I: Sime, Schrodinger applies at time and place measurements of a grosser scale than sub-atomic in SOL. Never mind. Sometime it goes your way, sometimes not. Mind you, I am not convinced Alex by holding South a little longer didn't simply outsmart me!

A: Nor am I!

S: Damn cat, seems always goes the other way... :-\ Can SOL use Heisenberg instead of Schroedinger, please?

R: Perhaps it all has to do with 'entanglement'? (this is Rod: editor)

Better turnout! Thanks all.

bonknhoot/ July 2017