

Dondra to Sanya 2020

Someone (Bimmer, I believe it was) posted a link in Chat during the race to an Italian semi-serious guide to SOL-ing. I think that document says it all and I have nothing more to add, other than that I have lost the link, and unfortunately I cannot rewind the chat.

Beliberda / February 2020

No worries, Beli, here is the link and a full transcript: <http://gaidano.eu/page4.php>.

I see what you mean (ed.)!

Italian Team Academy Lessons

Chapter 1 - Strategy

s1- Never sleep: this is known as rule#1 in SOL.

s2- Cover: like you see in match race of America's Cup.

s3- Cover: but here you should cover the entire fleet... this means that sometime you need to pick "your" opponent.

s4- Depend where one wants to go: to select the correct point(s) towards you want to move your dot is the essence in SOL and IRL. The "point" is (not) normally, the waypoint.

s5- Footing toward the wind shift: technics also note as Wally (see also external source).

s6- If the wind shift to the left go to the left, if to the right go right: right? Not for me... never got if it is meant the left of the wind or the boat or both....

s7- If there is a slow rotation stay outside: to use the slingshot effect.

s8- The Horses are counted after the line: the ranking after the start and in the middle of a race stay for cosmetics.

Chapter 2 - Tactics

t1- Cover: always cover...

t2- Now: If you made a wrong decision, the faster you correct it the better it is. The risk is that waiting the situation evolve in an even worse direction.

t3- Tactics degrade the strategy to the fastest routing: Ok, this one is taken somewhere else...)

t4- Surprise weather can screw up everything: even the perfect strategy.

t5- To cover sometimes is necessary a "Rebecchino": like the name of the sail Genoa is coming from, the Italian city with light wind. "Rebecchino" is a nautical term originally also from Genoa indicating a double tack/gybe within a really short distance just to ensure to cover the opponent.

Chapter 3 - Weather

w1- Keep the weather slider ahead: is more important to know where you want to be and how you will go there than where you are now.

w2- Decide where you want to be in the middle: Weather instinct is required here; the router will confirm your feeling (see 76T article routing for not routers).

w3- The angle is more important than the pressure: this is usually the starting point for endless discussion.

Chapter 4 - Polar Curve

p1- VMC: See rule s4 & w2. Lot of posts and reference in 76T and AGage blog explain it. You just MUST know it.

p2- VMG: this one is normally easier but is just a special case of p1.

p3- Use polar hop: what to do when the polar has holes and bumps....

Chapter 5 - DC. Delay Command and command

d1- The sign of a DC must be checked 3 times: more than one safe win was blown away by a wrong DC....

d2- DC CC: If the WX is stable and you plan to be away long time (3 wx update...) put the DC in CC and not in TWA. Better to move slowly in the correct direction than going back to the start.

d3- If you are going through a windshift have the boat on CC and not TWA: otherwise the result could be unpredictable, specially with WX update.

d4- Wake up: ensure fully awake before making slight course adjustment.....

Chapter 6 - Murphy 's Law

m1- Mess: the big mess will happen during the weekend... :-)

m2- Asleep: the crucial phase will be at 3:00 AM... whatever fuse.

M3- Dentist: the crucial phase will be in conjunction with a dentist appointment booked since 4 months.

m4- Meetings: a short meeting will be just too long, so that you will miss the turn or hit the land.

m5- Distraction: If you are distracted (by a short nap, a meeting, dinner, or family...) the boat/boats you are covering will tack or gybe while you are away.

Chapter 7 - Watson's Paradigm

w1- Down: internet connection will be broken when you should make a turn around a cape or mark...

w2- Out: internet server worldwide will collapse n the most interesting phase of a regatta or just 2 hours before the arrival of a regatta lasting many weeks.

w3- Fortune: rich get richer.

Knowing the rules is easy...

Knowing when to apply which one is ART, and this is the domain of the best (except when rule t4 is enforced).

Gilles / for posterity