

RACE SCREEN PRINTS AND COMMENTS

SATORI SYC

FOR THE

TWO OCEANS DOUBLECROSS 2020 (157 nm)

STARTING AT 1600 UTC OCTOBER 29, 2020

FINISHING AT 18:18:50 UTC OCTOBER 30, 2020

SKIPPER - JOHN GAMBLES RCYC and SYC

(Satori finished 15th of 97 boats racing of the 165 boats registered)

(Satori is ranked 34th of 252 in SYC World Rankings after 11 races)

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Chart and Info: Two Oceans Doublecross 2020 (157nm)

Start time: Oct 29 2020 16:00:00 UTC

Start by Cape Town Harbour at position: 33S52.9800 018E27.3000

Marks:

BRG is the bearing from ship to mark at scoring position.

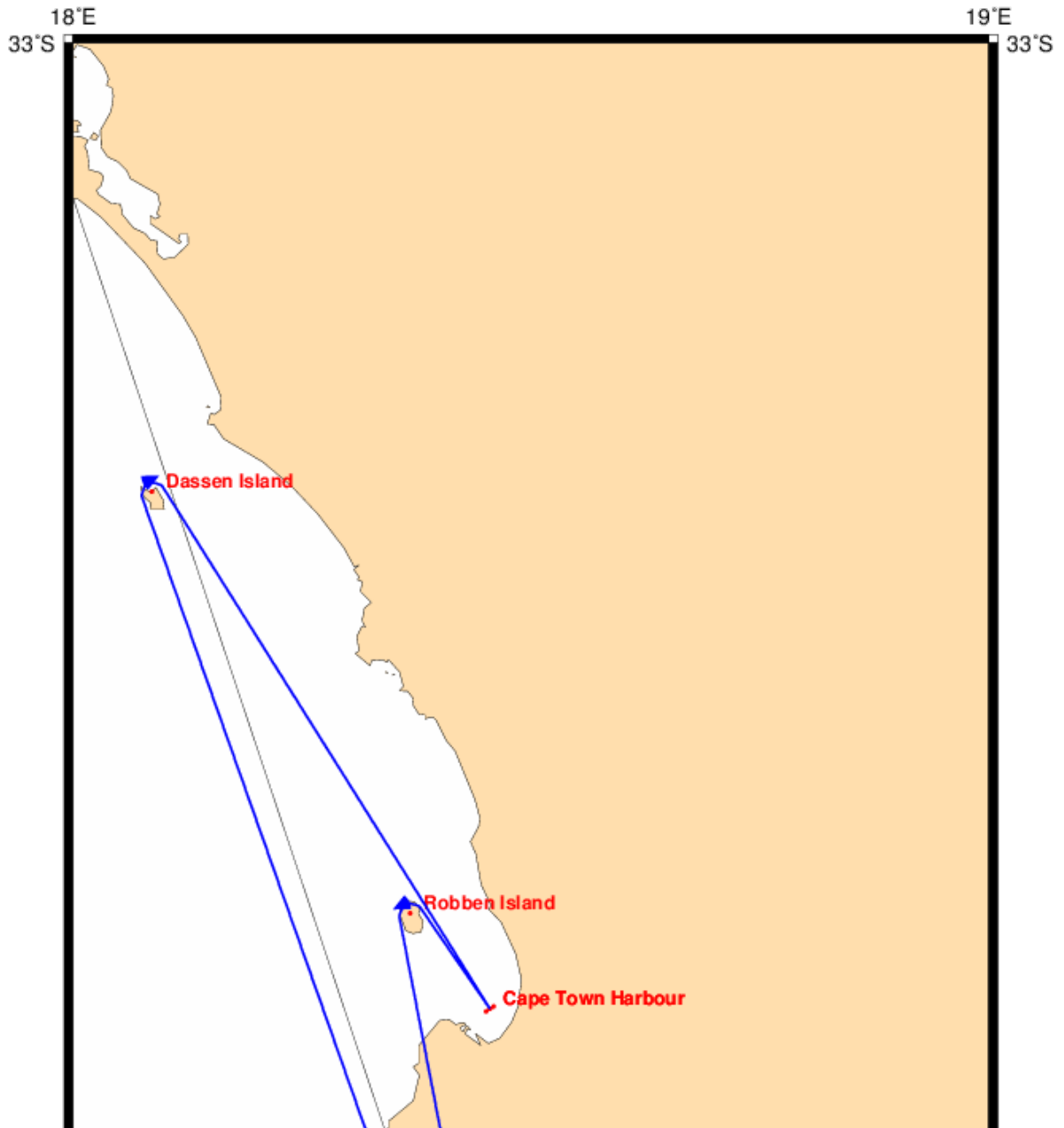
- 1: Robben Island - Leave 33S47.7600 018E22.0800 to Port - BRG 154
- 2: Cape Point - Leave 34S20.9280 018E29.7720 to Port - BRG 004
- 3: Seal Island - Leave 34S08.2490 018E34.9566 to Starboard - BRG 199
- 4: Cape Point - Leave 34S20.9280 018E29.7720 to Starboard - BRG 359
- 5: Dassen Island - Leave 33S24.6600 018E05.1600 to Starboard - BRG 153

Finish line:

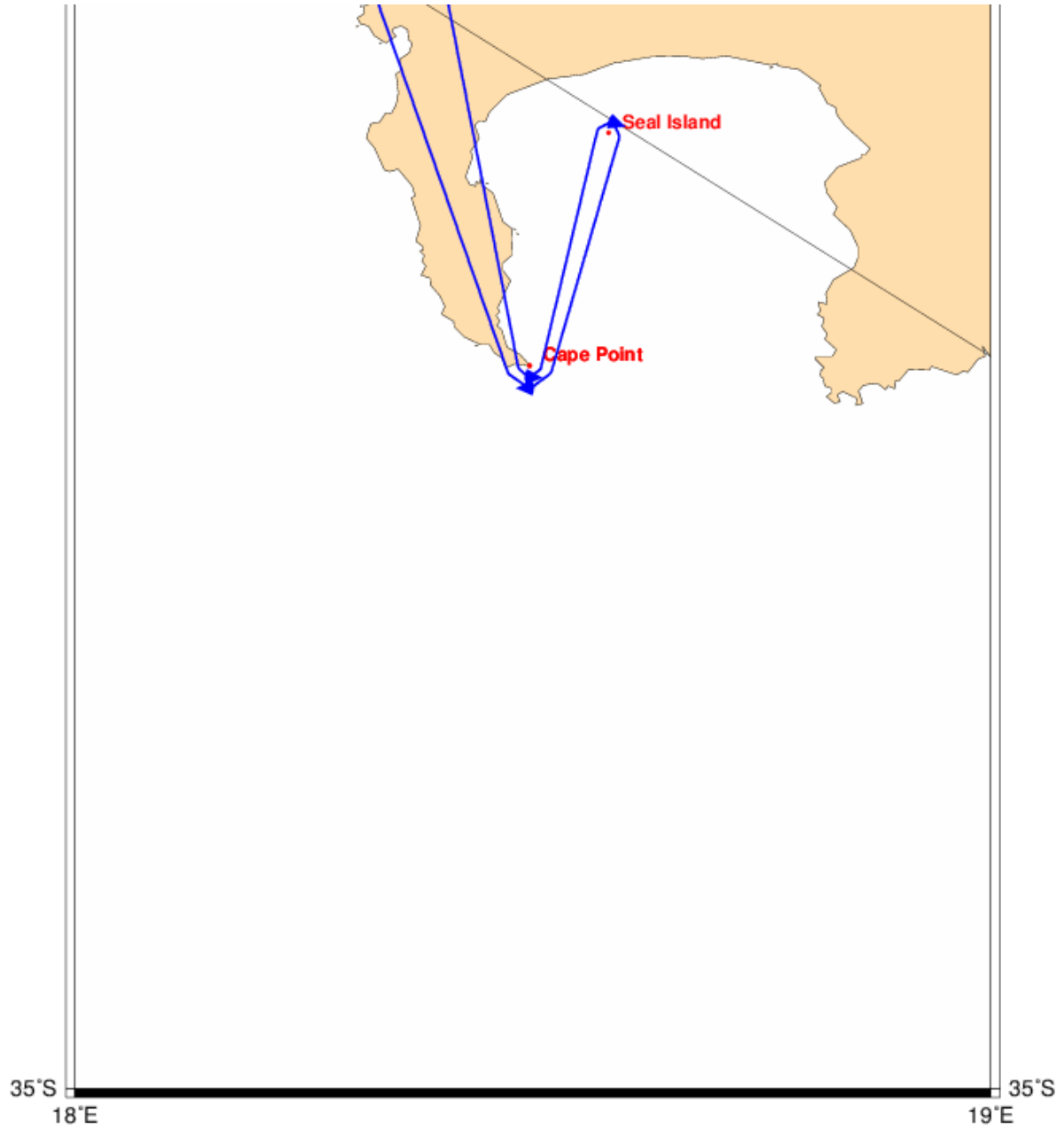
Line by Cape Town Harbour between marks A and B at positions:

- A: 33S52.8434 018E27.5517
- B: 33S53.1166 018E27.0483

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Well now, wasn't this a race! So many lessons to be learned and by so many, from confusion on the right way to round Seal Island, misreading the Sailing Instructions, hitting a Mark, re-rounding a Mark, crash tacking by pushing Set Course when the course being sailed had not been reset, the fall hour change in the clocks, not to mention the multitude of BBQ's! It was also a Qt routing challenge for a beginner like me and somehow I suspect that it might have been a challenge for many SOLers! I will talk about Qt later.

I belong to the local Shellback Club. As you probably know a title for older sailors but really intended for those who have sailed across the Equator. I am really just a "Slimy Pollywog"! What do you call us SOLers who have completed the Two Oceans Doublecross.....Doublecrossers? I hope not!

A number of SOLers were comparing ages in the Chatroom. All in their mid-50's and 60's. They are all 15 to 25 years younger me. They were all Juniors when I was sailing bigger boats. But, what can I say, two of these Juniors deservedly made it to the Podium flying South African flags and are brothers IRL as well. Only **rafa**, unbeatable yet again, finished ahead of brothers **Jawz** and **Henry's** to fill the Podium. 3 minutes and 38 seconds separated the three of them. 7 minutes and 28 seconds separated the Top Ten boats after 25 hrs 52 minutes and 43 seconds.

I understand that we have **Jawz** to thank for designing this challenging course that I found a delight to sail but difficult to route. Does this suggest that local knowledge can be an advantage on SOL just like IRL?

Zorba777 after rounding? Seal Island realized that it was not a Rounding Confirmed by the Server! Did he hit the Mark....or pass on the wrong side? I do not think that you can zoom your screen far enough in to know for sure. And what you do to correct it depends on the answer to that question. Get out your pencil and paper and figure out what you will need to do when it is your turn. Check it out in a Practice Race. There was some good advice in the Chatroom, particularly from **ij**, but it has been scrolled out by subsequent chatter. I hope that you were following it and I would like to see it on the Forum if it is not already there. Something about how many re-roundings the Server checks, maybe just one, and warning that you should be not depending on the accuracy of TWA when approaching a Mark closely. As you know IRL in a long-distance race you do not want to be "over early" or be close enough to the Mark that the current might push you into it! SOL takes care of the first but what should we do about second possibility without a current but with the Server?

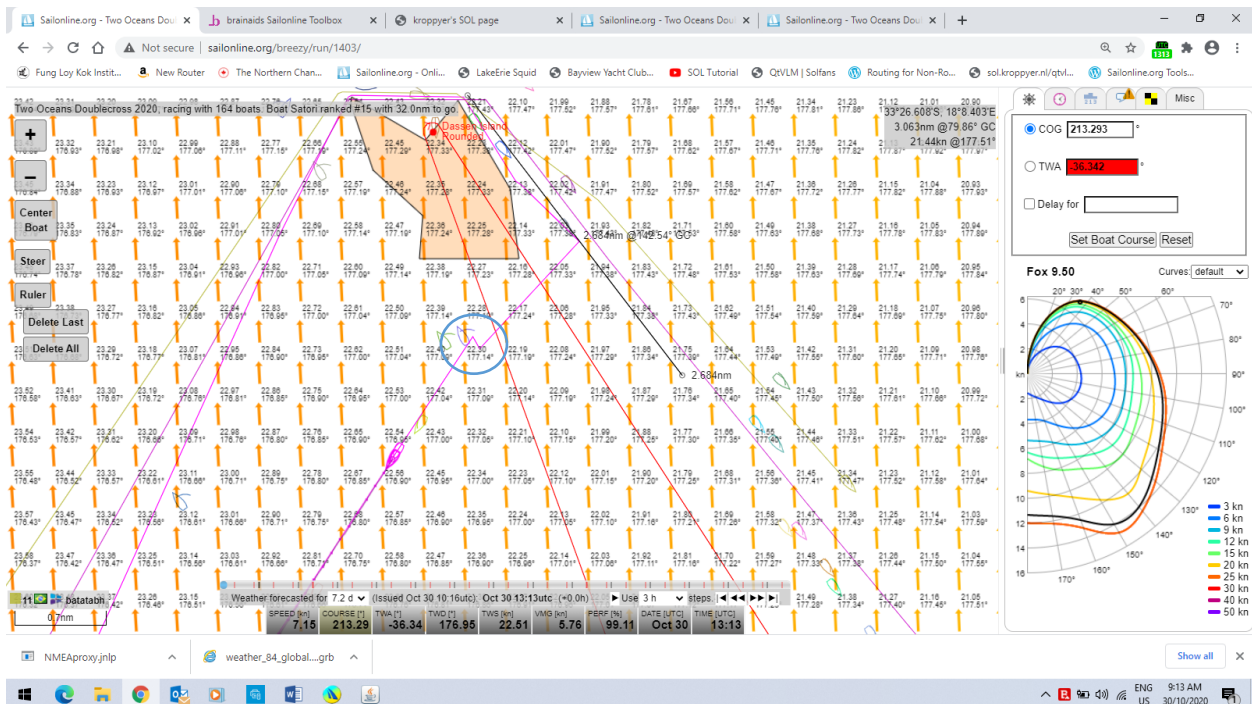
With **Zorba777** out of the running, and frustratingly sailing round and round Seal Island looking for Server confirmation, my friend **Wsguerin** was shown as No. 1 in DTF heading out to the Cape Point rounding. He has been sailing remarkable well and I thought another Top Ten finish might be within reach? Well he did get to the Finish Line first but you do have to include Dassen Island in the Course for it to count! Fellow Canadian **FreeNeasy** also did not read the Sailing Instructions carefully enough as he also headed to round Robben Island on the return. However, he realized his mistake in time to recover and finished a remarkable 17th just two places and 2 minutes and 32 seconds behind **Satori** and I was sailing the correct course! A remarkable recovery by **FreeNeasy**!

Satori went from a 1st to a 44th to 22nd leaving False Bay and then a comfortable 12th rounding Dassen Island in the parade to the Finish Line. There was still 35 nms to go and I find being in a parade boring, particularly if the wind on the other side of the course is lifting sails! I said sails! **Anticyclone**, who was ahead of **Satori** in 8th Place, saw those strong winds and headed there. I thought that looks promising so

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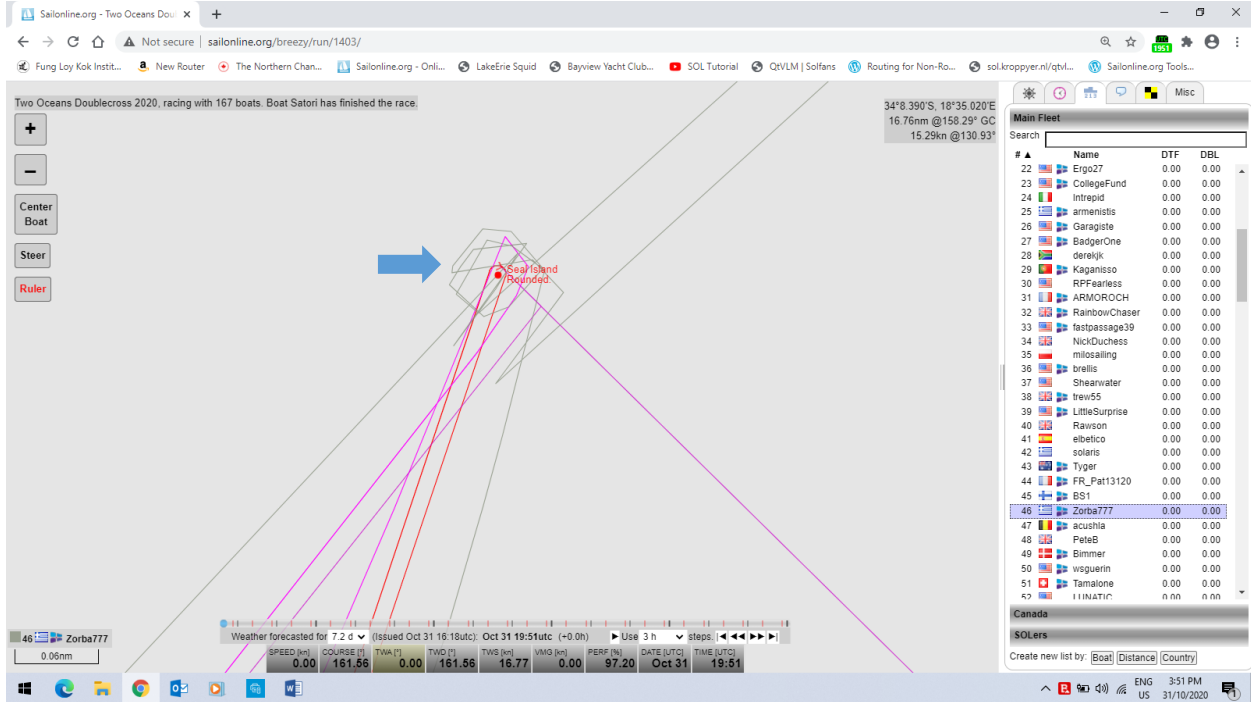
Satori headed there as well followed by **Vibex**. It certainly made the last 35 nm more interesting and I was at the helm sailing by SOMP's with short courses from Qt for each Leg. **Anticyclone** finished 13th and **Satori** 15th. So, having lost 3 places it looks like Qt might have been right in this case but I think that you do have to be willing to take chances. Years ago in the North American Dragon Championships we, contrary to my earlier advice, were over early and after restarting were in last place in a big fleet. Nothing to lose, we took the other side of the course alone hoping for a late predicted wind change. We crossed the finish line under spinnaker in 3rd place less than 2 minutes behind the winner who had no spinnaker! What can be more exciting than blasting ahead of everyone under spinnaker, the only spinnaker? The course just wasn't long enough!! We can all talk over a beer about those "flyers" that worked!

While I am talking about lessons to be learned, here is one I should have learned by now since it is not the first time! Look at this crash tack to gybe. As you can see from the top line I have 3 SailOnLine pages open, each one zoomed to a different resolution and I toggle back and forth. I am not particular about which one I use to post Commands so I have to be careful that I Reset the course being sailed on the other two. In this case I had not Reset the Command to one being sailed. I was using the Steer tool to change course but when I pressed the Set Boat Command the Server Set the old course in the Command box first, thus this crash tack to gybe. On getting back on course my Performance Loss was down below 90%. That may have cost **Satori** one place! You can see I am not even back up to 100% on this screen.

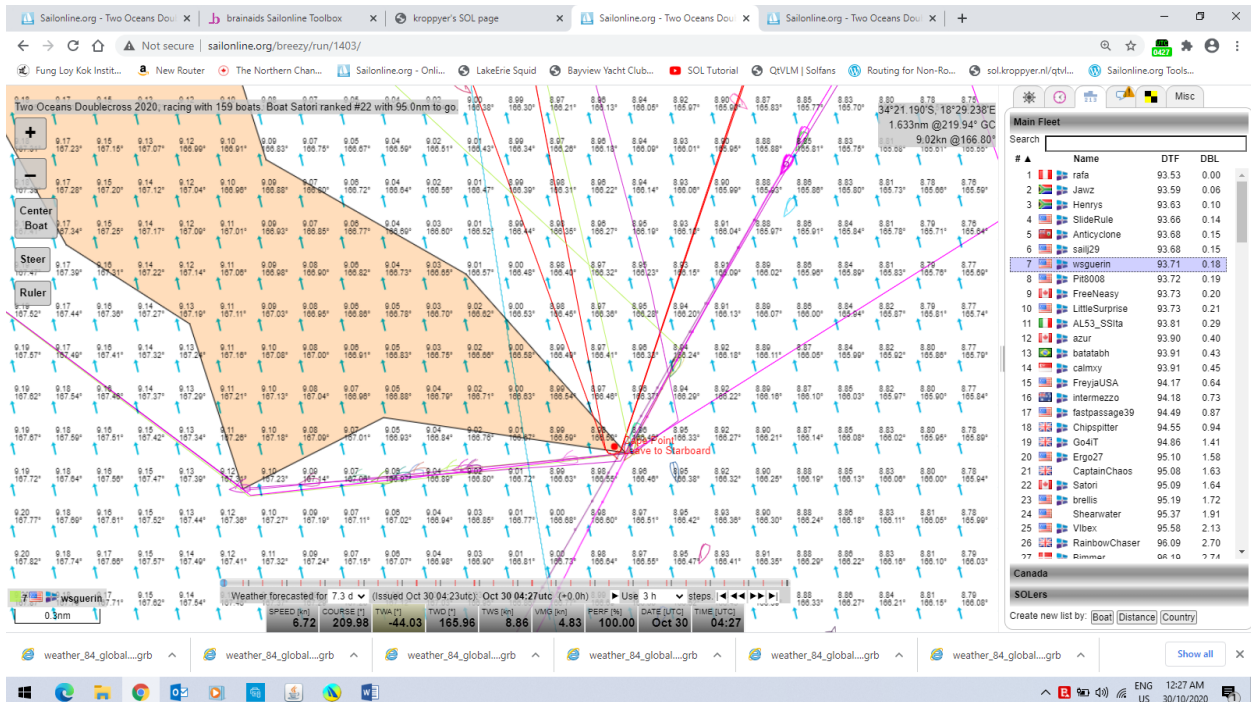


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Here is the course of **Zorba777** frustratingly trying to figure out how to re-round Seal Island in order to get a Confirmed rounding from the Server. I must say he was surprisingly cool about it and many concerned SOLers, sharing his frustration, immediately jumped into the Chatroom to give helpful advice, **Dingo, ij, Rainbowchaser**. As I said earlier this should get discussed in the Forum.



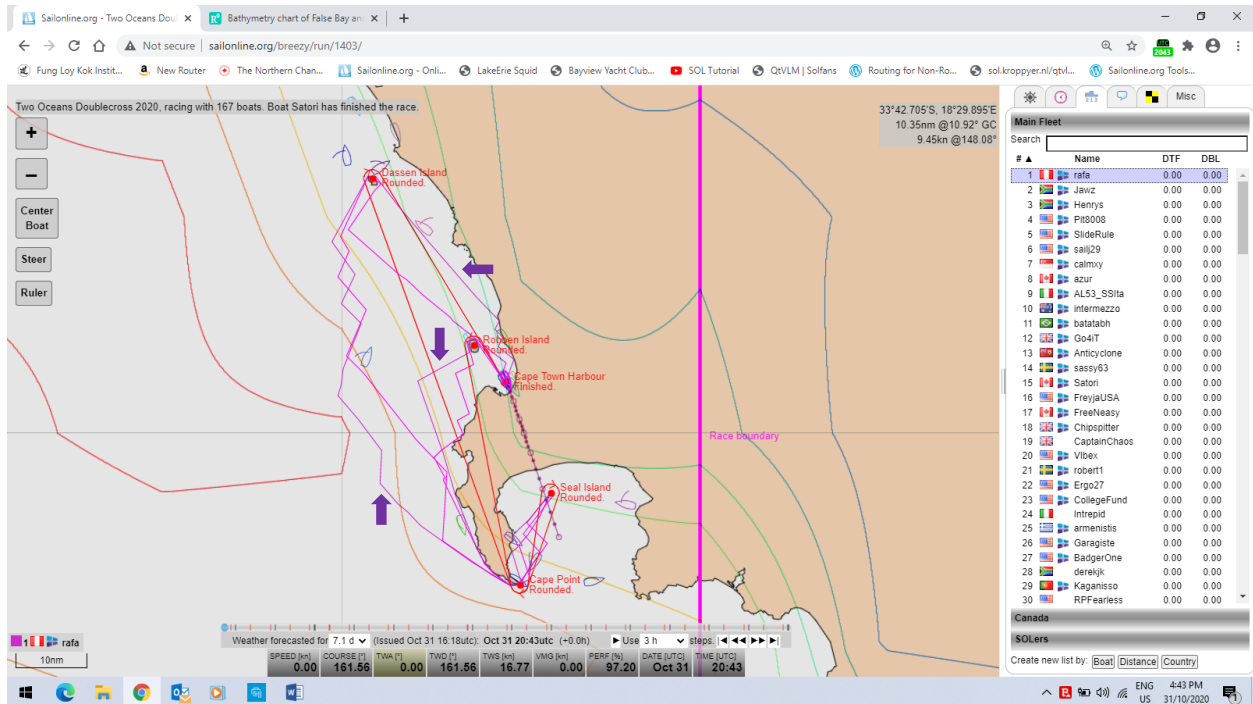
Here is the line of boats coming out of False Bay around Cape Point and across the tip of Cape Peninsula together with the DTF ranking that in this case would be the actual positioning of the boats in the Race.



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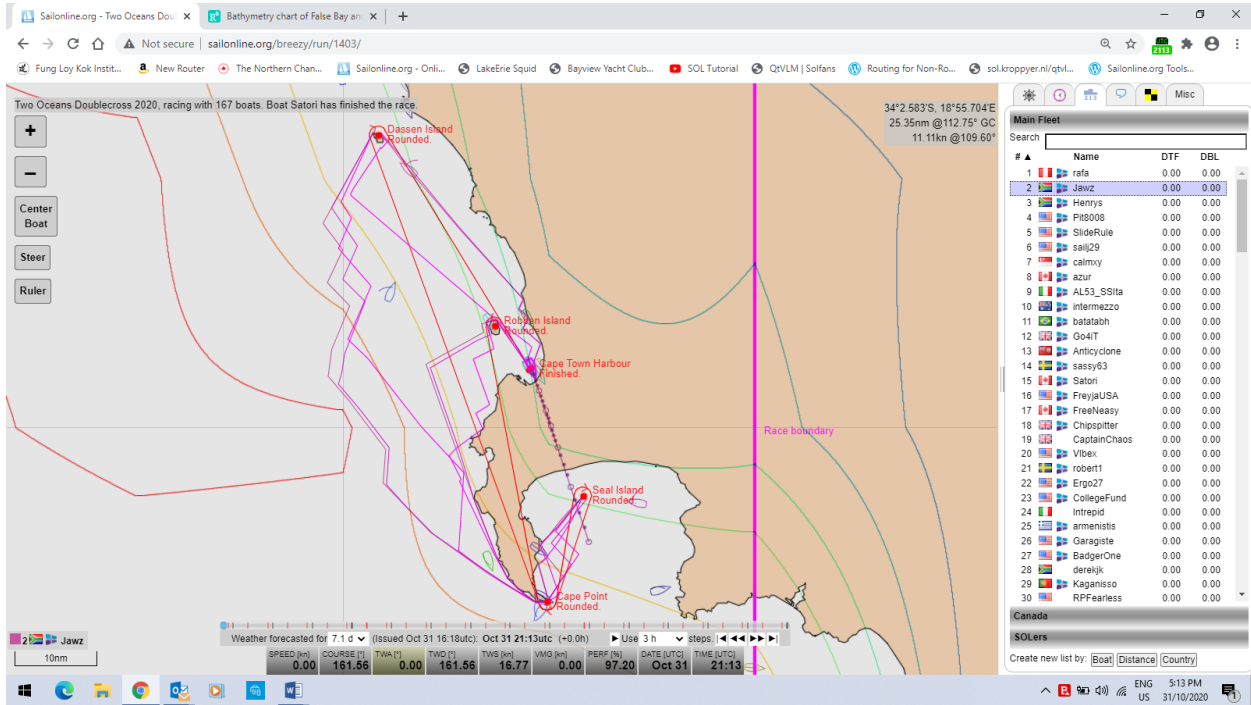
As you saw on the previous screen print the first three boats, **rafa**, **Jawz** and **Henrys**, with only a tenth of nm separating them, maintained these positions over the balance of the 95 nms of the Race.

Here is a Screen Print of the winning course of **rafa** in purple compared to **Satori's** course in magenta. The course down to Cape Point is what established **rafa's** position going into False Bay that was maintained for the rest of the race. One tack east from Robben Island and then one tack straight south down the coast of Cape Peninsula to Cape Point. **Satori** and many others were busy tacking our way down the coastline in lighter winds!

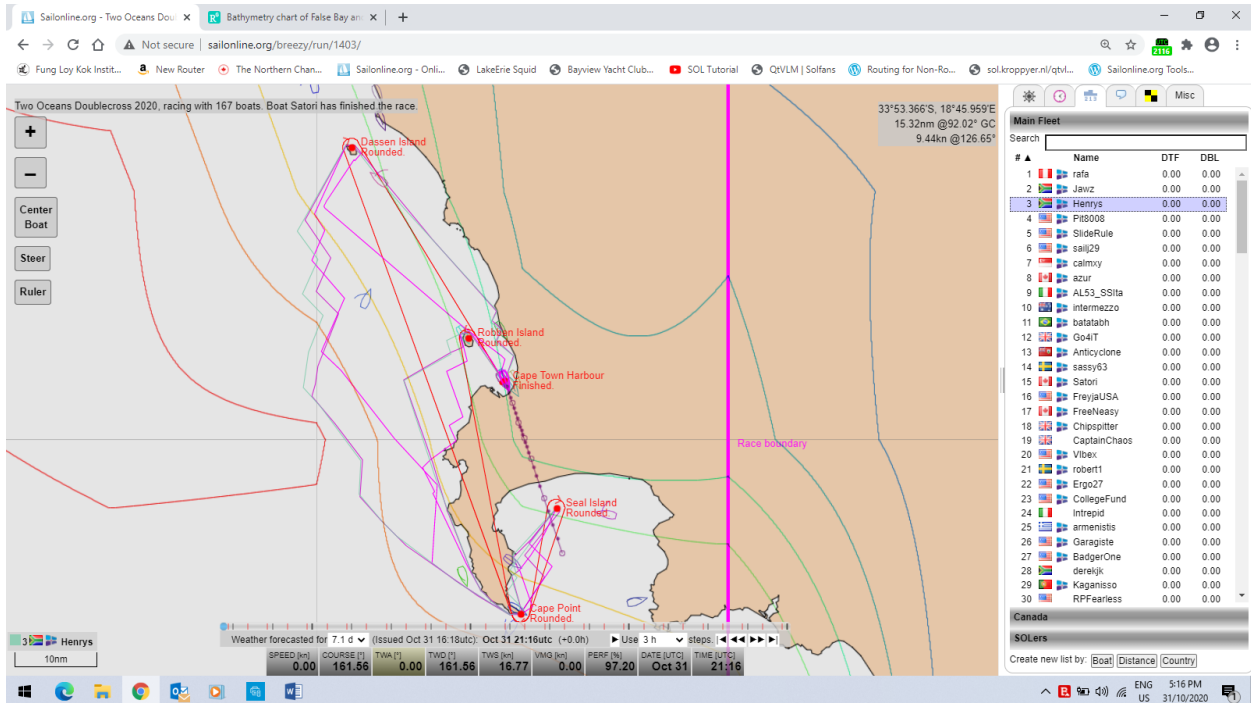


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Here is the course of 2nd Place **Jawz** compared to **rafa**. Almost the same!



Here is the course of 3rd Place **Henrys**, in light blue, compared to **rafa**. Again very similar.



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So all three of the winning boats sailed simpler courses in higher winds to the West and the Leg down to Cape South won the race for them and the Leg up to Dassen Island maintained it! Speed vs distance!

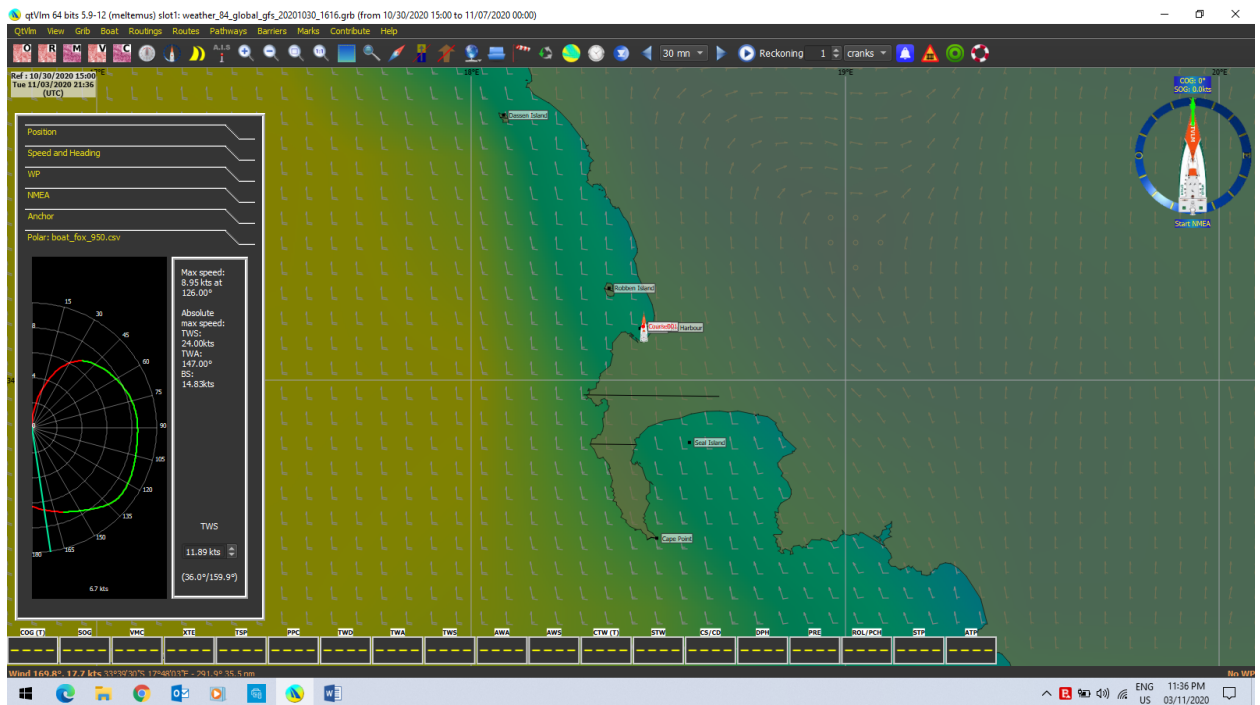
Using Qt

I am getting better at using Qt with generous advice from **booknhoot**, No. 1 in the SYC World Rankings.

I found this Race challenging when trying to create routings in Qt but I did have several breakthroughs after the Race spending hours experimenting using this race course and creating course after course using Barriers, Pathways and, in particular, moving the route off land after Simplification and Optimization. I always wondered why this happened when I had both Avoid Coasts and Barriers selected. I was advised and learned that the Optimization process ignores this setting selection. I am still finding it difficult to create a new POI on the Route, drag these sections of the Optimized Route off land and end up with a refined Route that will win races. Well I have some great news! Because Qt crashed six times while I was creating Barriers I shared the crash file dumps with Qt Support as expected by them. In that discussion I was informed that the next version of Qt will have fixed this Barrier flaw causing the crashes....AND *"the next version has an improved algorithm on all that, and the route is now able to avoid land and barriers on its own when optimizing and simplifying. No need for non-simplifiable POIs anymore!"* I am sure that this Qt improvement will be welcomed by all SOLers but especially those of us new to Qt. This skill may have been a competitive advantage for high ranking SOLers!

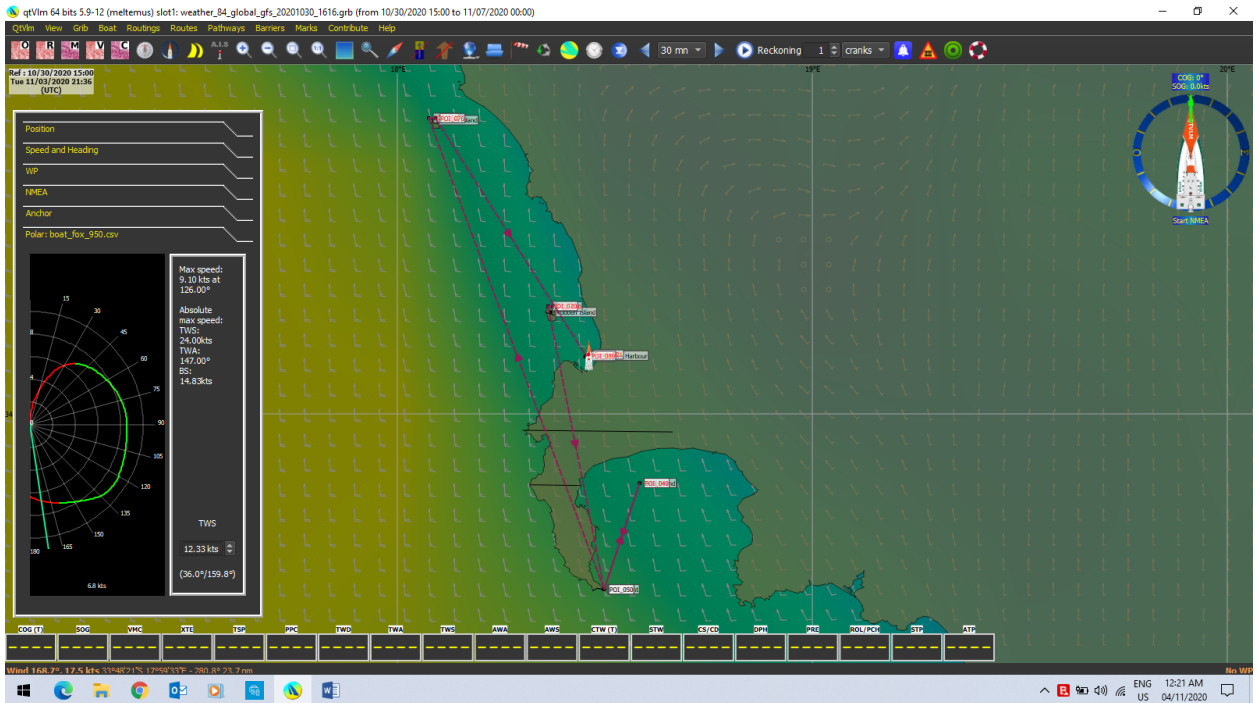
For those of us new to SOL and Qt I will summarize here the steps that I was going through in my post-race route creation experiment hoping that it may be useful for us beginners:-

- I created a Barrier Sets putting in one barrier at a time. One for the extremities of Robben Island. One for the extremities of Dassen Island. Two on Cape Peninsula, making sure one crossed the Ortho line between Dassen Island and Cape Point. One at Cape Point.

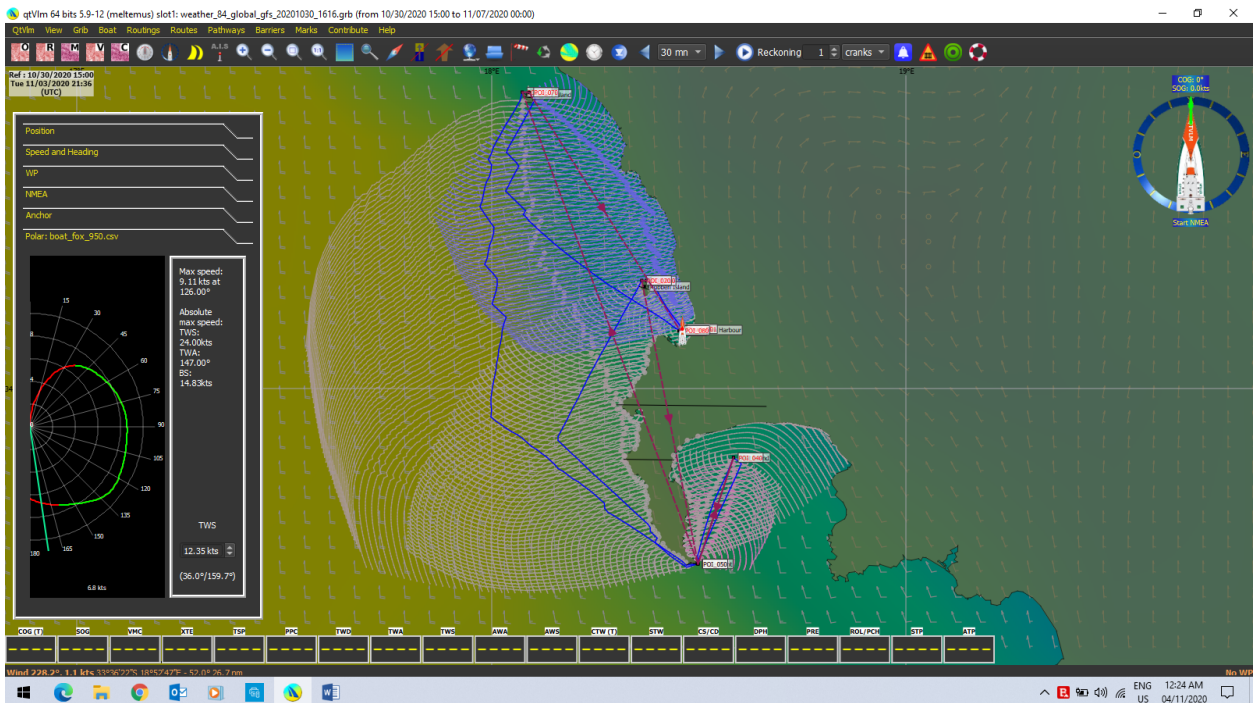


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- I then created a Pathway starting at the boat for the full race course using the Pathway Edit capability to append one POI at a time in high resolution at each location making each non-simplifiable (Robben Island, Cape Point, Seal Island, Cape Point, Dassen Island, Finish Line)
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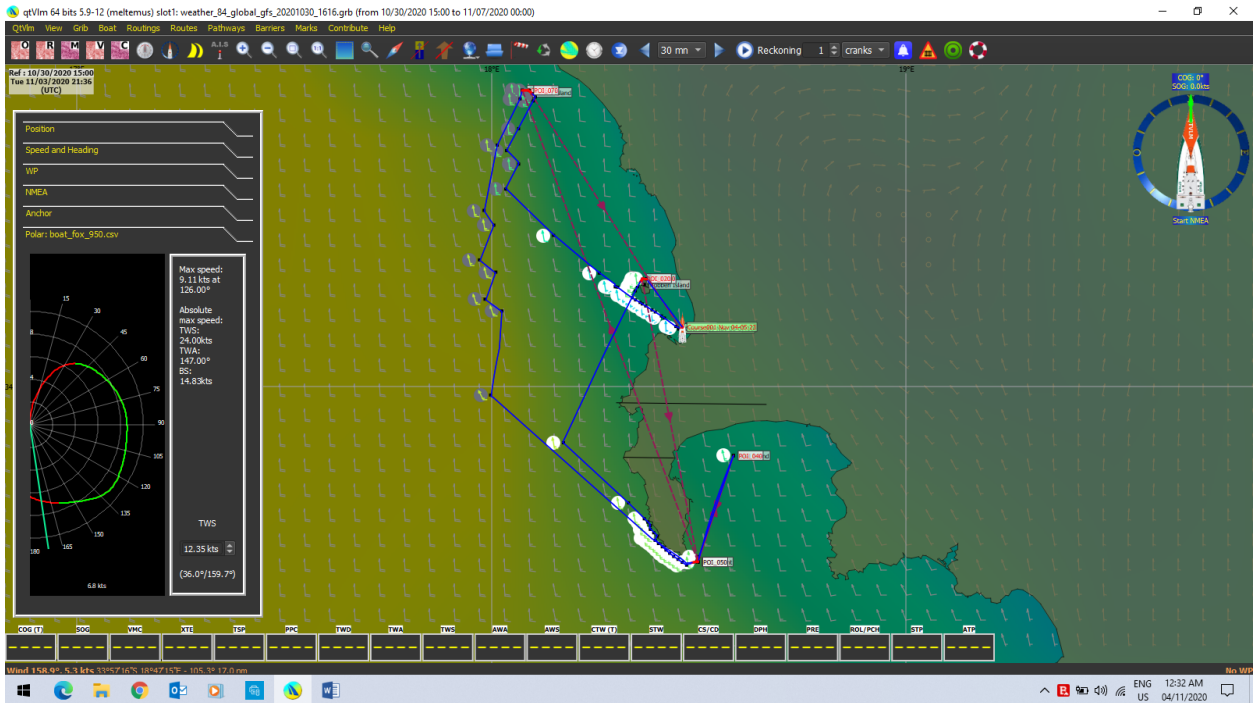


- I then created a routing using the Pathway with General Settings/Automatic Parameters turned off so that Isochron and Angular Settings are unlocked for your personal settings. I left Avoid Coasts and Barriers selected.
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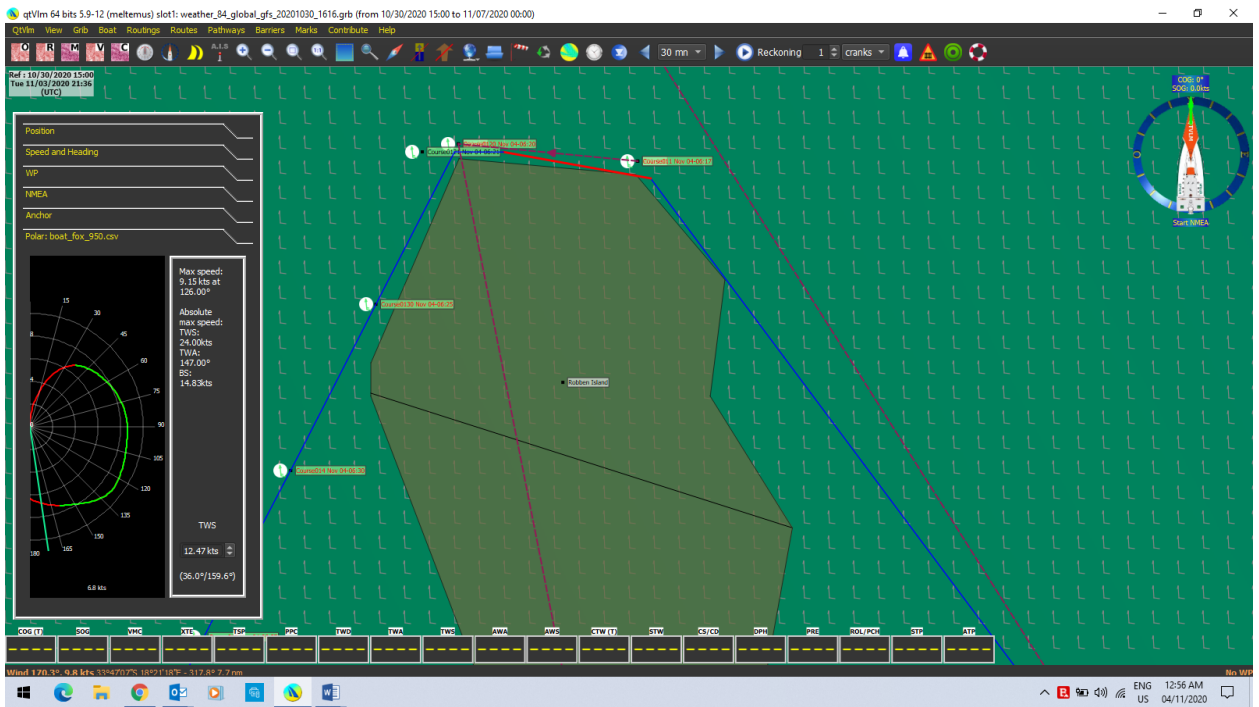
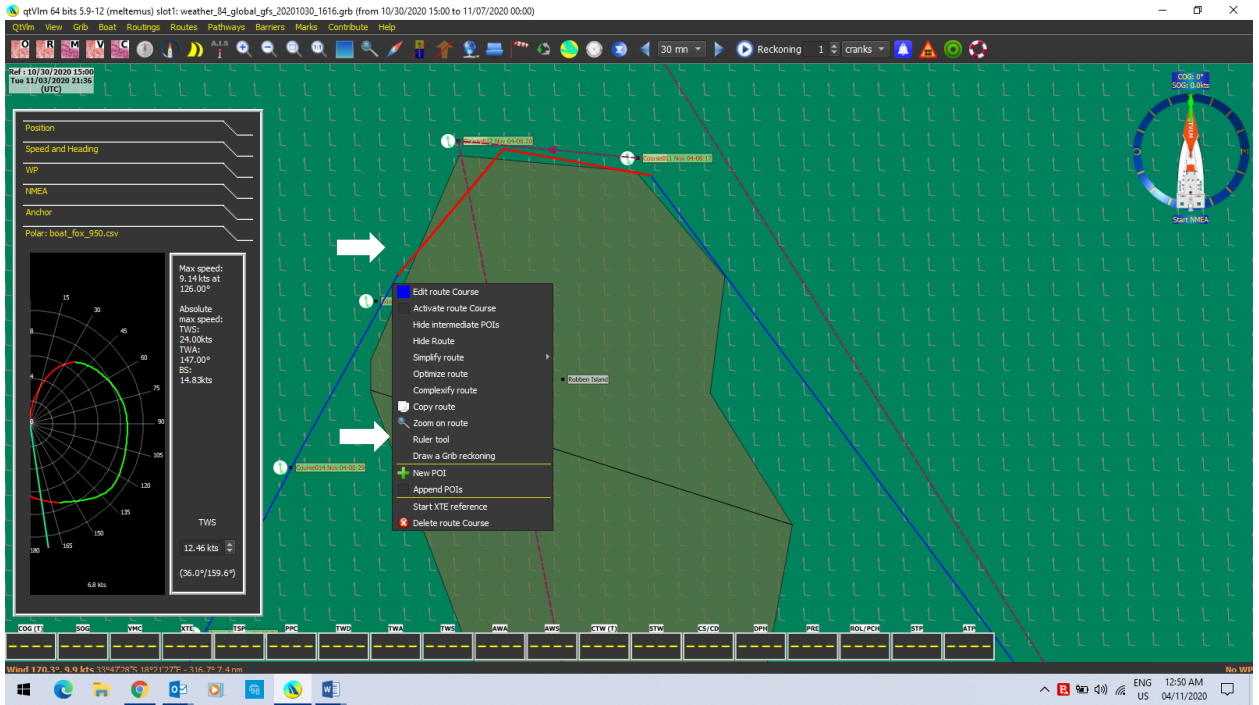
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- I then converted this routing to a Route and selected Apply Simplify/Optimum and then Optimize. You can see the Red portions of the Route going over land at Robben Island, Dassen Island and Cape Point because the Simplification/Optimization process ignores the Avoid Coasts and Barriers Settings. Apparently the next version of Qt will Avoid Coasts and Barriers in this process. In the meantime this is where I need improve my skill at capturing the Route and dragging it off the land by inserting a new POI.



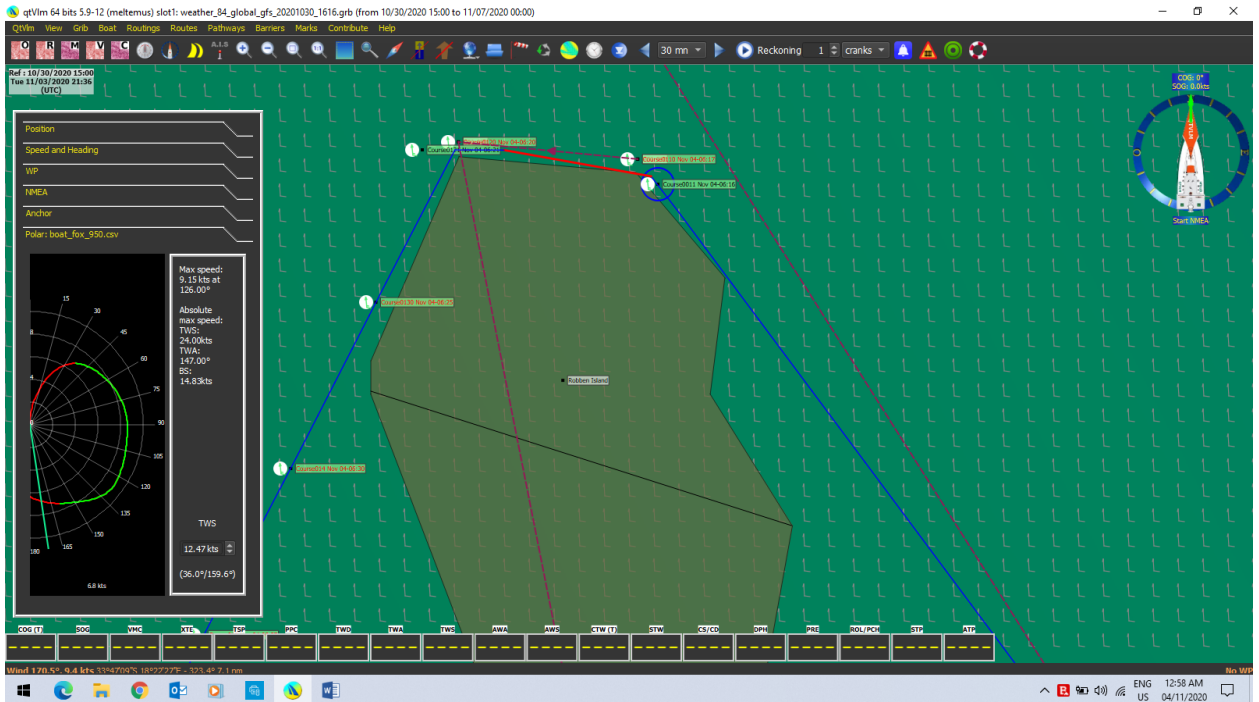
- Here is Robben Island in higher resolution showing the route crossing the Island with the intermediate POIs unhidden. Now the job is to move the Route off land by adding a POI on the Route by right clicking where you want the POI and selecting Add a POI (+), then moving it and dragging the Route out of land.

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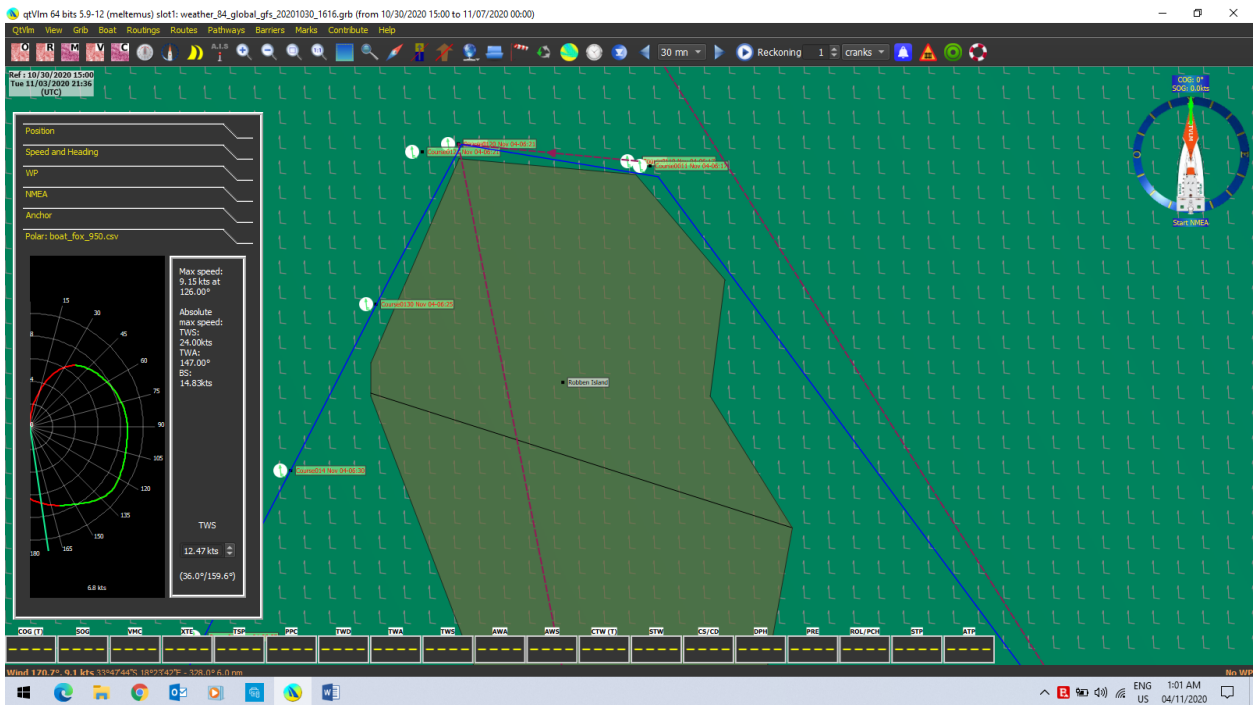


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- Here is an inserted POI on the east side before moving it.
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- Here is the modified Route around Robben Island with both of the added POIs being made non-simplifiable.
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- Now I had to alter the course in the same manner in each of the locations where it went over land. You can see that refinements can be made in the positioning of the inserted POIs in order to refine the Route along the north coast of Robben Island. I will be working at this!

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As I said above the great news is that the next version of Qt will eliminate this need since the Simplification/Optimization process will Avoid Coasts and Barriers.