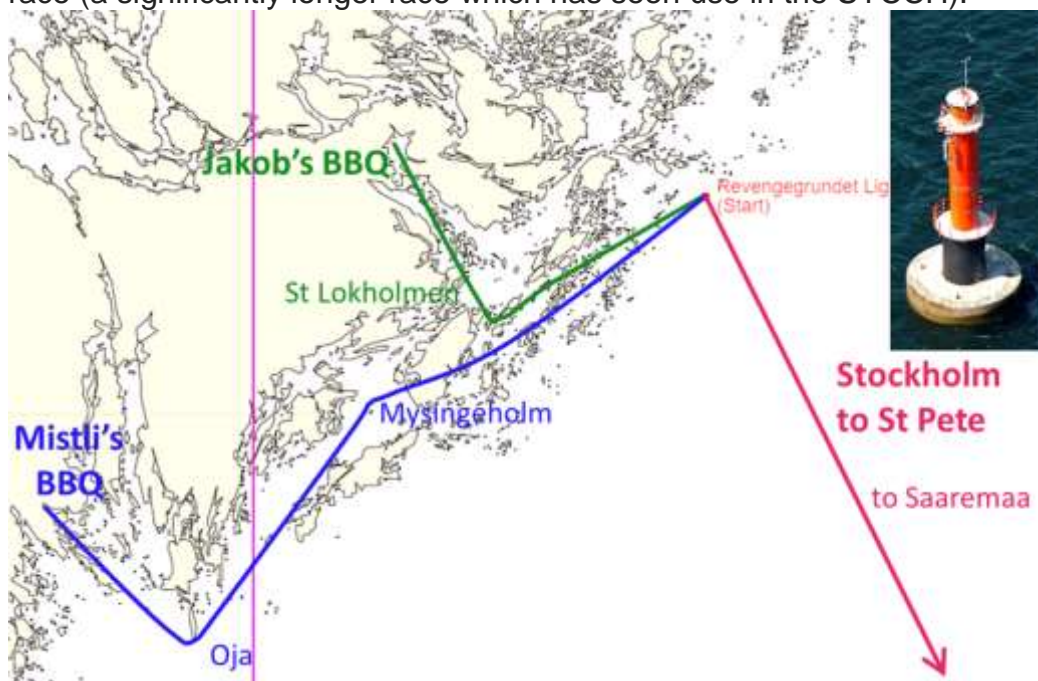


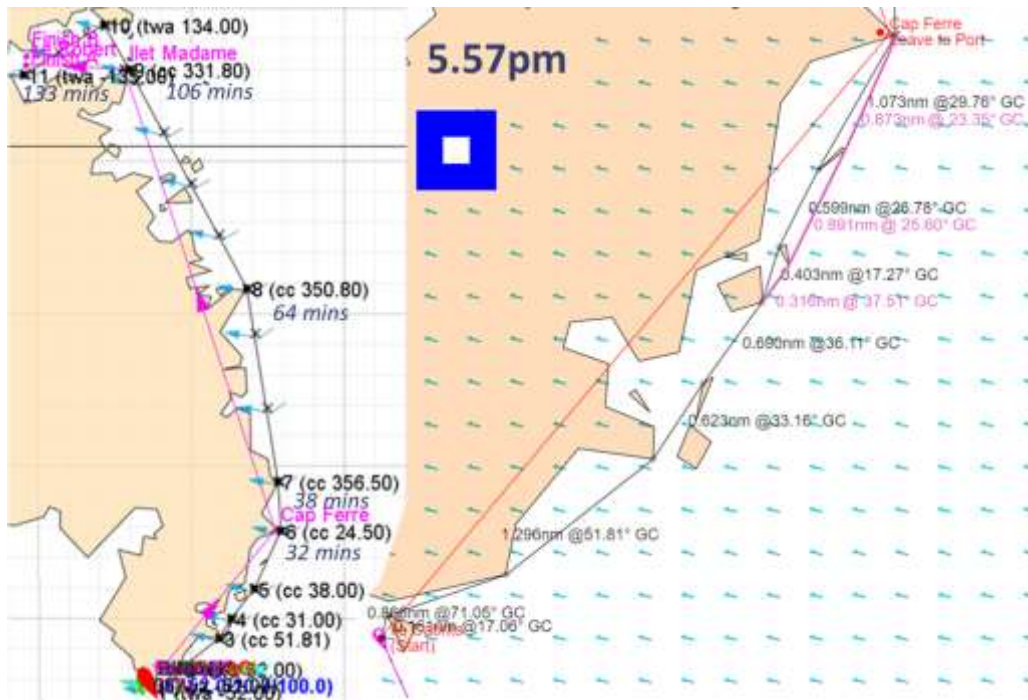
Jakob's Birthday BBQ Race 2021

Welcome to Jakob's BBQ! This sprint is held in honour of one of the SOL founders. When I first joined this race in 2019, I was thinking like "how am I possibly going to sail this course with all these islands in the way". Well, I have since learned how to do so.

Also starting from Revengegrundet Lighthouse is the Mistli BBQ (a similar kind of sprint in honour of Mistli, the other SOL founder) and the Stockholm to St Petersburg race (a significantly longer race which has seen use in the SYCCH).



Here, I would like to present to you the Martinique Sprint 2020 for comparison, with relatively open water to sail in:



Funnily enough, the time taken for the Martinique sprint 2020 was about the same as that of Jakob's BBQ this year from St Lokholmen to finish.

You may think that Jakob's BBQ is far more intimidating than that of the Martinique Sprint 2020. And that would be totally justified given its myriad SLIs. But they actually share a lot of common ground! Both races:

- Are sprints (meaning Practice Races really help out here)
- Are geometric with steady winds from the East
- Require precise rounding of a number of headlands and/or islands
- Have short sections where gybing (or possibly pinching) was required
- Have several decent length breaks (20+ mins) on their optimal routes

In fact, Jakob's BBQ is easier in a couple of ways:

- The Linjett polar is slower than that of the F18, meaning that performance loss incurred is less for each turn
- The Linjett polar also doesn't have the bumps and is able to sail closer to the wind than the F18, especially downwind

Obviously, in terms of DC-ability to the finish (disregarding time taken), it's easier to do in the Martinique Sprint. But we're mostly here to race competitively, aren't we? Taking the "easy" route often won't earn wins and podiums.

Setting DCs (other than the starting DC - setting this one is quite important) generally isn't very useful in these SLI-heavy races, since it is likely that one of the DCs will eventually fire slightly off the intended time, and in this instance usually means that DC or one of the next few would BBQ. However, plotting DCs (without sending them) is pretty useful. I plot each of the DCs on the headlands/islands that I intend to round on Kipper's AGL, then repeat for each of the paths that I considered a contender for

“optimal route”. This could also be done using the Dev version of the HTML client, but one must be mindful to remove the DCs before they actually fire in that case. Note that in my timelapse, the commands that I actually use differ slightly from the DC plot due to the difference in my exact boat position.

Plotting DCs also means you know where your 20+ min breaks are, in case you need to tend to other matters during the race. Although I would not recommend trying to catch a few Z's - this is what happened in the 2020 Jakob's BBQ:

Yes, I got incredibly lucky that the server jump happened to be timed just right for this to take place - see how other boats BBQ'd at the exact same spot where I had jumped.

Speaking of SLI-jumping, I'm sure everyone has had the experience where a server jump has landed just before the next headland to round (like 0.005nm or less). It may be tempting to send that next command immediately to save a couple of seconds from the overshoot. Of course, if unsuccessful then it would cost a minute or more to recover from the BBQ/missed mark including performance loss. By right, we shouldn't be intentionally SLI-jumping but in a race this tight, that 1 or 2 seconds saved could well equate to a better finishing position.

How to determine if an SLI-jump is likely to be “safe”:

- If it's a practice race, too bad - an SLI jump (or cutting a mark on regular max zoom), even accidental, will get you a 360° penalty and forfeiture of a possible Scow, if not outright DQ'd
- Otherwise, SLI-jumping is probably safer at “pointy” headlands. What I do is to mouse over the headland where I intend to make the turn (right exactly on the corner of that headland/island - extra zoom can help here) 2-3 minutes before the turn is due. Then I observe the size of the server jumps leading up to the headland/island. Since only the beginning and end of the server jump strictly needs to be in the water, I do a quick mental calculation to determine if this condition is met (has to be quick since this lasts for a single server jump). Obviously, if the next turn is going to be nearly parallel to land, then it's much harder to pull off.

With some luck by your side, you might just eke ahead of the pack and get the highly coveted podium. Happy Birthday Jakob!

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