SAN DIEGO ISLANDS

San Diego Islands was an interesting race. Whenever a race is very close, there are always some interesting things to be learned as you try to find a few seconds to move you from 3rd to a possible 1st or 2nd. The first three boats finished within 13 seconds and Dingo only finished 2 seconds ahead of SlideRule. The first 10 or 12 boats were within a single nautical mile as I recall. The top boats all did an outstanding job. Vida shot the line at the end and almost gave Dingo and me a shot at the race, but so hard to shoot the finish line with the server delay.

The first leg was surprising to see that many different solutions gave almost an identical time to the mark. It was one of those situations where there are offsetting factors that are nearly identical cost and benefit, shorter distance, more gradient, or better angle net to near zero difference. Normally one of these factors dominates and determines your routing and strategy. Because of the small incremental differences, mark roundings turned out to be important. The server delay margin accounted for the entire time difference between the top boats, and there were three mark roundings. If you were up to "live" jump the rounding you would have found your needed margin to win with all else equal.

I also noted that different settings in qt give better results depending on the situation and would give different solutions that needed to be evaluated. As I said at the beginning, a very close race can yield some excellent insights into how to improve your racing. I enjoy long races more, but I try to do some shorter races to refine some of my techniques!

<div style="text-align: right">SlideRule/March 2022</div>