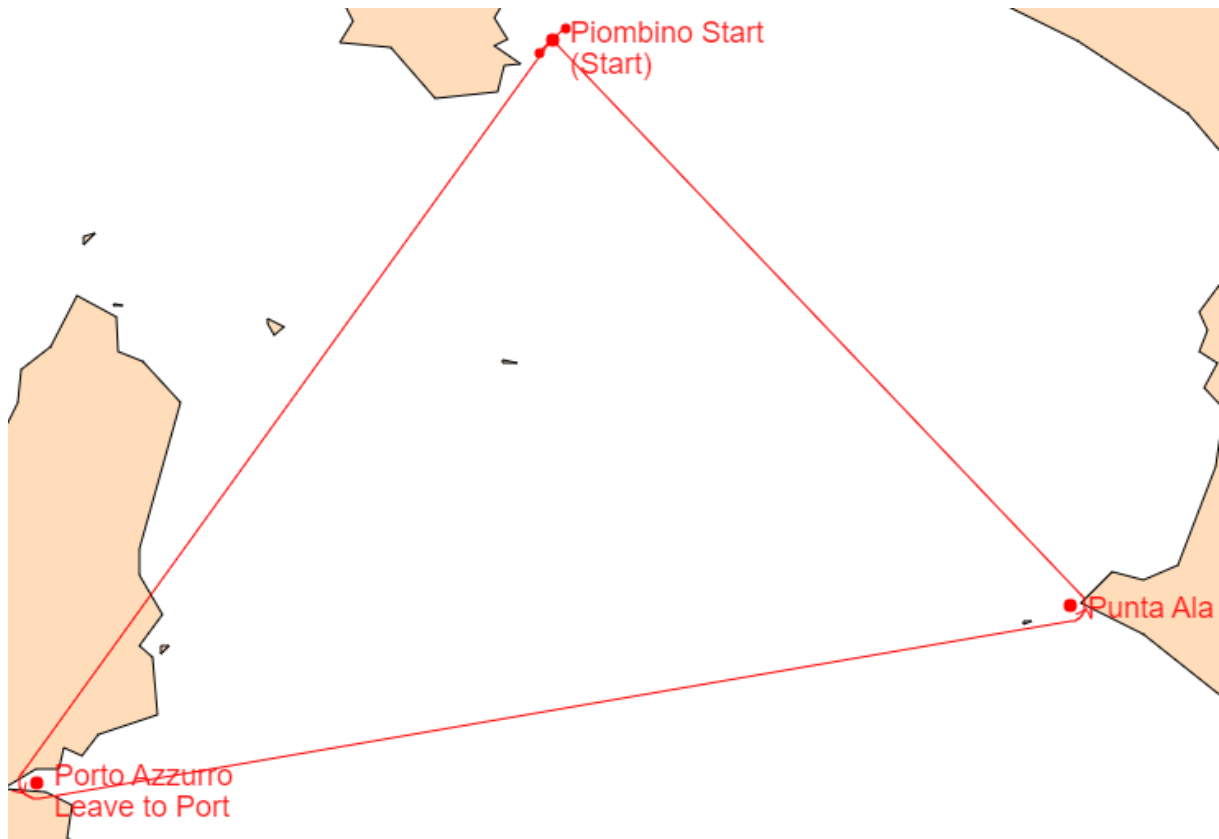


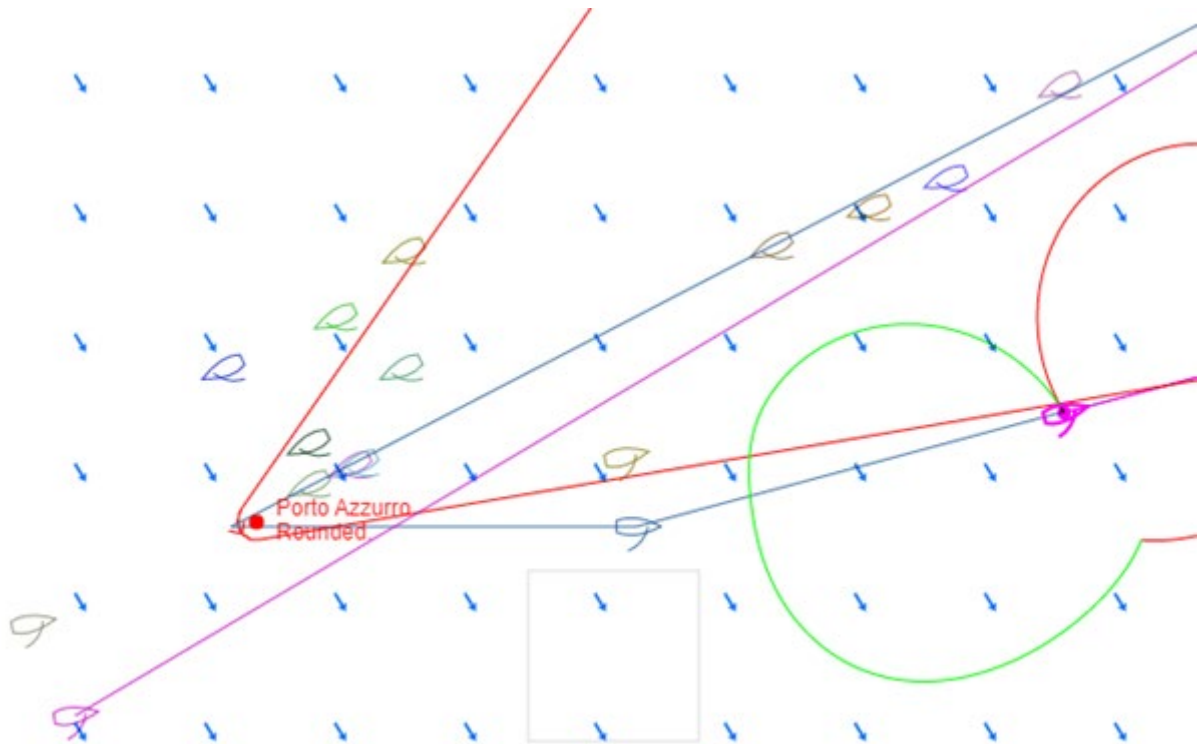
Elba Rendezvous report by calmxy

Just like the Agage 50, this race took place around a near-equilateral triangle.

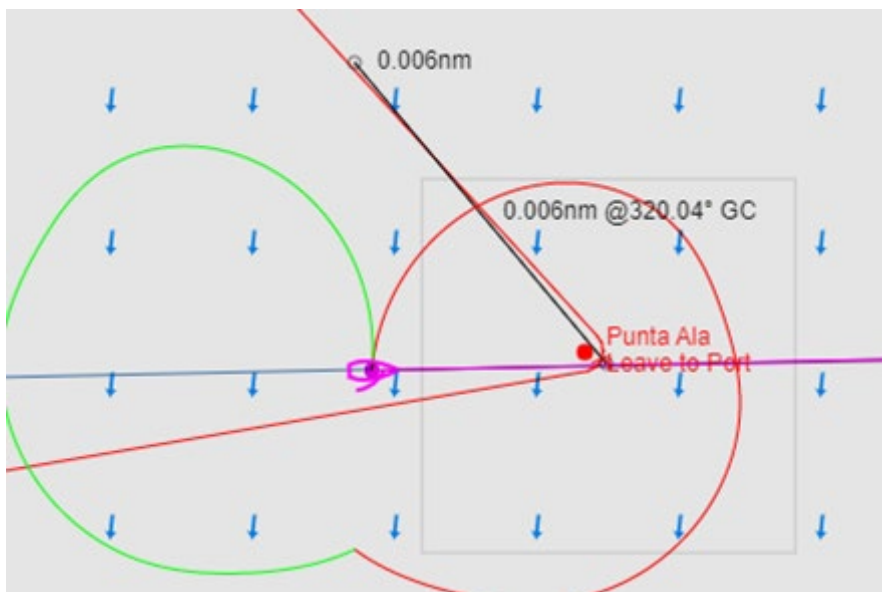


As we all know, good rounding of the triangle's corners is necessary to do well in this race. Well, there are actually two additional corners to be rounded, at Capo d'Arco and Punta dello Stendardo - the island of Elba protrudes over the rhumb line between Piombino and Porto Azzurro. While Porto Azzurro and Punta Ala were themselves close to land, it didn't really matter as an ideal rounding would want to keep even closer to the mark.

Getting a good rounding at Porto Azzurro and Punta Ala required some luck in addition to skill. For scale, the grey box in the next two images is the one around your cursor when using Extra Zoom.

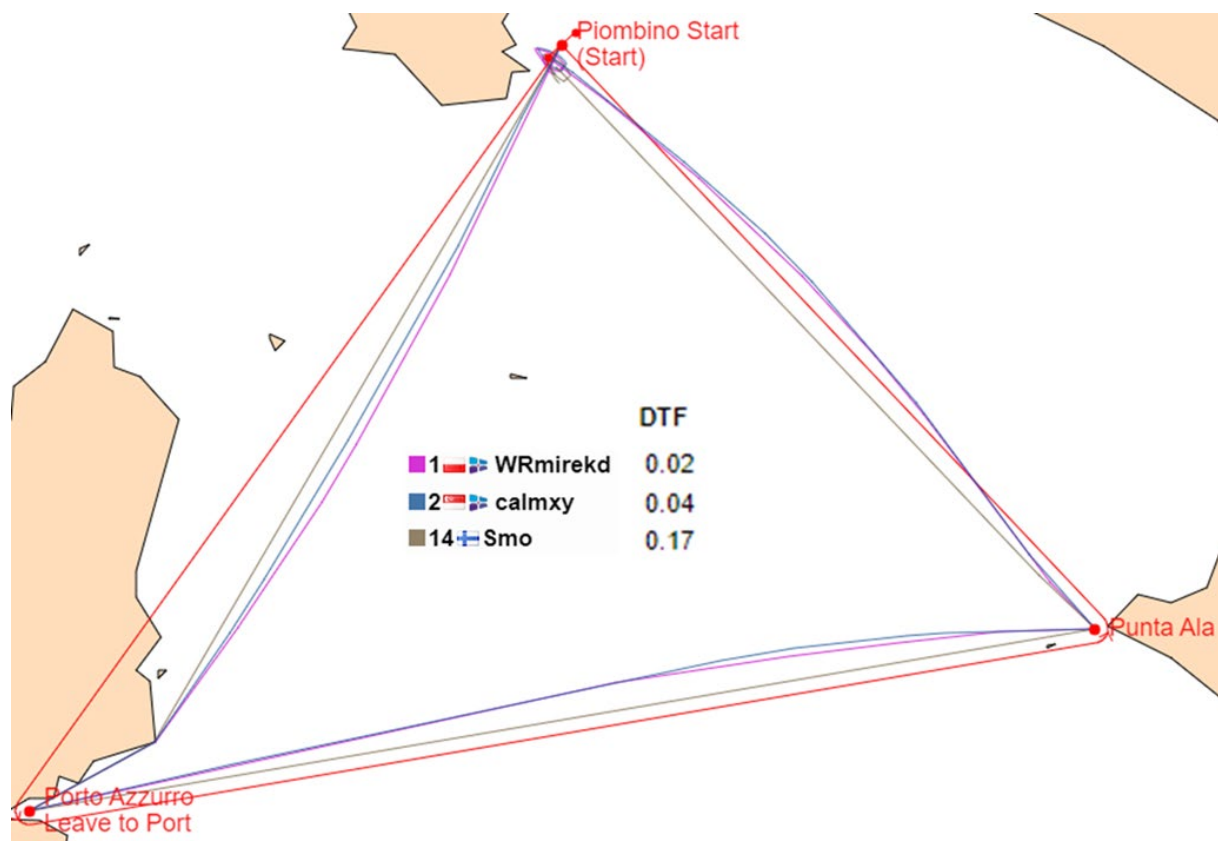


Given the location of the server jump at Porto Azzurro, I set a command of COG 90° for a single server jump and was able to round this corner incredibly tightly. Quick reflexes were required to quickly change the command and pull this off before the next server jump; going immediately for a command of COG 75° would have missed the mark. This saved nearly two server jumps' worth of time.



Alas, the same could not be said for my rounding of Punta Ala - there was no way of "improving" this rounding and I could only wait for another server jump to take place before making this particular tack.

The "straights" could be seen as the easier part of the race. After all, with a significant wind shift at around 2000 UTC as we were nearing Punta Ala, it meant that all parts of all three rhumb lines were in the optimal TWA range; a strategy that involved simply sailing the rhumb lines appeared completely viable (and would have been my strategy if not for Kipper's AGL). Indeed, this strategy was well executed by Smo.



But the same wind shifts (and wind gradients) meant that it was likely for some small tweaks to exist such that the time could be further improved upon. While this may be a mere couple of seconds in some races, this race offered a couple of minutes in time savings. By repeatedly tweaking the DCs in Kipper's AGL, I was able to find the balance between wind speed and wind shift that enabled me to shave 133 seconds off the 6.5 hour race and finish in second place, WRmirekd having done an even better job at this. At least I could sleep during most of these straights as the one server jump uncertainty of DCs was less relevant here, though I did have to wake up to take the upcoming corners with precision.

calmxy
May, 2022