

## Sail Around Turkey 2023 – report by “SlideRule”

I enjoyed the race despite the constant distraction and near miss at the finish. A close and competitive race is the most motivating and reveals the most new understanding. It was an interesting and difficult race that required error free consistency (not always my strong suit). At times I was thinking it wasn't worth the time investment, but I was committed and in the game so to speak. I can see still haven't quite mastered turns and server jumps, and in a race like this one that ends up being some significant time.

The course was very challenging and normal life and sleep was interrupted by immediate requirements. The boat was a very interesting choice against the course, although the last part of the race justified the idea of a foiler. The polar did not quite look like a true foiler to me with the "mode" changes in speed that you would expect at some threshold wind velocities and angles, and the top end boat speeds looked way too low. I think a true foiler polar would be very interesting to use in a race (research required). The wind speed boat speed limit was a factor at the end unique to this polar and seems consistent with a single handed IMOCA. I've been watching the Ocean Race with great interest and there are real limits to the durability of the boats and the crew (although maybe more related to sea state than wind or the combination).

Throughout the race I felt like I gained a couple key situational insights that were revealed by being so close together at times. The router does not perfectly mirror what happens in the SOL program and I need to process some of the ways to make incremental improvement on the routes with so many obstacles. Evaluating the tradeoffs between pressure, direction, and performance loss seem to be the key to success in these VMG situations. The router only approximates some of these tradeoffs and understanding the limitations and flaws in the "tools" is a key to success at the most competitive level.

Thanks for a great race!  
"SlideRule"

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