

## RYA eSailing Winter Club Championships – Guidance for clubs

### Key Information

- If your club wishes to enter the championship please register by 4<sup>th</sup> January [HERE](#)
- Your club will need to be an RYA Affiliated club
- On completion of your club championship please submit details of your club champion by 1<sup>st</sup> February, this form will be sent to participating clubs in January and available at: <https://www.rya.org.uk/Pages/virtual-regatta.aspx>
- Both the club and sailor will be contacted by the RYA with details of the regional final.
- Details on how to run custom races for you club can be found at: <https://www.rya.org.uk/Pages/virtual-regatta.aspx>
- Try to run your racing at 'non-peak' times to avoid lag within the game.
- For further information email: [esailing@rya.org.uk](mailto:esailing@rya.org.uk)

### An overview of running your club championships

It is completely up to the competing club how they run their own championships however we would recommend one of the two formats:

**Format 1: As part of a Winter Series (preferred format)**

**Format 2: One off Event**

- If using '**Format 1**' the club championship should be run over a set number of weeks. We recommend running over at least 4 weeks; this includes 4 races a week with 1 discard per week.
- If using '**Format 2**' the club championship is to be made up of 6 races with 1 discard.
- There is no feature for running a series on the game, so this will need to be done manually and externally (using an external results spreadsheet or scoring software) and by photographing or taking a 'screen shot' of the results.
- When setting up a custom race you will become one of the competitors and included in the maximum of 20
- The equipment to be used in the club championship is at the discretion of the club organizer.
- If using '**Format 1**' for clubs with more than 20 competing sailors you will be required to run in split fleets and either combine the results or run a final to decide your winner at the end of the series.
- If using '**Format 2**' for clubs with more than 20 competing sailors you will be required to run qualifying rounds.
- Only one sailor from a club can be put forward to the regional final. If the overall winner cannot make the regional final the club can then select the runner up to take the place. This pattern can continue down the fleet in the unlikely event it is needed.

### Competitor entries

To collect entries for your club championships, we advise using either an online form or a spreadsheet which is sent out to your members. Some clubs have used online tools such as google docs to make it easier for sailors to view the spreadsheet. Key information that you will need to capture includes:-

	Competitor	VR Username	Usual Boat Colour & Design	Email Address	Phone Number	Group
1						
2						

\*The boat colour & design is not essential however it will help all competitors & spectators know who's who on the race course.

\*The group column is for the race organiser (RO) to use if you need to run qualifying rounds (does not need to be completed by the competitor).

### **Qualifying round Information (if applicable):**

If you get more than 20 competitors (including the RO) you will need to run a qualifying round or flights. Either in a grouped round robin or knock out competition.

A simple and easy way to group competitors is to use your entry spreadsheet to allocate all competitors a number and then use an online number generator to allocate them into a group.

The number of groups should be the number of entries divided by 20 (the total number of competitors per race), rounded up.

You will need to factor in that one person per fleet will need to use the club VIP account to run the race. They shall be known as the Race Organiser (RO). You can either allocate one person from each fleet to use the club login and become the Race Organiser (RO), or decide to use fleets of 19 and for the Club Organiser to compete in the races but try and stay out of the way of the racing they are not competing in and come last.

We would recommend clubs appointing a 'Race Organiser' within each fleet (perhaps at random).

You would need to share the club's VIP account details with any appointed ROs.

Once the groups have completed racing, all results will need to be inserted into an overall spreadsheet and either a maximum of 20 can be selected for the final or a winner declared from the overall series.

If the Club VIP account holder is participating in all groups you would need to apply the following: -

Up to 20 Competitors	No qualifying needed
21 to 39 Competitions	2 groups with the top 20 from across both groups qualifying for the final
40 to 58 Competitors	3 groups with the top 20 from across all groups qualifying for the final
59 to 77 Competitors	4 groups with the top 20 from across all groups qualifying for the final

With a different RO for each round the numbers qualifying would be (assuming a finalist could also act as RO):

Up to 20 Competitors	No qualifying needed
21 to 40 Competitions	2 groups with the top 20 from across both groups qualifying for the final
41 to 60 Competitors	3 groups with the top 20 from across all groups qualifying for the final
61 to 80 Competitors	4 groups with the top 20 from across all groups qualifying for the final

## **Final:**

You may choose your champion from the overall series or qualifying results however; a final would be a great way to end the winter series and decide the winner. This could be made available to your members to watch.

## **Collecting the results:**

The custom race feature on VR does not store the results, therefore the appointed RO will need to take a screenshot of the full results after each race and then record them manually on a results spreadsheet or in a scoring software in a similar way to how many of you run normal club racing.

***Recommended*** – appoint an assistant within each race who will also take a screenshot of the results as a backup for if you are kicked out of the game or unable to see the results for any reason (e.g. if you are DSQ in a race).

## **Communication:**

In order to communicate with all competitors, we would recommend setting up a messenger group for the competitors to communicate key information like race codes. Popular systems seem to be WhatsApp, Facebook Messenger or Discord, however many other systems exist.

Some clubs are also using conference calling as a way to improve interaction during the game, again many systems exist however applications such as Zoom, Goto meeting or Skype appear to be popular with clubs.

## **Top Tips for you sailors:**

- Ensure you have a good Wi-Fi connection, so you may want to ban other family members from using too much of your home Wi-Fi during races!
- If you are playing on a phone ensure the phone is in airplane mode and do not disturb to avoid any phone calls coming through during the game and kicking you out.