

Race details

Classe IMER

Détails

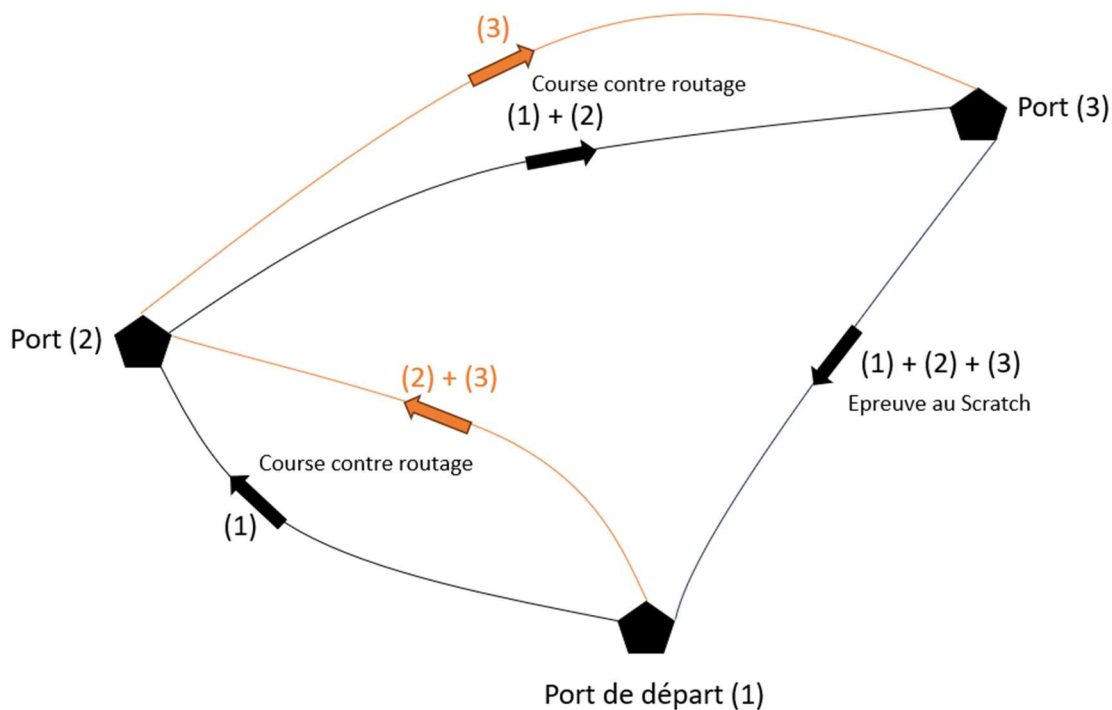


Figure 1 race principle

Crews can start from one of the three ports at their convenience.

1st Stage: Departure from the starting port (1) with competitors from port (1) heading towards port (2).

2eme étape : Departure from port (2) towards port (3). Competitors from port (2) are added here, making it 1 + 2.

3eme étape : Departure from port (3) towards port (1). Competitors from port (3) are added here, making it 1 + 2 + 3.

4eme étape : Competitors from port (1) who have completed their lap stop. Competitors (2) + (3) continue.

5eme étape : Competitors from port (2) who have completed their lap stop. Competitors (3) continue to finish in their starting port.

Stopovers allow for crew changes. The duration of this race is significant, and the rotation allows everyone to sail. Thus, your team can consist of multiple sailors. The class wishes to highlight the teams through their boat. Therefore, only the boat is ranked. You can all push your boat towards victory.

Race Specifics

You may have noticed that there will be two passages on certain sections. It is not possible to use standard scratch rules on these sections, as the weather will never be identical. To balance the competitors on these race sections, you will all be measured against the same routing, communicated by the class. The rating text provides the polar diagram that will be used to calculate the routing. Thus, you must be faster than this polar diagram and at least as performant as the routing to claim the maximum points. Whether beating for some or reaching for others, you will compete against a time given on the very morning of the race. The sum of the points over the lap will determine the winning teams.