



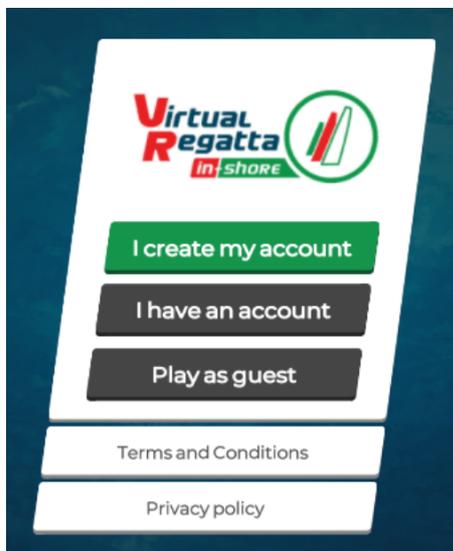
Poole Yacht Club eSeries

Instructions

Below are the steps to follow for setting up an account with Virtual Regatta and joining the PYC eSeries races.

1. Setting up an account

Download the 'VR Inshore' app or go to <https://www.virtualregatta.com/en/inshore-game/> and wait

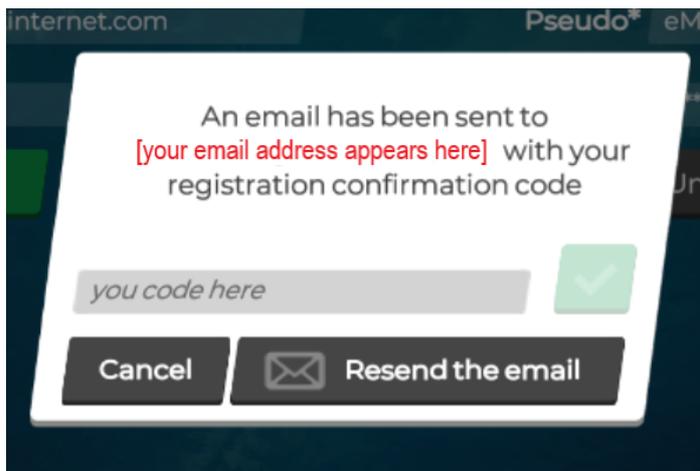


for the programme to load (it takes a few seconds). You should then see the below:

Click on 'I create my account' and you should see the below. Enter your details, tick the Ts & Cs box and hit the green tick (the pseudo is the nickname you will race under):



Check your email inbox, enter the code sent to you by Virtual Regatta and hit the green tick:

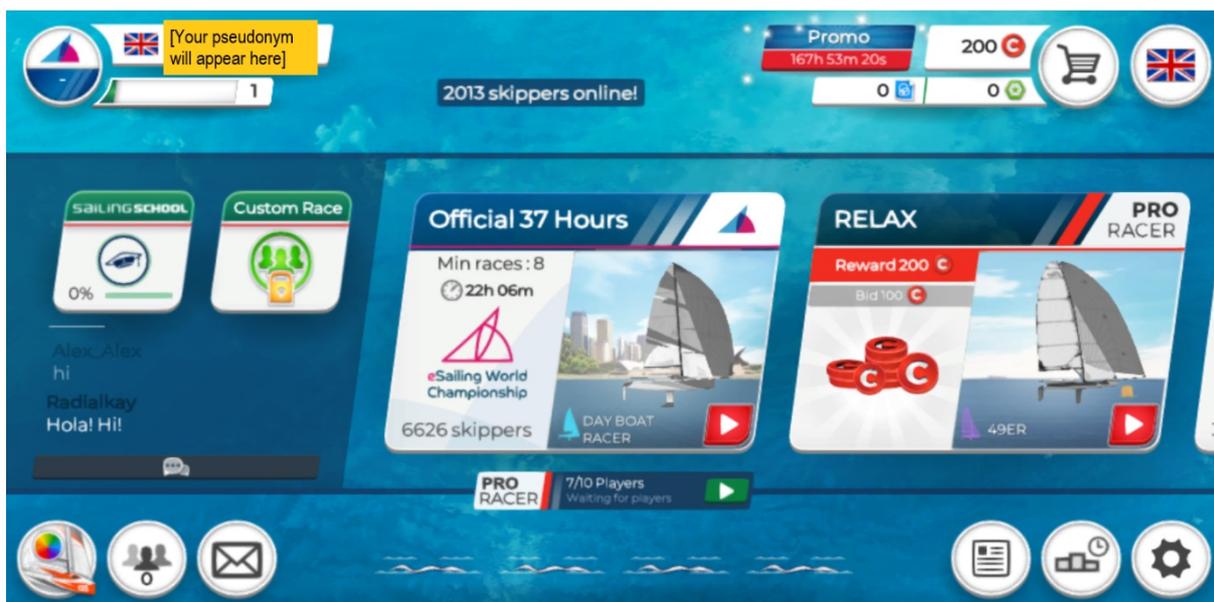


That's it! If you see any 'promo cans' pop up feel free to click on them. If you see any pop-ups about paying for tokens or subscribing please ignore them.

When you see a screen with an arrow (below) in the top left corner click on it:



This is the home button and will take you to the main menu. Do not use your usual browser buttons to move to previous/next pages. This is also what you should see next time you open Virtual Regatta (you may have to select 'I have an account' and log in if your computer doesn't remember you):



Note: you do not need to buy any tokens or take out any subscriptions to take place in the PYC eSeries races.



2. Getting started

Sailing a boat using Virtual Regatta is very simple and there are only a few controls you need to use.

- Left button on your keyboard moves the boat left, right button moves it right.
- Hold down the space bar on your keyboard to let the sails flap (i.e. to slow down the boat).
- Press 't' on your keyboard to tack/gybe.
- Press 'Tab' to hoist/lower the spinnaker (which takes a few seconds). Note that not all boats have a spinnaker.

You can also use the below buttons that may appear at the bottom of the screen (some only appear when racing). Press on them to tack/gybe, let the sails flap and hoist/lower the spinnaker.



Like a real boat the controls are sensitive to boat speed and wind direction. Ram the boat hard left or hard right and you will go round in circles. You can't capsize but you can go head to wind and stall.

If you haven't used Virtual Regatta before, you can access the online training by clicking on 'SAILING SCHOOL':



This short course will take you through the basic controls and allow you to practice steering the boat around a course.

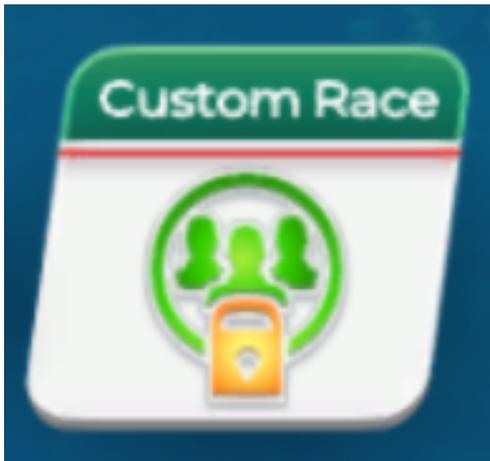
Don't worry, it's a lot easier than sailing a real boat and you will soon get the hang of it. You can go back to the sailing school and refresh your training as often as you wish. The more you practice the better you will get.



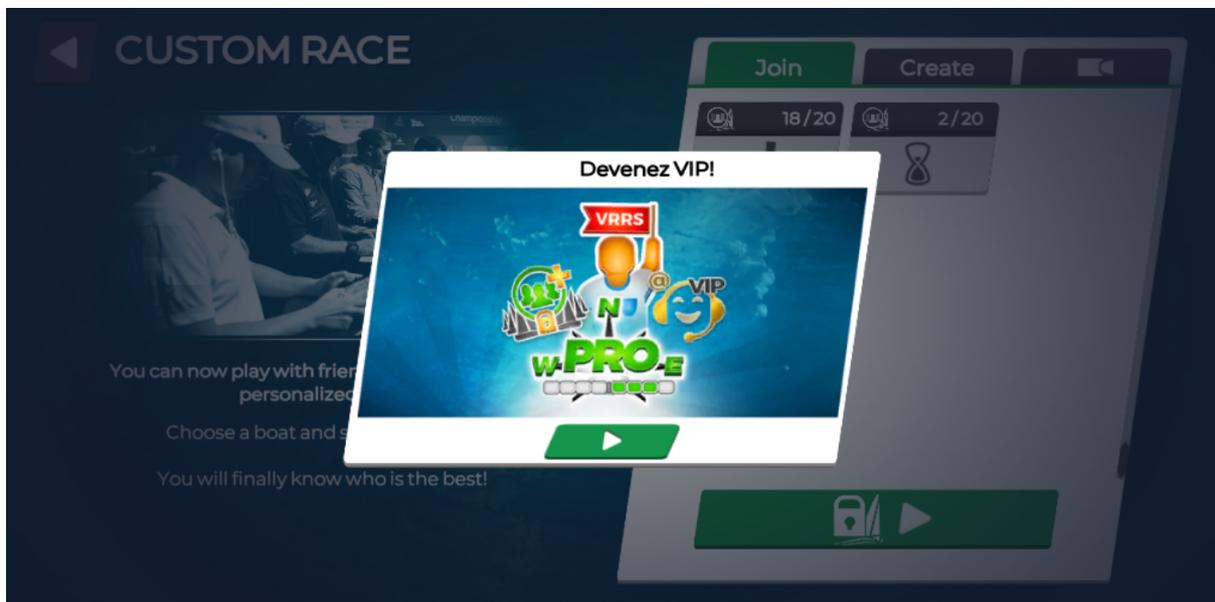
3. PYC eSeries

We will advertise when races are taking place through email, Facebook. To enter a race you must email us in advance at socialmedia@pooleyc.co.uk with your Virtual Regatta pseudonym (top left of your home page) and tell us which races you want to join. There is a maximum of 20 sailors per race.

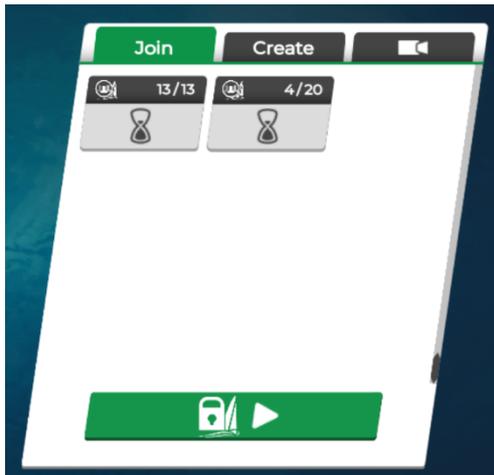
On the day of the race we will email you with an access code to join that day's racing. About 10 mins before your first scheduled race open Virtual Regatta on your computer (you may have to log in if your computer doesn't remember you). When the home screen appears click on 'Custom Race':



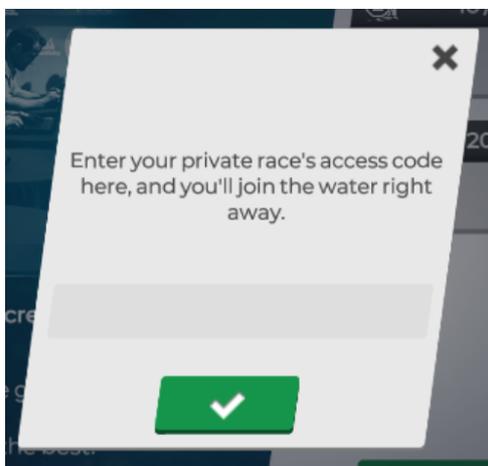
Ignore the pop-up box and click the green 'Join' tab in the background:



Click the big green button at the bottom with the padlock and arrow:



Enter the access code we have sent you for that day's racing in the grey box and hit the green tick.



Depending on how we have set up the race (we will keep it simple to start with) before joining each race you may be given the option of selecting certain race 'helps' which give you extra information during the race. None of these are necessary to take part in the race, so it is up to you whether you want any of them or not. To select some of them you may have to use the green tokens in the top right corner of your home screen. You can get green tokens by trading in the red tokens you win in races or by taking part in training. **We do not suggest you purchase any red tokens for real money!**

Check you have your computer's sound turned on or you won't hear the start sequence.

The Race Officer will open the race around 10 mins before the scheduled race and you must be logged in and on the race course before the scheduled time. The system automatically blocks entrants who join too late after the start time to race. If that happens, just join your next scheduled race.

Once you are on the race course have a sail around while waiting for the other competitors to join. The start sequence for the race will begin at or shortly after the scheduled time. Note that the start sequence is shorter than usual. Once the start sequence begins you must remain behind the start line before the start of the race or you will be penalised.

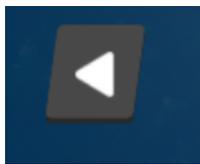


The course is displayed in the top left corner of the screen and once the race starts the next mark to aim for will appear as a vertical column of light. When you approach the mark arrows will show you which way round to pass it. Note that some marks are gates, so you can pass round either mark (always follow the arrows).

A live score board will appear down the side once the race begins. Sailing rules apply and if you are deemed to be in the wrong your boat will be slowed down for approximately 12 seconds. There is no need to do turns, just keep sailing. Sorry, there are no protests or appeals in eSailing!

Results will be displayed at the end of each race. The Race Officer will endeavour to record them so we can produce results proper for the eSeries. It would help if you can make a note of your own results as well.

To finish and go to the next race click the arrow in the top left of the screen:



If you are awarded a 'can' at the end of a race open it to obtain the tokens you have won. Cans may appear as pop-ups or at the bottom of your home page.

Good luck and happy sailing!

P.S. Apparently you can download an app for your smartphone or tablet if you prefer.

