

**Play Against the Wind****Boats:**

Welcome on Board:

Welcome to 'Play Against the Wind' - Boats parade: auto repeat

Select your boat:

Optimist
 Laser
 Finn
 420er
 470er
 Korsar
 Kielzugvogel
 Schwertzugvogel
 H-Boat
 29er
 49er
 Johnstone J / 70
 Fareast 31 R
 Transpac TP 52

Speed:

Optimist
 420er
 J / 70
 Downwind 29er
 Downwind 49er
 Downwind J / 70
 Downwind Maxi Yacht TP 52

Demo:

First Steps:

Upwind
 Downwind
 Knowing the 1x1 of winds basics
 Fine steering against the Wind 2x2

SLALOM SAILING - endless fun:

Slalom - 8 Buoys - auto repeat
 Slalom - New Olympic format (in discussion)

Play Against the Wind:

Holiday Island - Autopilot 1 player
 Magic Island - Autopilot 1 player
 Stormy Weather - Autopilot 1 player

Tips:

Line sight
 Sail the longer tack first

Concept:

A Game Against the Wind

Video show (auto repeat):

Wind 4x4 - Game modus: auto repeat

Tips Wind:

The Wind:

Oscillating breeze
 Shifting persitently

Start line:

Line sight

Wind oscillating:

Pick a median
 Tack on median
 Jibe on the lifts
 Stay near the middle

Wind shifts:

Sail for shifts
 Sail fast
 Use the '10 to 25' rule

Puffs and lulls:

Head for puffs downwind
 Head up in lulls

Rules of Thumbs steering:

Covering
 Avoid laylines and corners
 Away from shifts
 Tack on Headers
 Sail the longer tack first



Impressum:	Speed:	Go fast first, then point	
	Fleet tactic:	Protect left	
	Reaching:	Go rhumbline	
	Finish line:	Shoot finish	
	Concept:	Idea Regattasimulation Technical Concept	
	Design:	Programs and website	
	Advice:	A game against the Wind Boat Against Boat Sailboat racing Coach's Toolbox	
	Coaches:	Trainer - Coaches	
	Copyright:	Comments and Drawings Translators Voices Tactical Sailing	
	Licence:	Law and order	
	Help:	Getting started:	Main-Menu and Stop and Start/Pause Program Start or Pause and Stop Cockpit and Instruments Keyboard shortcuts for the boat
		Tips:	Video, Sound und Text
		Game Modus:	Game Modus Wind 1x1 to 8x8 Rules of the game Racing
		Boats:	Your boat Autopilot ON Autopilot OFF Sparring partner
Cockpit:		Tack and Jibe Luff up and Bear away Steering around Steering by wheel Steering by compass Compass and Log	
Wind:		Wind display Wind	
Version:		Tactical Sailing Program	
Service: Reset options:		Program settings	
Change game area:		End the program you would like to change	
Rules of games:		Rules of the Game <Against the Wind>	

**Games:**

Play Against the Wind:

- Knowing the 1x1 - Game modus basic
- Wind 2x2 - Game modus easy
- Wind 3x3 - Game modus medium
- Wind 4x4 - Game modus medium
- Wind 5x5 - Game modus difficult
- Wind 6x6 - Game modus difficult
- Wind 7x7 - Game modus very difficult
- Wind 8x8 - Game modus very complex
- Wind 8x8 Tiles - Game modus extrem komplex
- Wind 8x8 - Gusts - Masters Race

Olympic Races:

- Olympic Triangle
- Olympic Trapeze
- Slalom - New Olympic format (in discussion)

London to Rio 2016: Belcher&Ryan:

- Gold Coast Race - Level 3
- Sydney-Perth-Hobart - Level 4

Racing 29/49 Skiff:

- 29er Up and down
- 49er Up and down

Island of Mallorca:

- Pollensa - Light Breeze
- Pollensa Racing Cup 6x6
- Cap de Formentor 8x8

Lake Garda:

- Vento - North - Trapeze course

Turbulent Winds - 30° 40° 50°:

- Turbo Wind 30° - Randomly oscillating
- Turbo Wind 40° - Randomly oscillating
- Turbo Wind 50° - Randomly oscillating

SLALOM SAILING - endless fun:

- Slalom - 3 Buoys
- Slalom - 4 Buoys
- Slalom - 8 Buoys
- Slalom - 16 Buoys
- Slalom - 24 Buoys
- Slalom - 32 Buoys
- Slalom - New Olympic format (in discussion)



Boat Against Boat

Boats:

Welcome on Board:

Welcome to 'Boat Against Boat'

Select your boat:

- Opti
- Laser
- Finn
- 420er
- 470er
- Korsar
- Kielzugvogel
- Schwertzugvogel
- H-Boat
- 29er
- 49er
- Johnstone J / 70
- Fareast 31 R
- Transpac TP 52

Impressum:

Concept:

Idea Regattasimulation
Technical Concept

Design:

Programs and website

Advice:

A game against the Wind
Boat Against Boat
Sailboat racing
Coach's Toolbox

Coaches:

Trainer - Coaches

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Comments and Drawings
Translators
Voices
Tactical Sailing

Licence:

Law and order

Help:

Getting started:

Main-Menu and Stop and Start/Pause
Program Start or Pause and Stop
Cockpits and Instruments
Keyboard shortcuts for Boat Against Boat

Cockpit:

Steering by wheel
Steering by compass
Compass and Log
Velocity Made Good (VMG)
Count down - Timer
Wind display
Protest account

Tips:

Animation und Text

Game Modus:

Game Modus Wind 1x1 to 8x8
Match Race
Fleet Race
Racing

Boats:

Skipper of boat 1 right
Skipper of boat 2 left
Keyboard shortcuts for Boat Against Boat

Coach's Toolbox:

Starting
Tactical targets

Wind:

Wind
Wind display

Version:

Tactical Sailing Program



Demo:	Service: Reset options:	Program settings	
	Change game area:	End the program you would like to change	
	First Steps:	First Step: How to control two boats	
	Play Boat Against Boat:	Round the Holiday Island - 2 players Eiermann Optimist B Cup - 2 players Optimist A Cup - 2 players	
	Olympic Races:	Slalom Race - New Olympic Event (in progress)	
	Tips:	Wind from starboard-tack - Right of Way Wind on the Same Tack - Leeward boat	
	Boat Against Boat:	Wind 4x4 - Game modus medium	
	Video show (auto repeat):	Boats parade - auto repeat	
	Games:	Fleet Race:	Fleet Race Wind 1x1 Fleet Race oscillating Wind 1x1 Fleet Race Wind 2x2 Fleet Race Wind 4x4 Fleet Race Wind 7x7 Vento Lake Garda Fleet Race Wind 8x8 Fleet Race Wind 8x8_Kacheln Round Bavaria (Germany) Wind 1x1 Round Isle of Mallorca (Spain) Wind 8x8
		Match Race:	Match Race Wind 1x1 Match Race oscillating Wind 1x1 Match Race Wind 2x2 Match Race Wind 4x4 Match Race Wind 8x8
San Francisco Bay:		San Francisco Bay - Level 1 Autopilot San Francisco Bay - Level 1 Wind 1x1 San Francisco Bay - Level 2 Wind 2x2 San Francisco Bay - Level 3 Wind 3x3	
Olympic Races:		Olympic Triangle 1-2-3 Slalom Race - New Olympic Event (in progress)	
London to Rio 2016: Belcher&Ryan:		Round Australia Island - Level 1 auto pilot Round Australia Island Level 1 Sydney Sailing Race - Level 2 Perth Sailing Race - Level 4	
Lake Garda XXX. Optimist Meeting:		Vento - North - Trapeze course	
Kiel Week:		Area 'Hotel' Wind 1x1 Area 'Kilo' Wind 4x4 Area 'Charly' Wind 7x7	
Offshore Race with turbulent Wind:		Offshore Race - Hawaii - turbulent Wind 1x1 Offshore Race - Mallorca - Turbulent Wind 2x2	
SLALOM SAILING - endless fun:		Slalom Race 3 Buoys Slalom Race 4 Buoys Slalom Race 8 Buoys Slalom Race 16 Buoys Slalom Race 24 Buoys Slalom Race 32 Buoys Slalom Race - New Olympic Event (in progress)	
FAMILY SAILING- Fun for four - 4 boats:		Sailing Scooter - 4 boats Team Race - Beginners - 4 boats	



Tips Rules:

Racing Rules of Sailing:

Definition Tack, Starboard or Port

Wind and Right of Way:

Definition Tack, Starboard and Port

Right of Way or Keep Clear?

Wind on opposite tacks (Rule 10):

On Opposite Tacks - Beam Reach

On Opposite Tacks - Close Hauled

On Opposite Tacks - Reaching

On Opposite Tacks - Running

Wind from starboard-tack - Right of Way

Wind from port-tack I - Keep Clear

Wind from port-tack II - Keep Clear

Wind on same tack - Overlapped (Rule 11):

Wind on the Same Tack - Leeward boat

On the Same Tack - Overlapped

Wind on same tack - Not Overlapped (Rule 12):

On the Same Tack - Not Overlapped

On the Same Tack - Clear Ahead

While Tacking (Rule 13):

Keep Clear

Avoiding Contact (Rule 14):

Entitled to Room

Mark-Room (Rule 18):

Giving Mark-Room 18.2(a)

Reaching the Zone 18.2(b,c)

**Coach's Toolbox****Boats:**

Welcome on Board:

Welcome to 'Coach's Toolbox'

Select your boat:

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Speed:

Optimist
 Downwind 29er
 Downwind J / 70
 Speed and Pointing - 3 boats

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Idea Regattasimulation

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Help:

Getting started:

Main-Menu
 Program Start or Pause and Stop
 Cockpits and Instruments

Cockpit:

Steering by wheel
 Steering by compass
 Compass and Log
 Velocity Made Good (VMG)
 Count down - Timer
 Wind display
 Protest account

Boats:

Skipper of boat 1 - Color
 Skipper of boat 2 - Color
 Keyboard shortcuts for training 'Boat Against Boat'
 Keyboard shortcuts for training 'Against the Wind'

Coach's Toolbox:

Starting
 Tactical targets

Wind:

Wind
 Wind display

Training modus:

Training modus Wind 1x1 to 8x8
 Fleet Race
 Match Race
 Racing

Version:

Tactical Sailing Program

Service: Reset options:

Reset Program option

Change game area:

End the program you would like to change

**Tips Tactic:**

Strategy before starting:

Left or right side - 2 boats - Gust
 Upwind beat - skewed course - 2 boats
 Lift and Header - Upwind - Gust

Start line:

Starting line - Line sight - 1 Boat Autopilot
 Starting line - skewed - 2 boats
 Count Down - 1 minute - 10 boats

Long tack first:

Sail the longer tack first - 2 boats
 Long leg and Laylines - 2 boats

Switch Point:

Switch Point Upwind - auto detection
 Switch Point Downwind - auto detection

Speed:

Downwind J / 70
 Speed and Pointing - 3 boats

Down wind course:

Downwind - skewed course - 2 boats

Gain or loss:

Leverage – 'Money in the bank'

Reward and Risk - Windsystem-2:

Longer Tack and Covering - 2 boats
 Chance and Risk - Upwind 'Wind System-2' - 2 boats

Finish line:

Finish line - skewed - 2 boats
 Finish line - 10 boats
 Shoot finish

Exercise for Right of Way Rules:

Windward mark Fleet Race - 10 boats
 Downwind marks(Gate) - overlapped - 10 boats

Wind on opposite tacks (Rule 10):

Rule #10 Wind from starboard - Right of Way
 Rule #10 On Opposite Tacks - Close Hauled

Wind on same tack - Overlapped (Rule 11):

Rule #11 Wind on the Same Tack - Leeward boat
 Rule #11 On the Same Tack - Overlapped

Wind on same tack - Not Overlapped (Rule 12):

Rule #12 On the Same Tack - Not Overlapped

While Tacking (Rule 13):

Rule #13 Keep Clear

Avoiding Contact (Rule 14):

Rule #14 Entitled to Room

Mark-Room (Rule 18):

Rule #18(a) Giving Mark-Room
 Rule #18(b,c) Reaching the Zone

Junior:

First steps - Fox hunting:

Bear away - Luff up 1 Boat Autopilot
 Bear away - Luff up - 2 Boats
 Tack - Jibe - 1 Boat Autopilot
 Tack - Jibe - 2 Boats

Chain of buoys - upwind and downwind:

Tacking upwind - 1 Boat autopilot
 Tacking upwind - 2 Boats
 Jibing downwind - 1 Boat autopilot
 Jibing downwind - 2 Boats

Sailing Scooter - 4 boats:

Sailing Scooter - 4 boats

Slalom Race - 4 boats:

Slalom Race - Advanced - 4 boats 14 marks

Start line:

Starting line - Line sight - 1 Boat Autopilot

Racing Areas:

Training at Palma de Mallorca - 2 boats 9 marks

My Wind - 2 boats:

My Wind 1x1
 My Wind 3x3
 My Wind 4x4 with Gusts

Exercise for Right of Way Rules:

Rules - Which boat must keep clear?



Racing Sailor:

Tactic against the Wind:

- Left or right side - 2 boats - Gust
- Compass on beats - 2 boats
- Longer Tack and Covering - 2 boats

Start to Finish - Against the Wind:

- Starting line - skewed - 2 boats
- Upwind beat - skewed course - 2 boats
- Downwind - skewed course - 2 boats
- Upwind mark - 2 boats
- Downwind mark - Zone - 2 boats
- Finish line - skewed - 2 boats

Long tack first:

- Sail the longer tack first - 2 boats
- Long leg and Laylines - 2 boats

Switch Point:

- Switch Point Upwind - auto detection
- Switch Point Downwind - auto detection

Curry Tack:

- Curry Tack - defend your lead
- Curry Tack - avert risk

Lift and Header:

- Lift and Header - Upwind - Gust
- Lift and Header - Downwind - Gust
- Lift and Header - Upwind - Wind 4x3
- Lift and Header - Downwind - Wind 4x3

My Races:

- My Race - Wind 1x1 - 2 Boats
- My Race - Wind 2x2 - 2 Boats
- My Race - Wind 4x4 - 2 Boats
- My Race - Wind 4x4 - 2 Boats - Gusts
- My Race - Lay out your own course - 4 boats

NEW
NEW
NEW
NEW
NEW
NEW
NEW

**Expert:**

Start to finish - 10 boats:

- Starting lesson - 10 boats
- Windward mark Fleet Race - 10 boats
- Windward mark Match Race - 10 boats
- Downwind marks(Gate) - Zone - 10 boats
- Downwind marks(Gate) - overlapped - 10 boats
- Finish line - 10 boats

Fleet Races 2+4 boats:

- Fleet Race Up and Down - 2 boats
- Fleet Race - Professionals - 4 Boats

Match Races 2+4 boats:

- Match Race Up and Down - 2 boats
- Match Race - Professionals - 4 Boats

Team Races 4 boats:

- Team Race - Beginners - 4 boats
- Team Race - Advanced - 4 boats
- Team Race - Professionals - 4 Boats

Sailing Champions Ligue 2+4 boats - gust:

- Champions League - League Format - 2 boats - Gusts
- Champions League - 15 minutes Flight - 2 Boats (wind ramdom)
- Champions League - League Format - 4 Boats - Gusts
- Champions League - 15 minutes Flight - 4 Boats (wind randomly)

Hamburg River Alster 2+4 boats - gust:

- Alster Cup - First Fleet - 2 boats - Gusts
- Alster Cup - Gold Fleet - 2 Boats 15 minutes Flight(wind ramdom)
- Alster Cup - First Fleet - 4 Boats - Gusts
- Alster Cup - Gold Fleet - 4 Boats 15 minutes Flight (wind randomly)

London to Rio 2016: Belcher&Ryan:

- Medal Race Olympia London 2012 - 4 Boats

Gain or loss:

- Starting line - The 10 to 17 rule
- Starting line - The 10 to 17 rule - Gust
- Use the '10 to 25' rule
- Leverage – 'Money in the bank'

Reward and Risk - Windsystem-2:

- Chance and Risk - Upwind 'Wind System-2' - 2 boats
- Chance and Risk - Downwind 'Wind System-2' - 2 boats

Speed (VMG/VMC):

- VMG - Definition of 'Velocity Made Good to Wind'
- VMG - Animation of Tactic on higher VMG
- VMG - Speed Test - 2 Boats
- VMC - Definition of 'Velocity towards Course Mark'

Sum Coach: 154

Sum Wind: 124

Sum Race: 120

End**Sum all: 398**