



**BENETEAU**  
AVANT-GARDE IN BOATING

## NETWORK NEWS

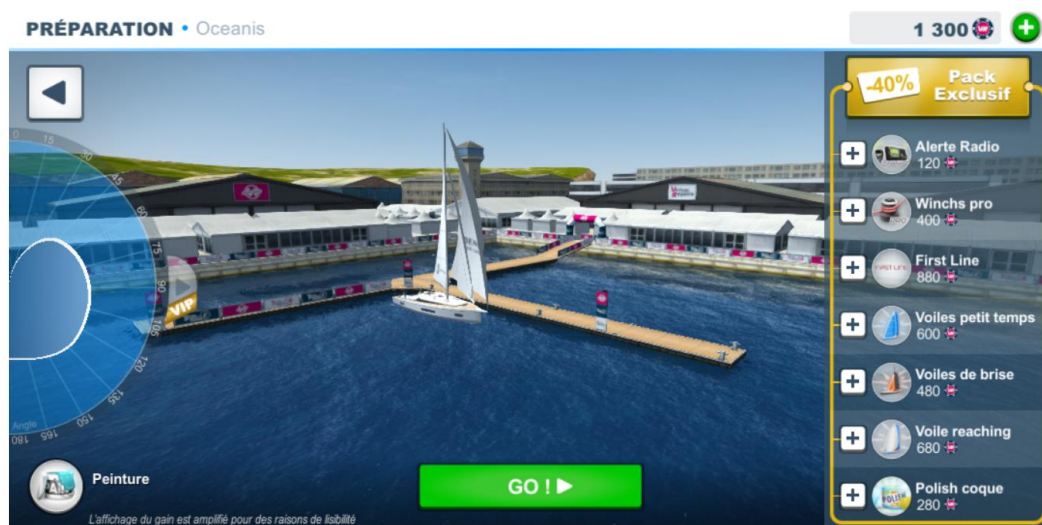
Givrand, May 14th 2020



## BENETEAU CUP: REGISTRATIONS ARE NOW OPEN

Dear partners,

Registrations for the BENETEAU Cup are now open on Virtual Regatta platforms! The start will take place in Port Ginesta on May 21<sup>st</sup> at 12:00 UTC. You may now equip your Oceanis 40.1 and take a closer look at the race itinerary. Please find below a few tips to help you adapt your real sailing skills to a virtual environment.

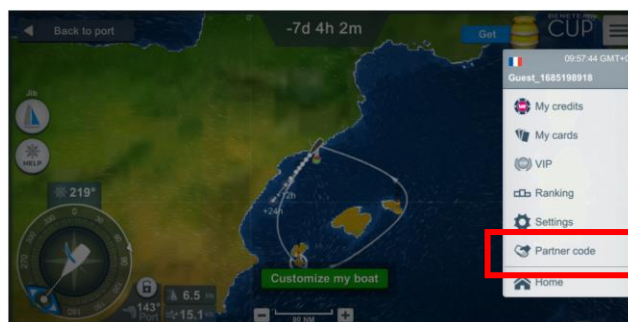


A series of images to promote the event on your web and social media channels are now available on BENETEAU media library, in the “Events” section.

We remind you that you have the opportunity to invite your clients to join the “BENETEAU Owners” group by entering the partner code “*avantgardeinboating*”.

BENETEAU dealers from all over the world may also compete with one another and join the “BENETEAU Network” group, with the partner code “*seatrialsbase2020*” or the “full pack” code given by your sales manager.

**This partner code can be entered from the event welcome screen, during registration or at any time by clicking on the top menu on the right hand side.**



## REGISTER NOW ON THE VIRTUAL REGATTA PLATFORMS:

Registrations are open on the Virtual Regatta platforms:

- On the web: <https://www.virtualregatta.com/fr/offshore-jeu/>
- On the virtual Regatta offshore application, available on the App Store if you are using an Apple device, or on Google play if you are using a device operating on Android.

We hope to see you at the starting line off Port Ginesta, on Thursday 21 May at 2 o'clock (12 pm UTC) on the dot!

The BENETEAU Team

## How to adapt from real sailing to virtual sailing

This note has for objective to underline the differences that you might encounter between the physical world and the game **Virtual Regatta Offshore**.

### 1) The wind:

It is the one from NOAA (GFS at 1-degree model, wind at 10 above the ground level).

- It is collected as soon as possible, depending on the delivery of the NOAA which happens 4 time a day, usually around 3:35am, 9:35am, 3:35pm and 9:35pm
- Then it is interpolated:
  - Linearly in the time, which means, for example, that the wind at 10pm is 2 times stronger than at 9pm and 4 times softer than at 12pm.
  - In the space, proportionally to the distance of the boat to the 4 points which surround it for those we have the orientation/force data of the NOAA.

From 40 knot, the polar are degraded, boats move slower when the wind get stronger (but no breaking).

### 2) Other external factors:

The sea state (waves), the temperature and the night do NOT influence the performances of the boat. Additionally, currents are non-existent.

**Important:** There is no breaking, or Ofni in the game. Therefore, be careful! :-)

### 3) Costs and stranding:

There is no notion of depth when you get closer to the coasts. Therefore, be careful to zoom to display everything and to take a margin in order to avoid any misadventure comparable to the “Vestas” one! ;-)

#### 4) The « cost » of the maneuvers:

Vessel's head through the wind, gyb or change sail, on **Virtual Regatta Offshore** it also takes time! This is how this time is replicate in the game:

→ **Without winch pro:**

- Simple change of course de cap : 0
- Change of armor: 5 min at 50% of the speed
- Change of sail: 5 min at 50% of the speed

→ **With winch pro:**

- Simple adjustment of course: 0
- Change of armor: 1 minute and 15 seconds at 50% of the speed
- Change of sail: 1 minute and 15 seconds at 50% of the speed

Those « costs of the maneuver » apply the same in way in « automatic sail ».

#### To go further:

Finally, there is also a FAQ, this is a truly explanation mine to complete this note. Do not hesitate to consult it.

For the francophones, it is this way: <https://virtualregatta.zendesk.com/hc/fr>

Or here for the non-francophones : <https://virtualregatta.zendesk.com/hc/en-us>

**Good navigation !**