RayTech

RayTech Sail Racer Training





Sail Racer

RayTech

Sail Racer

- Targeted toward the professional & high performance sailboat racer
- Offers club sailors an edge over their competition
- Sail Race Features:
 - DataTrak
 - Polars
 - Route Optimization
 - Pre Start display
 - Navigation Numbers





Around the World, Alone...





- Raymarine provides Around Alone with total tracking capabilities for all competitors.
 - Around Alone's race management system is based on RayTech Navigator technologies.
- Raymarine is sponsoring Brad Van Liew, and Tommy Hilfiger FREEDOM AMERICA.
 - Totally outfitted with Raymarine electronics including radar, chart plotter, GPS, autopilot, instruments, VHF, and RayTech Sail Racer.



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Sail Racer Modules

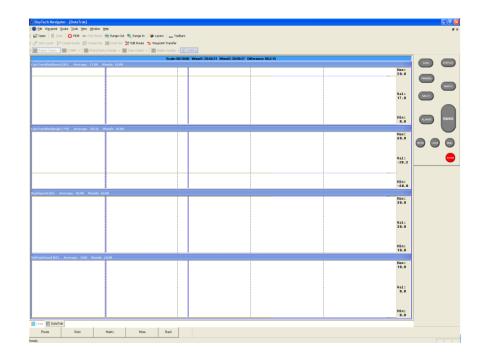


TOMMY HILFIGER Freedom America



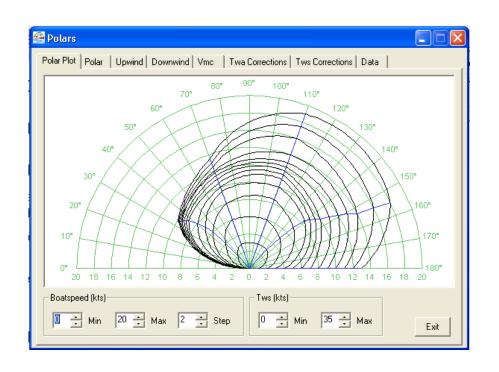
Data Track

- Allows any of the vessel's instrument channels to be monitored by the system and displayed as a timebased graph
- Any data that is received from the instruments can be graphed and viewed either on its own or simultaneously with other instrument data.





Polars

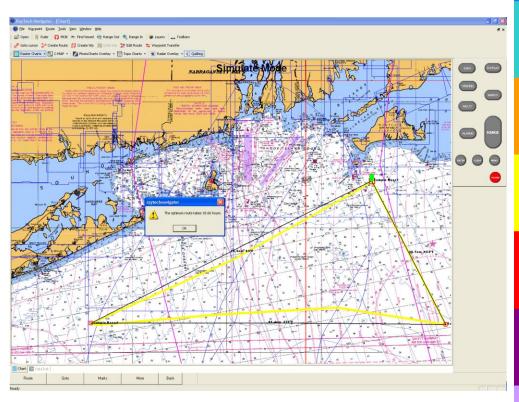


- Uses variables such as apparent / true / corrected wind angles, boat speed, heel / pitch to determine the heading to sail the boat in order achieve the best possible speed under varying wind conditions.
- Analysis results are displayed using several graphs that can be modified to suit individual needs.



Route Optimization

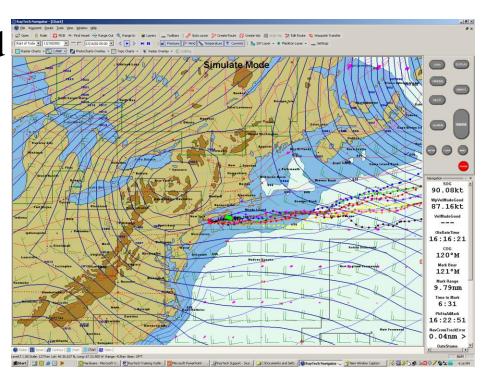
- Determines ideal route based upon:
 - ocean current
 - wind speed and direction
 - polar characteristics of vessel
- Plots route on the chart that you desire.





Advanced Weather Routing RayTech

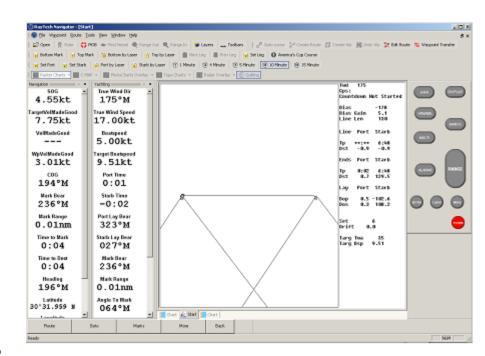
- Detailed 7-day animated weather files includes:
 - Surface pressure
 - Wind speed/direction
 - Surface temperature
- Text-based advisories:
 - North American coastal regions
 - Offshore forecasts & advisories.





Pre-Start

- Provides graphical view starting area including:
 - 2 Start marks
 - Laylines
 - Vessel position relative to line
 - Track
 - Starting numbers
- Laser range finder support
- Tactical Data
 - Line bias in degrees
 - Distance gained in boat lengths by being either the port or starboard end of starting line





Pre-Start (cont'd)

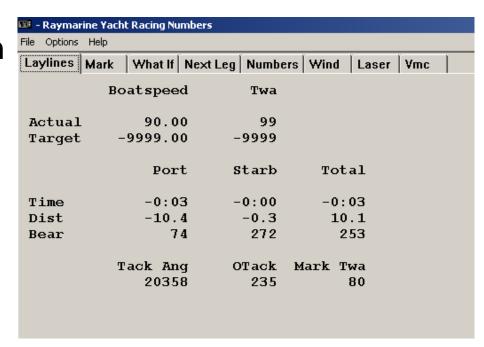
- Time to the line
- Time to each end of the line on both tracks
- Accurate layline information:
 - Are we going to lay the Port end?
 - How may boat lengths are we below the starboard layline?

•
Twd 175 Gps:None
Countdown Not Started
Bias -178
Bias Gain 5.1
Line Len 130
Line Port Starb
Tp **:** **:**
Dst -0.1 -0.1
Ends Port Starb
Linds For C Scarb
Tp 0:01 9:02
Dst 0.3 129.3
0.0 127.0
Lay Port Starb
Lag Tore Scarb
Dop 0.3 -102.1
Dos -0.2 107.1
003 -0.2 107.1
Set 6
Drift 0.0
Targ Twa 36
Targ Bsp 6.76
10.9 050 0.70
I



Navigation Numbers

- Enables racer to quickly display detailed navigation and instrument numbers on the screen.
- Tabs for major categories:
 - Laylines
 - Mark
 - What If
 - Next Leg
 - Numbers
 - Wind
 - Laser
 - VMC

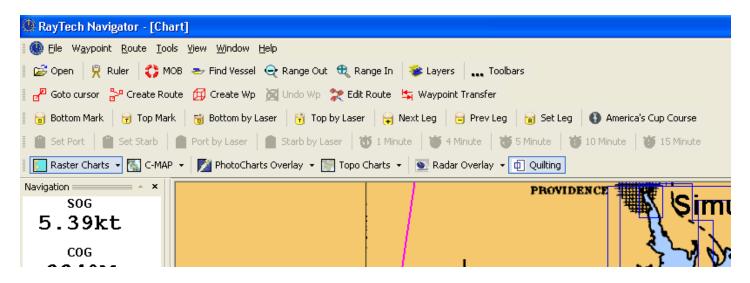




Yacht Racing Toolbar

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Dedicated toolbar for use with racing environments



• Enables racer to set marks and courses quickly and accurately based upon laser- and Radar-guided input



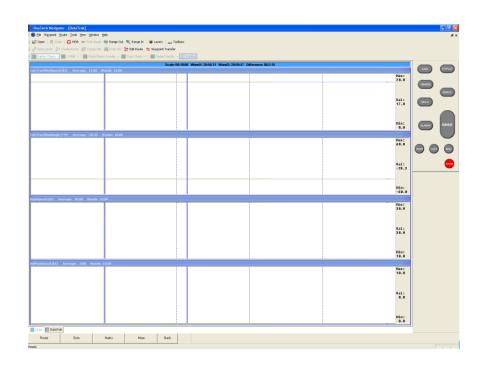
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DataTrak



DataTrak

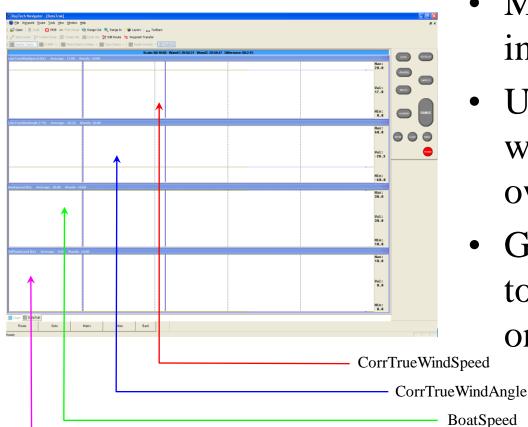
- Allows any of the instrument channels monitored by the RayTech to be displayed as a timebased graph
- DataTrak is particularly useful for looking at:
 - Trends
 - Comparing instrument data
 - Averages
 - Real time data
- Performance data is manually extracted for use in your polars





DataTrak (cont'd)

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- Multiple graphs permitted in each DataTrak window
- Use default DataTrak windows or create your own
- Graphs scroll from right to left (most recent data is on the right)

VelMadeGood



DataTrak Graphs

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AirTemp

Used to identify air temperature.

Awa Calibration

Apparent Wind Angle Calibration. Used to set the alignment of the masthead wand.

BoatSpdSOG

Contains two graphs. Boat speed and Speed over Ground.

Depth

Used to display the depth below the transducer.

HdgCOG

Contains two graphs. Heading and Course over Ground.

Polar Create

Used to identify good polar points.



DataTrak Graphs (cont'd)

RayTech

SeaTemp

Contains two graphs. Sea temperature and Boat speed.

Standard

This is the standard template used by the system whenever creating a new DataTrak window. This should never be used opened or used by the user.

Target Compare

Used to compare your performance with your current targets.

Target Create

Used to identify good target points, when sailing upwind or downwind.

Targetsp

Contains three graphs. Corrected True Wind Speed, Target Boat speed and Boat speed.

DataTrak Graphs (cont'd)

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Targetan

Contains three graphs. Apparent Wind Angle, Target True Wind Angle and Corrected True Wind Angle. Used to observe trends in Wind angle.

Tempdepth

Contains two graphs. Depth Below Transducer and Sea Temperature.

• Tide

Used to establish tide set and drift.

True Wind

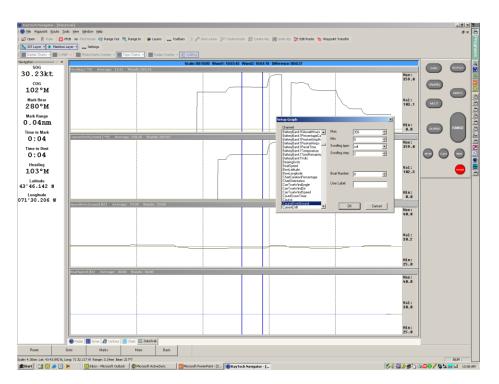
Contains two graphs. True Wind Direction and True Wind Speed. Used to observe trends in wind direction and speed.



Using DataTrak

- Right click to add graph or change timescale
- Double click the left mouse button key to bring up Setup Graph dialog
 - Select a channel
 - Select min/max values
 - Select scroll type
 - None
 - Expand Follow
 - Expand Symmetrical
 - Roll
 - Select scroll step
 - Select boat number
 - Enter label





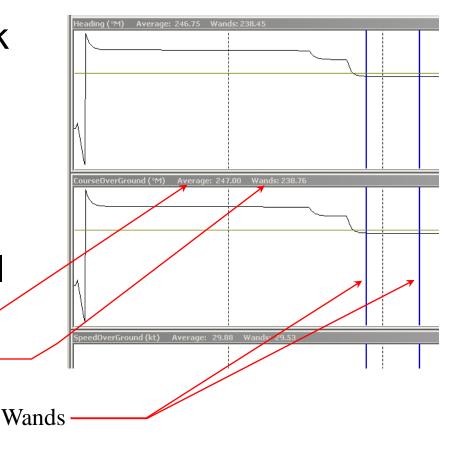
Using DataTrak (cont'd)

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- Left mouse button click to position wands to bound segment to be averaged
- Averages displayed adjacent to graph label

Average Over Time Interval

Average Within Wands



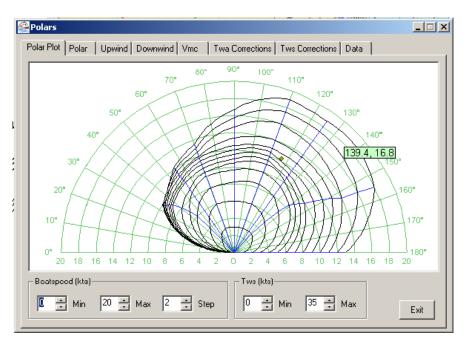


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Polars



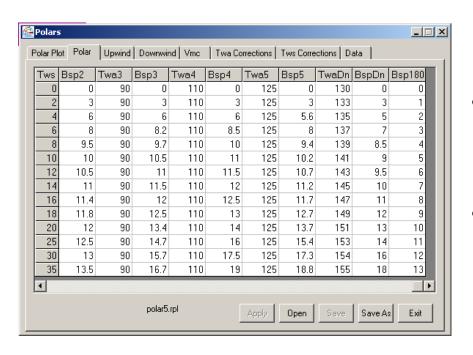
Polar Plot Tab



- A polar plot presents a visual representation of boat speed in relation to True Wind Speed and True Wind Angle, and at times to a apparent wind angle
- Accuracy depends on volume and accuracy of boat- and weather-specific data entered
- Positioning cursor on plot will display wind angle/boat speed at that point



Polar Tab

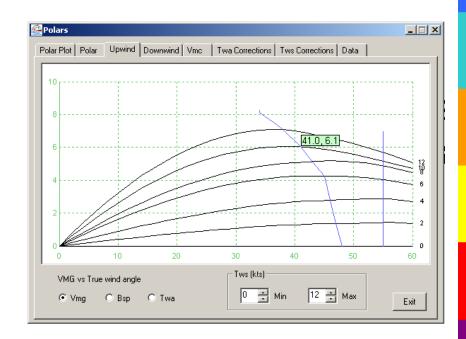


- Used to enter data for creating Polar, Upwind, Downwind, and Vmc graphs
- Reduced return on time investment when more than 6 radials are employed
- Polar files can be edited and manipulated with commonly available spreadsheet software. Strict adherence to format of the provided polar files must be observed by the user.



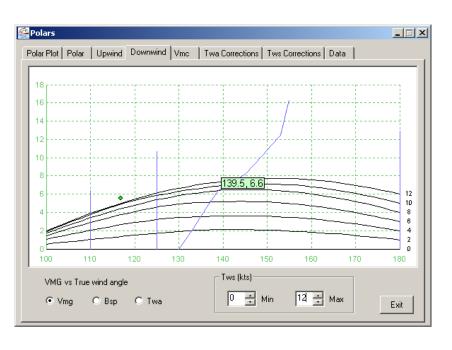
<u>Upwind Tab</u>

- Upwind plot calculates the best angle and boat speed when sailing upwind
- Displays
 - Vmg relative to Twa
 - Boat speed relative to Tws
 - Twa relative to Tws





Downwind Tab

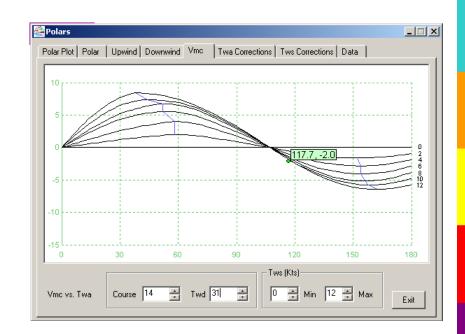


- Downwind plot calculates the best angle and boat speed when sailing downwind
- Displays
 - Vmg relative to Twa
 - Boat speed relative to Twa
 - Twa relative to Tws



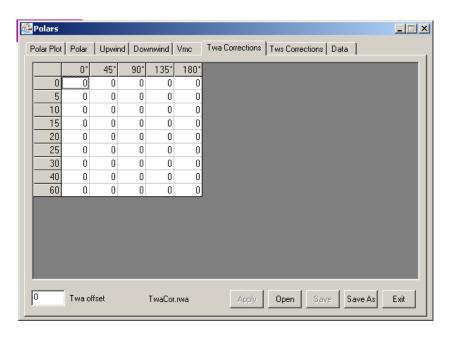
Vmc Tab

- Upwind plot displays velocity made good toward a specific mark or target
- Vmc (w/respect to target)
 equals Vmg only when
 bearing to mark and wind
 direction are identical
- Used when a wind change is expected between present position and target
- Used primarily in long course racing





Twa Corrections Tab

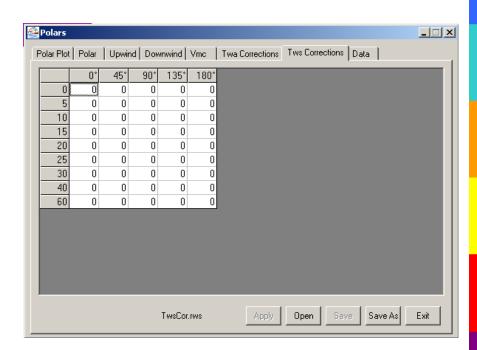


- Twa is derived from Awa and must be calibrated
- Awa is affected by
 - Mast top twisting
 - Airflow over sails & rigging
 - Wind Shear
- Calibration Process:
 - Perform 6 tacks/gybes each way
 - Halve the difference of the Twd before and after a tack
 - Add or subtract this value from the wind correction table for the corresponding wind strength



Tws Corrections Tab

- Assumption: Tws upwind is correct value ...
- Tws downwind affected by:
 - Spinnaker
- Instruments must show same value for Tws upwind and downwind

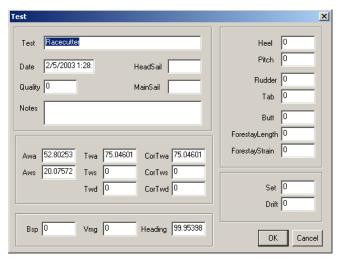




Data Tests Tab

- Contains test data generated when Save To Database operation is performed in conjunction with a track plot
- Data can be qualified, filtered, then manually copied into the Polar tab and plotted





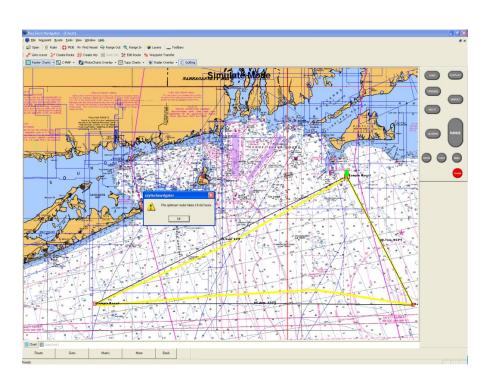


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Route Optimization / Advanced Weather Routing



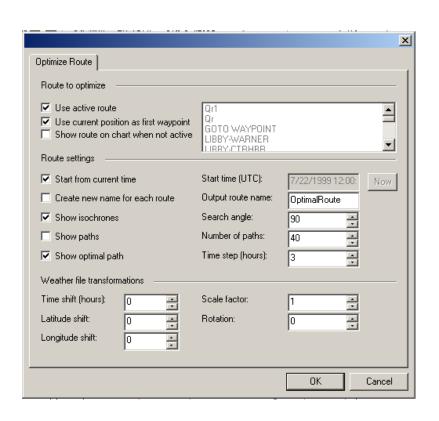
Computing the Optimum Route



- Create a route or select an available route
- Download the latest weather file
- Select Tools->
 Compute Optimum
 Route



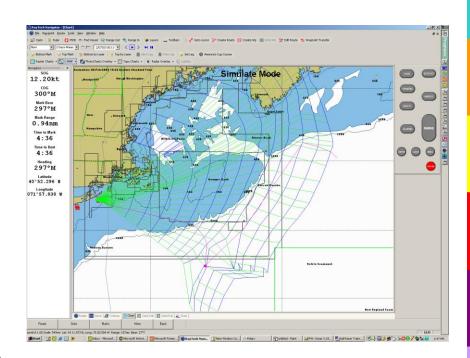
Optimum Route Dialog



- Accessed via the Advanced button in Weather Layer dialog
- Route & 1st waypoint selection
- Route Settings
 - Start time, show toggles for isochrones, paths, and optimal path, name, search angle, number of paths, & time step
- Weather Transformations
 - Alters the forecasted weather used in route computation

Paths, Isochrones, and Animation RayTech

- Select colors for paths and isochrones that will contrast with the chart
- Display the Animation Toolbar
- Isochrones show where the boat would be located when sailing different courses
- Paths used in the optimum route computation are shown
- Optimum route is shown and boat position can be animated





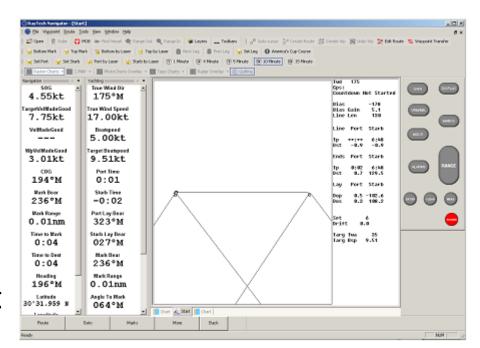
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Pre-Start



Pre-Start

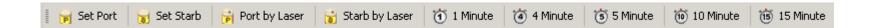
- Provides graphical and numerical data about:
 - Boat's position relative to the starting line
 - Boats position to the starting line endpoints
 - Distance to layline on port and starboard tacks
 - Line bias and corresponding gain in boat lengths





Pre-Start Toolbar

RayTech



Features:

- Controls for starting line port & starboard marks when alongside or via laser sighting device
 - Controls will display an alert dialog.
 - Acknowledging the dialog will set the corresponding mark
 - Position is set when the control button (Set Port, Set Starb, etc.) is toggled.
- Controls for synchronizing Pre-Start's countdown timer with the starting gun.
 - Controls will display an alert dialog.
 - Acknowledging the alert dialog will start the count down timer.
 - Timer is started when the acknowledging the alert dialog.



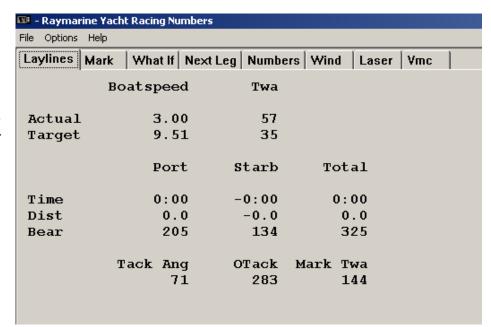
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Navigation Numbers



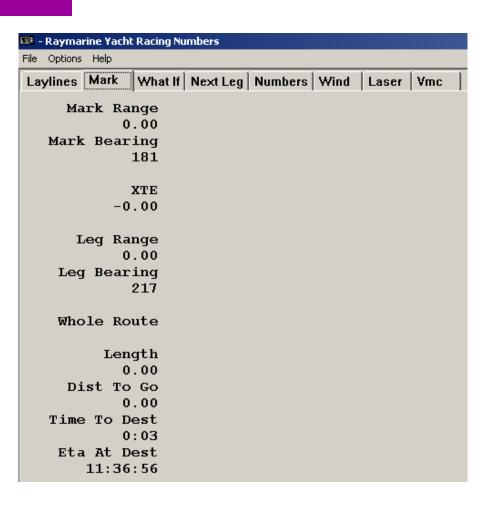
Layline Numbers

- Boat Speed
 - Actual & Target
- True Wind Angle
 - Actual & Target
- Port Layline/Starboard Tack
 - Time, Distance, Bearing
- Total
 - Time, Distance, & Bearing to mark
- Tacking Angle
- Other Tack heading
- Mark True Wind Angle





Mark Numbers

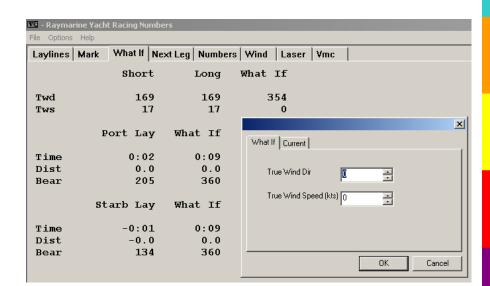


- Mark Range
- Mark Bearing
- Cross Track Error
- Leg Range
- Leg Bearing
- Whole Route:
 - Length
 - Distance to Go
 - Time To Destination
 - ETA At Destination



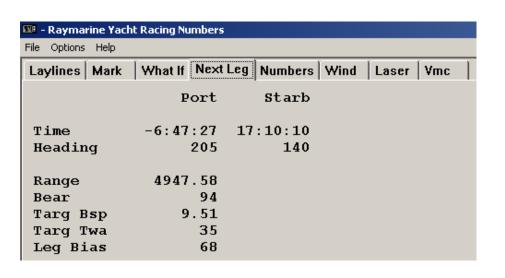
What If Numbers

- Permits user to:
 - enter assumptions about what the wind will do
 - True Wind Direction
 - True Wind Speed
 - calculate alternate laylines
- 30 Second (Short) and 10 minute (long) averages for:
 - True Wind Direction
 - Sure Wind Speed
- Numbers updated using current position data
- Layline data from Laylines tab displayed for data comparison





Next Leg Numbers



- Time on Tack
 - Port & Starboard
- Tack Heading
- Port & Starboard
- Leg Length
- Leg Bearing
- Target Boat Speed
- Target True Wind Angle
- Leg bias (True wind if heading directly at the mark)



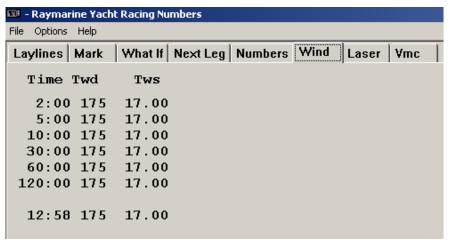
Instrument Numbers

- Used to verify that GPS and instruments are functioning
- Information available:
 - Key Instrument Data
 - Internally Calculated Data

🍱 - Raymarine Yacht	Racing Numbers				
File Options Help					
Laylines Mark	What If Next Leg	Numbers	Wind	Laser	Vmc
Boatspeed	3.00				
Awa	74.27				
Aws	17.21				
Tws	17.00				
Twa	85.48				
Twd	169.38				
Heading	83.90				
Heel	0.00				
Rudder	0.00				
Lat	30 31.962	N			
Long	81 14.212	W			
Targ Bsp	9.51				
Targ Twa	35.45				
Polar Bsp	12.04				
Polar %	24.91				
Time	12:53:19				
Set	0.00				
Drift	354.38				
Cog	77.38				
Sog	3.35				
Vmg	0.00				
Sea Temp	8.30				
Pitch Angle					
Forestay	0.00				



Wind Numbers



- View wind averages over different periods
- Used to examine wind trending & shifts
- Samples:
 - True Wind Direction
 - True Wind Speed
 - 2 ,5 ,10 ,30 ,60 , & 120 minute samples
- Overall 5 minute average True Wind Speed and True Wind Direction



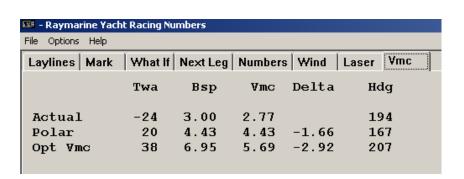
Laser Numbers

- Used to view information on targets tracked with laser rangefinders
- Other Vessels' Data:
 - Range
 - Bearing
 - Speed
 - Direction
 - Other critical relative performance data.

```
- Raymarine Yacht Racing Numbers
   Options Help
Laylines Mark | What If Next Leg Numbers | Wind Laser Vmc
         Range Bear Ahead Twd Along Twd Gauge Track Dang dSpd dHdg GasA
None Yet
```



VMC Numbers



- Strictly for use in large course yachting
- Shows relative Velocity Made Good on Course
- Compares current performance with straight line performance to mark
- Predicts optimal angle to sail for best speed of advance toward mark



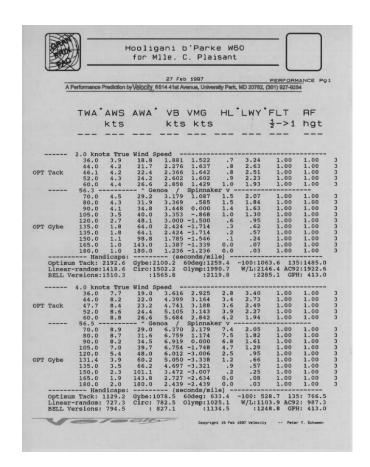
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Entering Baseline Polar Data



Baseline Polars

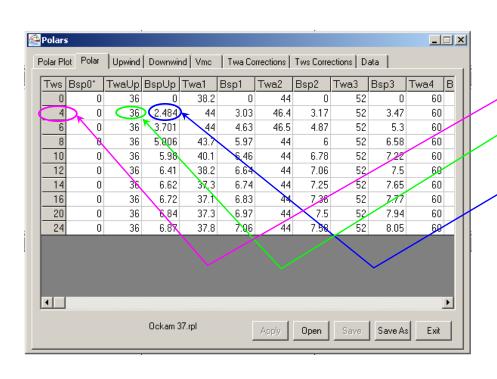
- Baseline polar data provides a starting point to develop custom polars
- Polars sources:
 - Yacht Designer
 - USSA
 - Velocity (www.schwenn.com)
 - Sailing Clubs

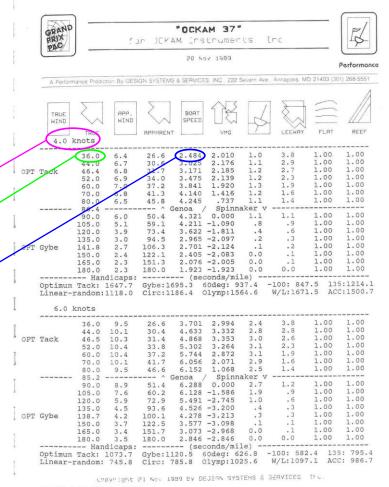




Enter Baseline Polar Data

RayTech



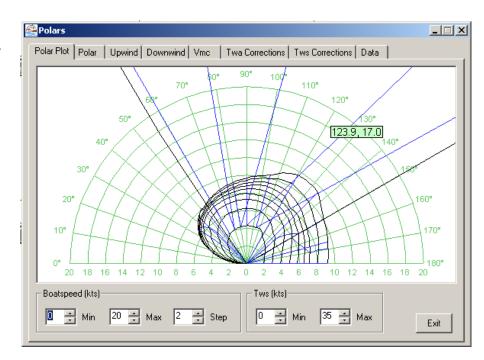


DESIGN SYSTEMS



Polar Data Entry Tips

- Polars Data can be entered via RayTech or spreadsheet application (i.e. MS Excel)
- Users will want to consider the practical limit to radials ... most users will want no more than six.





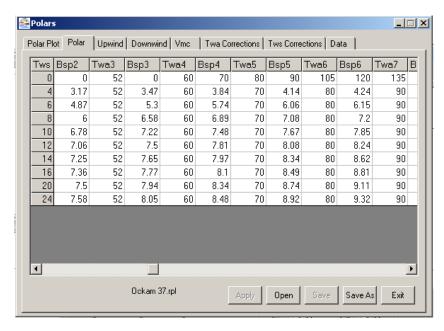
RayTech

Customizing Polars Upwind/Downwind Polars



<u>Upwind/Downwind Data Collection</u>

- Important to short course sailors
- When collecting data, ensure the following:
 - Collect data under conditions that provide steady wind
 - Collect data under conditions lacking wind sheer or gradient
 - Sail the boat in a consistent manner





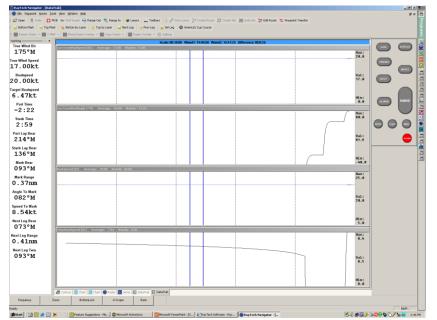
Method #1 - Live Data Tracking

RayTech



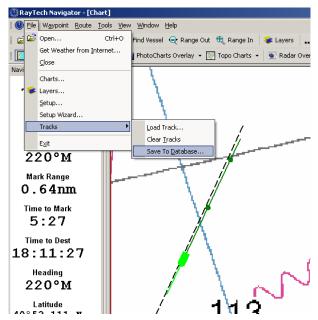
Repeat as many times as necessary:

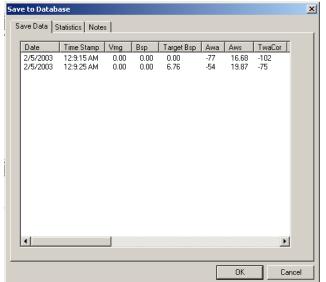
- Identify a section of the DataTrack
 VMG graph showing good speed
 and stable data
- Set the DataTrak wands to bound the sample section and obtain the desired averages
- Update polar table using the averages calculated in the user specified time interval





Method #2 - Historical

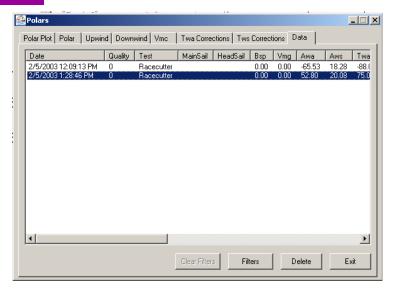


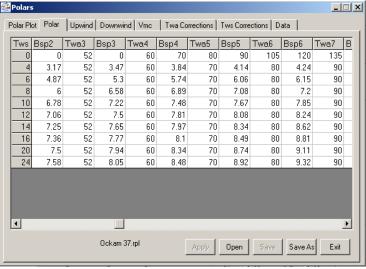


- For smaller vessels
- Use track coloring to aid in identifying track segments
- Repeat as many times as necessary:
 - Perform left mouse clicks on the track behind the boat to bound the sample track segment
 - Select File->Tracks->Save to
 Database
 - In the Save to Database dialog:
 - Examine Min, Max, and Average values on the Statistics tab (deviation < 5°)
 - Select OK button
 - Update Polar table with desired data



Enter Upwind/Downwind Data





- Polars Data tab displays data saved to database
- Copy the Twa value from the Polars Data tab into the corresponding field in the Polar table
- Copy the Bsp from the Polars Data data into the corresponding field in the Polar table.



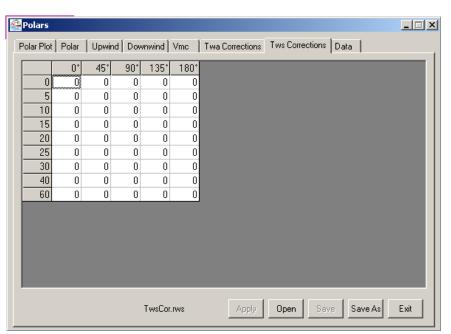
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Customizing Polars Apparent Wind Angle (Awa) Calibration



Awa Calibration

- Corrects misalignment of mast head wand relative to the boat's centerline (varies day to day)
- Recommended Calibration Process:
 - Choose a day with no wind shear, minimal gradient, and steady wind
 - Sail upwind at optimum closehauled angle
 - Perform 4-6 tacks upwind
 - Compare average Awa tack-totack using DataTrak – use half the difference between the wind angle on each tack
 - Enter the Awa offset into the
 Mast Head Unit Offset parameter
 within the instrument
 Raymarine

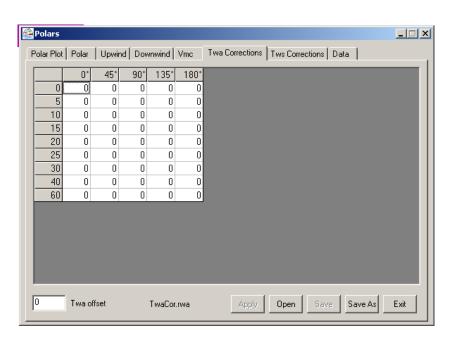


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True Wind Angle (Twa) Correction



Twa Correction



- Correction Process:
 - Perform 6 tacks/gybes each way
 - Halve the difference of the Twd before and after a tack
 - Add or subtract this value from the wind correction table for the corresponding wind strength



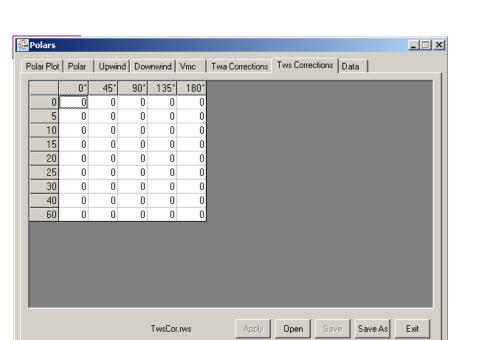
RayTech

True Wind Speed (Tws) Correction



Tws Correction

RayTech



Correction Process:

- Measure wind speed upwind
- Calculate the average using the wand method
- Spinnaker up and boat stable downwind
- Calculate the average using the wand method
- The difference between the upwind and downwind averages should be subtracted from the corresponding entry in the 180° column of the Tws Corrections table.



Appendix

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Tactical Numbers





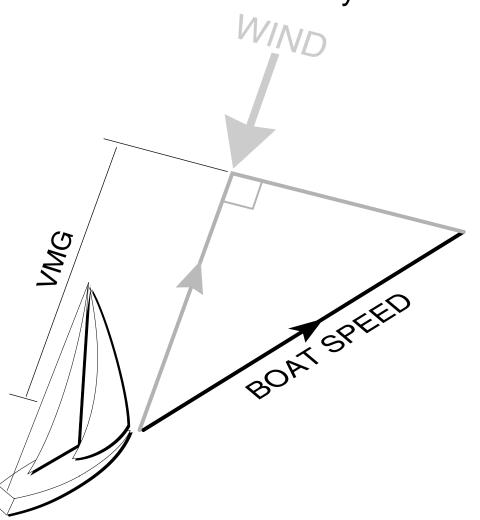
How to Win a Race?

- Maximize your Sailing Performance
- Have the best Sailing TACTICS
- You can work as hard as you like to get the best speed out of your boat, but if you're not sailing in the best direction, your efforts are wasted
- Maximize VMG
- Use wind shifts to your advantage



What is VMG?

- VMG = Velocity made good
- Component of Boat Speed parallel to the wind
- Measures progress made upwind / downwind
- Simple for instrument systems to calculate from Speed data and Wind data





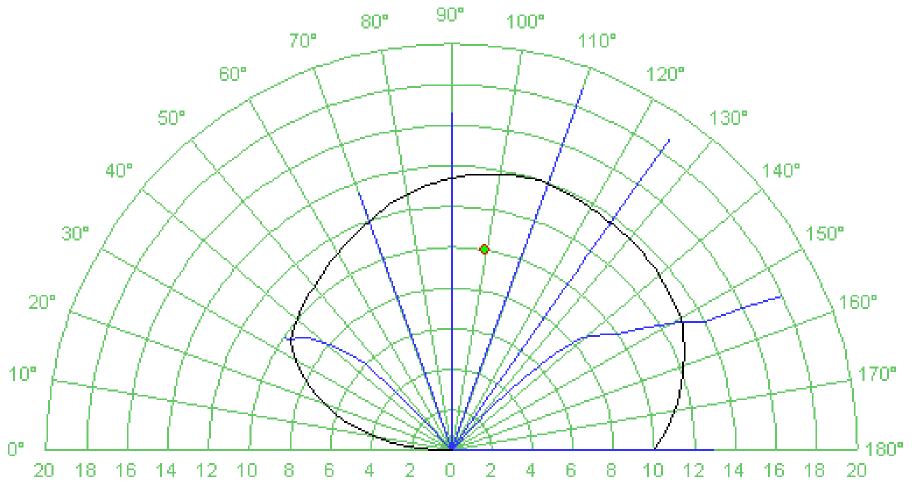
What's wrong with VMG?

- •If your instruments tell you that VMG is 4.5 knots, you do not know whether you can increase it or not
- •If you think that it can be increased, which direction to you turn to increase it?
- VMG is misleading because of the boats momentum (pinching)



Polars

RayTech



Note: The full polar will be symmetrical



Polars (cont'd)

- With data from the instruments, it is possible to work out True Wind Speed, and True Wind Angle
- Knowing your Wind Speed and Angle enables you to work out what speed the Polar thinks you should achieve (Polar Speed)
- You can compare Polar Speed with your current speed

Polar Speed

- RayTech, B&G, Ockam etc, can give you various polar speed info:
 - Polar Speed
 - Polar Speed Delta (diff from Boat Speed)
 - Polar Speed Percentage (% BS/PS)



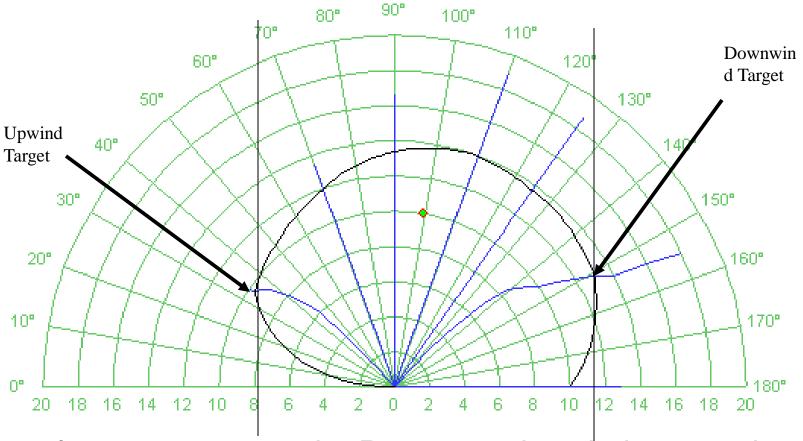
Polars

- Polar Speed specifies what the boat should be capable of achieving at your current wind angle
- You can maximize the performance of the boat, but you are not steering the best course
- A good skipper/crew will be maximizing the boat speed at that wind angle anyway
- To sail the best course you need to use TARGETS



Targets

RayTech



 It's easy to see on the Polar plot, the wind angles that give you the best VMG (wind)

Targets (cont'd)

- •When you know the True wind speed, there is one Wind Angle upwind and one Wind Angle downwind when VMG is maximized
- •These angles are called Target Wind Angles, and tactical software can tell you where they are:
 - Target Wind Angle
 - Target Wind Angle Delta



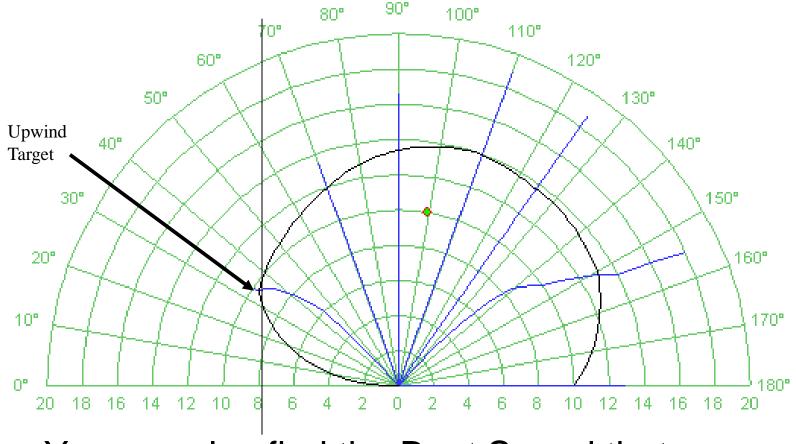
Target Wind Angles

- Steering to Target Wind Angle makes it extremely simple to sail the best course to maximize VMG
- Target Wind Angle is immune to momentum errors, as your current boat speed is not used to find the Target Wind Angle
- As the wind changes (in speed) Target Wind Angle will change instantly, so that you are always at the point of sail that should give maximum VMG



Target Boat Speed

RayTech

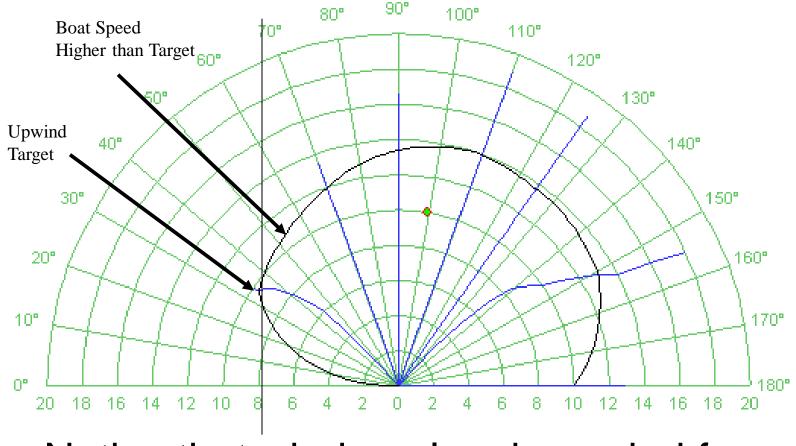


 You can also find the Boat Speed that you should have with maximum VMG



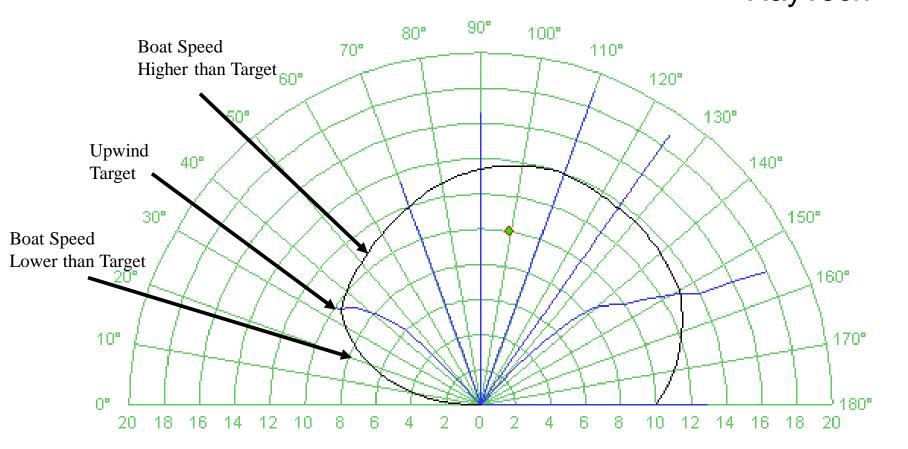
Target Boat Speed (cont'd)

RayTech



 Notice that wind angles downwind from the Target give greater boat speed

Target Boat Speed (cont'd) RayTech



And wind angles upwind from the Target give lower boat speed

Target Boat Speed (cont'd)

- When you know the True wind speed, there is one Boat Speed upwind when VMG is maximized
- This is called Target Boat Speed
- You can compare your current Boat Speed with your Target Boat Speed
- Boat Speed > Target Boat Speed : Sailing too far down wind - turn to wind (bear up)
- Boat Speed < Target Boat Speed : Sailing too far up wind - turn down wind (bear away)



Target Boat Speed (cont'd) RayTech

- Tactical software can tell you the Target Boat Speed
 - Target Boat Speed
 - Target Boat Speed Delta (diff from Boat Speed)
 - Target Boat Speed Percentage (%BS/TBS)



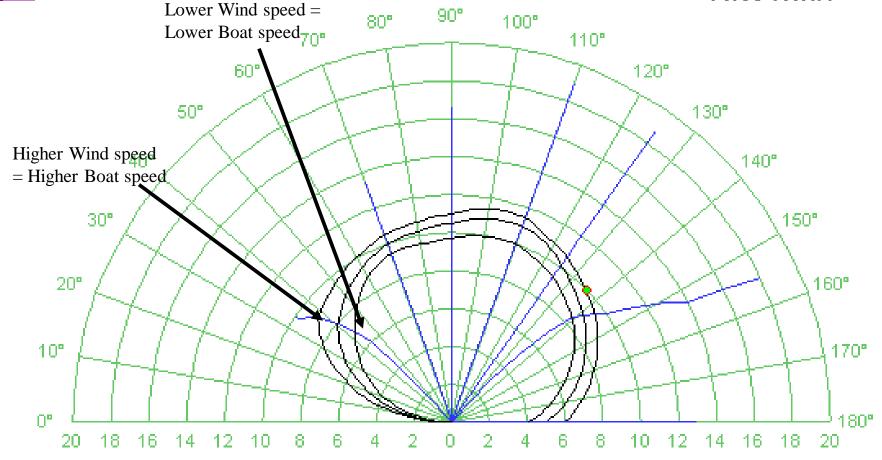
Why use Target Boat Speed?

- It does seem that using Target Boat Speed is more complicated than using Target Wind Angles, and achieves the same thing
- Using Target Boat Speed gives you a tactical advantage during wind shifts



What happens in Wind Shifts?

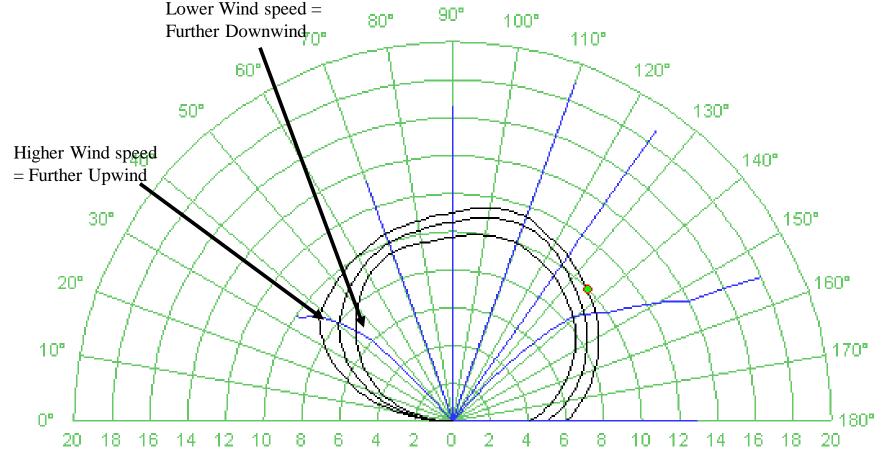
RavTech



 Target Boat Speed increases and decreases as wind speed increases and decreases

What happens in Wind Shifts?

RavTech



 As wind increases you steer closer to wind and as wind decreases you steer further from wind

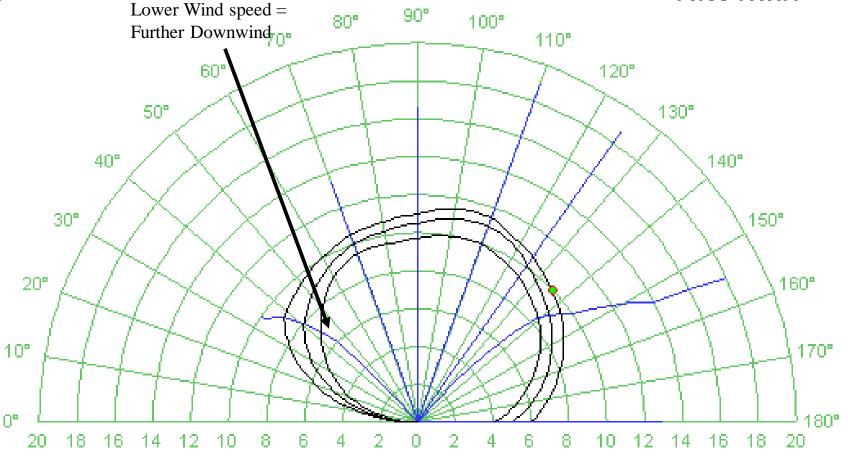
Wind Speed Decreasing

- Imagine that you are steering to Target Wind Angle
- True wind speed then decreases
- Target Wind Angle will increase, telling you to steer away from the wind
- You do what your told and your speed gradually decreases to the new lower Boat Speed



Wind Speed Decreasing (cont'd)

RavTech



As wind speed decreases you steer further from the wind

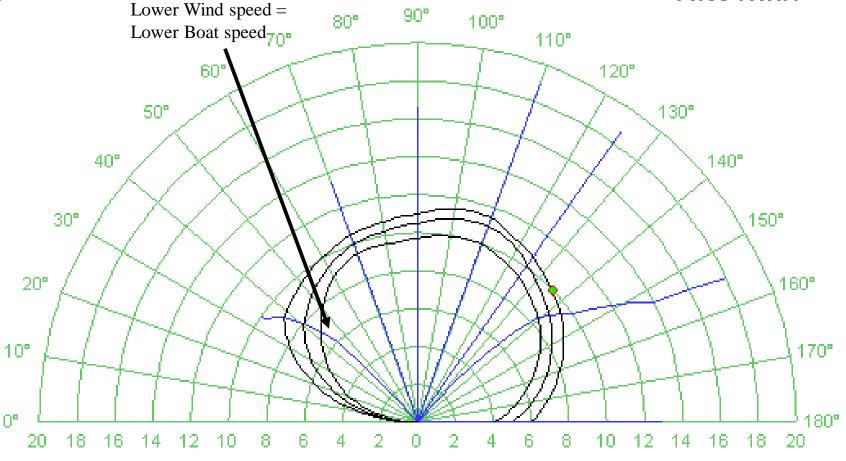
Wind Speed Decreasing (cont'd) RayTech

- Now imagine steering to Target Boat Speed
- True wind speed decreases
- Target Boat Speed will decrease, telling you to steer towards the wind, to reduce your boat speed
- You do what your told, but your boat speed will continue to fall and if you follow Target Boat Speed, you will eventually end up steering further away from the wind than you were before the Wind Speed dropped



Wind Speed Decreasing (cont'd)

RavTech



 Target Boat Speed decreases as wind speed decreases



Wind Speed Decreasing (cont'd)

- So what's happened?
- We've ended up on the same wind angle using both methods
- Using Target Boat Speed we briefly pointed too far upwind
- This actually made best use of the boats momentum to give us a slightly higher VMG, before the boat slowed down
- The overall average VMG was higher when following Target Boat Speed



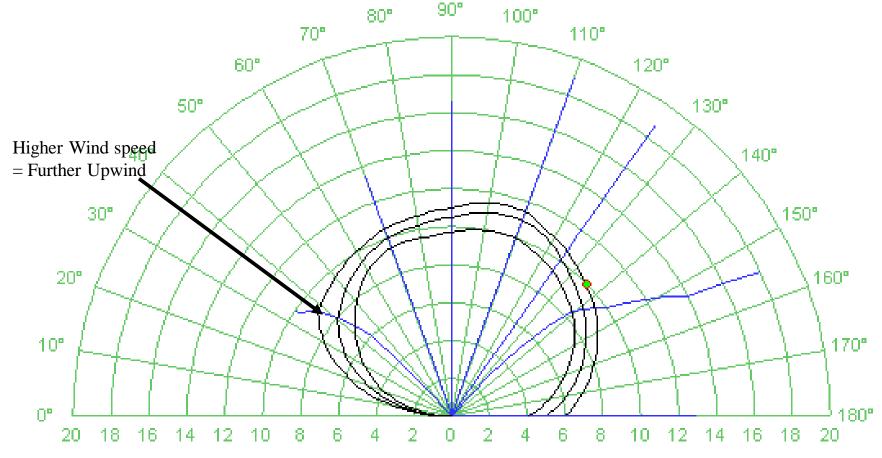
Wind Speed Increasing

- Imagine that you are steering to Target Wind Angle
- True wind speed then increases
- Target Wind Angle will decrease, telling you to steer towards the wind
- You do what your told and your speed gradually increases to the new higher Boat Speed



Wind Speed Increasing (cont'd)

RavTech



As wind speed increases you steer closer to the wind

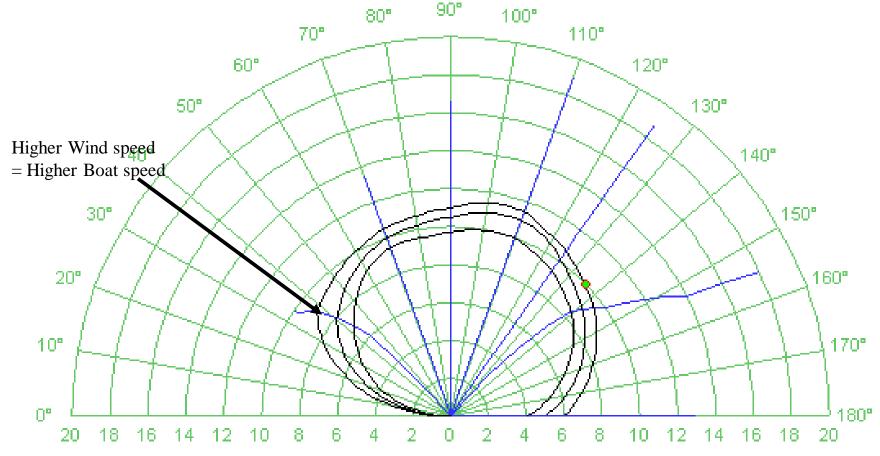
Wind Speed Increasing (cont'd)

- Now imagine steering to Target Boat Speed
- True wind speed increases
- Target Boat Speed will increase, telling you to steer away from the wind, to increase your boat speed
- You do what your told, but your boat speed will continue to rise and if you follow Target Boat Speed, you will eventually end up steering further towards the wind than you were before the Wind Speed dropped



Wind Speed Increasing (cont'd)

RavTech



 Target Boat Speed increases as wind speed



Wind Speed Increasing (cont'd) RayTech

- So what happened ?
- We've ended up on the same wind angle using both methods
- Using Target Boat Speed we briefly pointed too far downwind
- This actually makes the boat accelerate quicker to the new VMG
- The overall average VMG was higher when following Target Boat Speed



Using Targets

- The advantages of using Target Boat Speed are greatest when sailing upwind
- Downwind it is best to use Target Wind Angle
- The differences in overall VMG are very small
- Any slight advantage is worth taking as it may give you the edge over the competition
- Professional racers now use Targets extensively



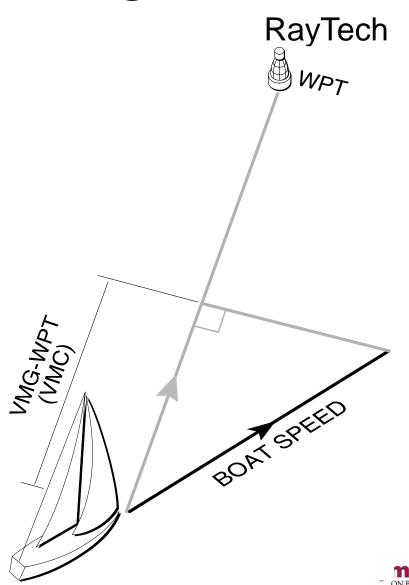
What about legs that aren't parallel to the wind? RayTech

- Tactical software such as RayTech not only calculates Targets for upwind and downwind, but can also calculate Targets for a leg in any direction
- The principle is exactly the same, only we are now maximizing VMC (VMG-WPT) rather than VMG (WIND)



What is VMC?

- VMC = Velocity made good on course
- Also known as VMG-WPT
- Measures progress made towards waypoint



What about Tide?

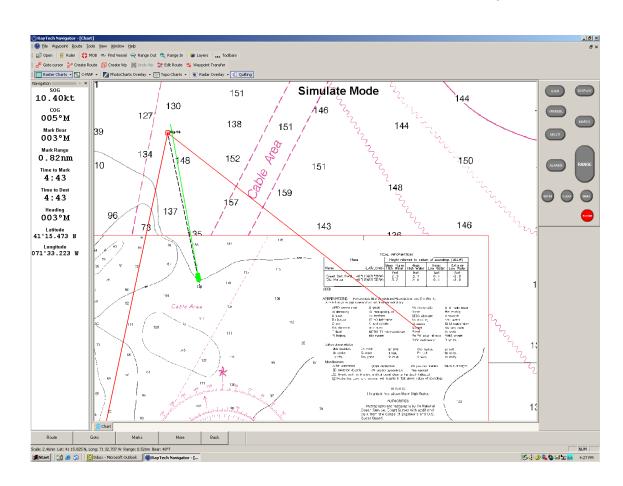
RayTech

 Tactical software such as RayTech can compensate for tide, which will shift the Targets about



<u>Laylines</u>

- Laylines are your targets
- If you sail parallel to laylines, you will be maximizing VMG
- Tack when you reach a layline





Layline Data

- Gives you distances and times to each layline
- Total distance and time to the mark

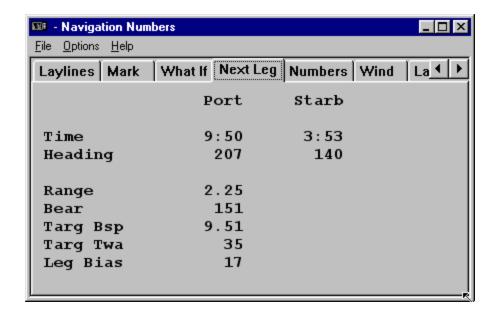
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Laylines	Mark What If	Next Leg	Numbers	Wind	14 }
	Boatspee	d	Twa		
Actual	5.0	0	180		
Target	11.5	1	148		
	Por	t st	arb	Tota	al
Time	2:2	7 2	: 29	4:	56
Dist	0.	5	0.5	0	. 8
Bear	30	7	11	34	40
	Tack An	_	ack M	ark Tv	√a.
	6	4	276	18	30



Data for the Next Leg

RayTech

Tells you
 everything
 you need for
 the next leg

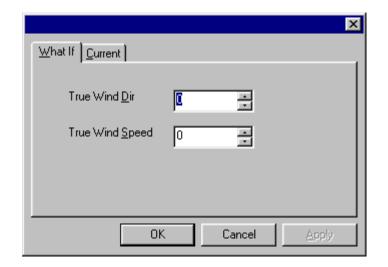


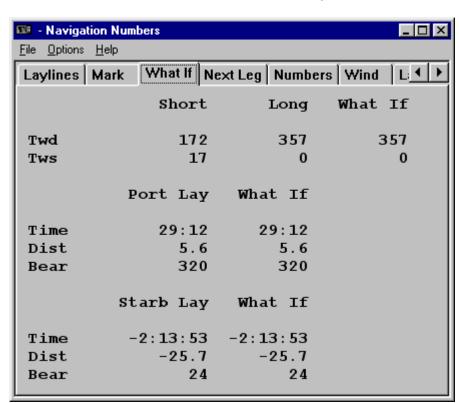


Predicting Performance

RayTech

 And can even tell you what will happen if the wind/tide changes







Custom SeaTalk Channels

RayTech

And all these values can be displayed on the ST80 Maxiview and ST290 Graphic

