



CBI-RoboSail Regatta Events and Scoring

Events

Enter your boat in as many events as you like and earn your maximum score. Have each event confirmed by a course Leader and checked off on your Score Card.

1. CBI Helmsman Test

Boats will sail a course similar to the course that CBI Adult and Junior members sail to earn their Helmsman/Yellow Rating. The course includes 3 buoys in a windward-leeward line, spaced approximately 10 meters apart. Boats start below the leeward mark and sail upwind performing 3 tacks around the buoys, round the windward mark and sail downwind performing 3 jibes around the buoys and finishing below the leeward mark.

If a boat needs to switch to manual control they must return to the start to sail the course again for full-autonomous points. Manual cues permitted in full-autonomous.

2. Sail a 20 meter circle/diamond

Complete a course where you finish within 3 meters of your start position. Sail out in a circle/diamond pattern with at least 1 tack and 1 jibe. May be sailed full or partial autonomous. Manual cues permitted in full-autonomous.

3. Sail a distance at a defined point of sail and return

The boat must pass the defined line or distance, then return to within 5 meters of the starting point. GPS is recommended but not necessary. No manual cues permitted.

4. Get Out of Irons

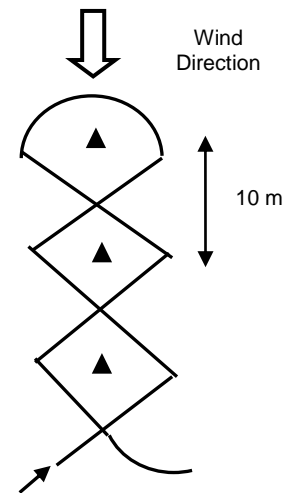
The boat must be in irons for at least 20 seconds, then get onto a reach and sail away for 20 seconds. May be sailed full autonomous but can have a manual cue.

5. Tack – single maneuver

The boat must sail between a beam reach and close haul for at least 20 seconds, then tack and sail the opposite tack for 20 seconds. May be sailed full autonomous but can have a manual cue.

6. Jibe – single maneuver

The boat must sail between a beam reach and run for at least 20 seconds, then tack and sail the opposite tack for 20 seconds. May be sailed full autonomous but can have a manual cue.



Scoring:

Event	Description	Points		Description	Points
1	Helmsman Test - Full Autonomous, shortest – longest time Manual cues permitted in full-autonomous	25, 20, 15, 10 points	OR	Helmsman Test – completed Autonomous Sail only	10 points
2	Sail a 20 meter circle/diamond. Full autonomous with manual cues permitted in	20 points	OR	Sail a 20 meter circle/diamond - Autonomous Sail only	10 points
3	Sail a given distance away and return to within 5 m of start Full GPS – no manual cue	25 points			
4	Get out of irons Full autonomous, can have a manual cue.	10 points			
5	Tack – single maneuver Full autonomous, can have a manual cue.	5 points			
6	Jibe – single maneuver Full autonomous, can have a manual cue.	5 points			

Ratings to Earn:

15 points: Crew

25 points: First Mate

35+ points: Skipper