



2024

Notice of Race

V1.0 2023-10-09



SAILAWAY

The Newport Bermuda Race

Preamble

The Sailaway Newport to Bermuda race

1. THE RACE

- 1.1. The Sailaway Newport to Bermuda race will be conducted using the virtual sailing game Sailaway in its latest installment
- 1.2. The Newport Bermuda Race will start on June 19th 2024 with the warning signal of the first Race at 17:50 UTC and start at 18:00 UTC
- 1.3. The Newport Bermuda Race will be conducted in separate divisions by sail mode and boat class and skipper group. Divisions will be announced in the Sailaway game, Discord channel, and on the website of the Sailaway race.

Sailaway Newport to Bermuda Race M



for IMOCA 60
Newport - Bermuda

MANUAL TRIM

24/7 online racing

88.5 % offline efficiency (11.5 % offline penalty)

Sailaway Newport to Bermuda Race div III

for 45' ketch, 50 ' performance cruiser, 54' cruising cat
Newport - Bermuda

AUTOMATIC TRIM ALLOWED

on or offline racing

offline 100 % efficiency ((no bonus, no penalty)

<https://e-offshore-racing.com/index.php/the-newport-bermuda-race/>



The Newport Bermuda Race

Sailaway Newport to Bermuda Race div II

for 32' offshore racer, mini transat, Sailaway cruiser 38
Newport - Bermuda

AUTOMATIC TRIM ALLOWED

on or offline racing

offline 100 % efficiency ((no bonus, no penalty)

Sailaway Newport to Bermuda Race div I

for Nordic Folkboat, Caribbean Rose
Newport - Bermuda

AUTOMATIC TRIM ALLOWED

on or offline racing

offline 100 % efficiency (no bonus, no penalty)

Sailaway Newport to Bermuda Race div 0

for IMOCA 60
Newport - Bermuda

AUTOMATIC TRIM

24/7 offline racing

offline 117.5 % efficiency (17.5 % bonus)



The Newport Bermuda Race

- 1.4. All The Sailaway Newport Bermuda Race races will suspend racing Juli 7th 2024 20:00 UTC. Boats that have not finished will be scored as per position at that time the race is suspended.

2. SCHEDULE

- 2.1. Races will be start as following:
 - M 19:00 UTC
 - Div III 19:30 UTC
 - Div II 20:00 UTC
 - Div I 20:30 UTC
 - Div 0 21:00 UTC
- 2.2. Starts may be postponed to a start time later that same day, without further notice.
- 2.3. There may be more races than mentioned in NOR 2.1 without further notice.
- 2.4. Races will be published in Sailaway more than 24 hrs before the preparatory signal.

3. COURSE

- 3.1. The course for the Newport Bermuda Race is from the start line in Newport to the finish line North East of Bermuda. Bermuda islands are left to starboard. There are no further marks.
- 3.2. Courses will be published on Sailaway, however can be changed up to 1 hr before the start.
- 3.3. Boats will join or re-join the race 60 minutes before the start. Boats not complying may be expelled from the race by the Race Organizers.

4. AMENDMENTS

This Notice of Race can be amended. Amendments will be published on the Sailaway Discord server and/or the race website

5. REGISTRATION

- 5.1. A boat is sailed by a crew of one or more e-sailors. When racing e-sailors can be part of only one crew.
- 5.2. Registration will be completed by entering the races in Sailaway later than 60 minutes before the start..

<https://e-offshore-racing.com/index.php/the-newport-bermuda-race/>



SAILAWAY

The Newport Bermuda Race

- 5.3. By registration the e-sailor accepts the Rules and Regulations that govern the Sailaway Newport Bermuda Race.
- 5.4. There is no registration fee.



The Newport Bermuda Race

6. RULES

- 6.1. Documents, or links to public locations of those documents, governing The Newport Bermuda Race will be published on the Sailaway Discord server and are available for download from The Newport Bermuda Race website. <https://e-offshore-racing.com/index.php/the-newport-bermuda-race/>
- 6.2. The Sailaway Newport Bermuda Race is governed by the rules as defined in Sailing World Racing Rules of Sailing (RRS) and the Sailing Instructions (SI) for the Sailaway Newport Bermuda Race to be published no later than 14 days before the start of Leg1.
- 6.3. By registering to participate in the Sailaway Newport Bermuda Race, e-sailors accept the rules and terms of the race as set out in this Notice of Race and set out in the Sailaway Newport Bermuda Race Sailing Instructions.
- 6.4. If an e-sailor behaves in a way that contradicts the rules and terms of engagement set out in this Notice of Race, or those set out in The Newport Bermuda Race Sailing Instructions. The Race Organizer has the right to remove the e-sailor.
- 6.5. Individual e-sailors are not allowed more than one boat per Skipper Alias to participate in the race.



The Newport Bermuda Race

7. BOAT CLASS

- 7.1. The race will be conducted in the IMOCA, Mini Transat, Folkboat, Caribbean Rose, Ketch, cruiser-racer class 32' off-shore racer, 38' ocean cruiser, 50' performance cruiser, 52' catamaran.

8. CLASS DIVISIONS

- 8.1. **Full Manual:** Boat handling in online mode will be fully manually in races designated M, Full Manual. Autopilot can be set to either to steer a compass course or to steer by maintaining true wind angle.

- 8.1.1. **M:** In offline mode speed will be reduced to **88.5%** of the nominal speed under the conditions at that time (**11.5% penalty**). Steering by autopilot in off-line mode can be by autopilot following way-points set by the e-sailor.

- 8.2. **Automatic:** Boat handling in online mode can be 100% automated as per e-sailor setting in races designated M, A, A0, Auto Trim. Autopilot can be set to either to steer a compass course or to steer by maintaining true wind angle, both online or off-line, by waypoints only when off-line.

- 8.2.1. **Div I - Div III :** In races designated Div I - Div III sailing off line is not penalized. In offline mode speed will be **100.0%** of the nominal speed under the conditions at that time (**0% penalty**)

- 8.2.2. **Div 0:** In races designated Div 0 sailing off line is not penalized. In offline mode speed will be **117.5 %** of the nominal speed under the conditions at that time (**17.5 % bonus**)

9. POINTS

- 9.1. Individual races are scored by low points As per Sailing World Racing Rules of Sailing (RRS)
- 9.2. Class M counts for ranking in The Europe race.



SAILAWAY

The Newport Bermuda Race

10. ELIGIBILITY AND ENTRY

- 10.1. There is no age restriction on registering for the Sailaway Newport Bermuda Race. If an e-sailor under the age of 18 years old qualifies for prizes, any prizes must be accepted by a parent or legal guardian who must consent to the event rules and the acceptance of the prizes.

11. MEDIA RIGHTS

- 11.1. By participating in an event of The Newport Bermuda Race, e-sailors automatically grant to the organizers, Sailaway developers Orbcreation b.v and their sponsors, the right in perpetuity to make, use and show, from time to time at their discretion, any live, taped or filmed reproductions, in game video streams and of the e-sailor during the period of The Newport Bermuda Race without compensation.



SAILAWAY

The Newport Bermuda Race

12. INFORMATION

- 12.1. Sailing Instructions (SI) for The Newport Bermuda Race will present changes to the Sailing World Racing Rules of Sailing (RRS).
- 12.2. For technical queries about the Sailaway game, contact the Sailaway developers Orbcreation b.v at <https://sailaway.world/>
- 12.3. For other queries about the SailAway Newport Bermuda Race, including feedback on the Racing Rules of Sailing, please contact The SailAway Newport Bermuda Race organizer(s) through the Sailaway Discord server or the race website.

13. CODE OF CONDUCT

- 13.1. e-sailors must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, members of the press, other e-sailors, The SailAway Newport Bermuda Race organizers, Sailaway developers Orbcreation b.v employees and World Sailing. All e-sailors are expected to adhere to the standards of good sportsmanship.
- 13.2. e-sailors and support persons shall comply with any reasonable request from the organizers and Sailaway developers Orbcreation b.v employees.
- 13.3. Race organizers may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

14. LICENSE

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SAILAWAY

The Newport Bermuda Race

15. CHANGES

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