

## Gray Whale Autumn Migration 2020 race report

I really don't remember ever sailing the whole West Coast in one all-downwind leg. With no space nor opportunities to make distinctive decisions on route, it was almost all about downwind VMG handling. Yes, there were some variations when to gybe and the all-time pressure/angle doubt, but at the end of a (almost every) day, Sime and Miro crossed tracks inside 1 server hop. A small, but at least 2-3 hops worthy difference were made on San Miguel Island passing, but nothing that 1 bad gybe by 90 ft monohul's high speed couldn't undo.

As I spent most of Saturday working in and around house, adjusting TWA here and there, I didn't actually see what happened to Miro, while one moment he was stealing my wind and another Rico took his role and Miro was a bit away. Forgotten DC me presume (luckily I had mine in a far less critical stage of the race and was awake and there to minimize the damage), but, with all respect to Rico and the others, I feel sorry that our nearly two weeks chess play has ended such way.

About the tactics, as I have written several times now: QtVIm is a great assistance for chose your route, but fine adjustments and some risk taking are what can make the difference. And even in a two weeks race every second counts. With so many excellent SOL skippers, one bad gybe or a few minutes on an angle too deep can make several places difference.

IMHO, the best fine tuning tool is AGage's WxInspector, and as December is closing with end of Flash support in browsers, this is a plea/appeal/cry for someone (ij, me presume) to make at least basic HTML5 version, with CC/TWA 1h raster isochrones, integrated Optimal Angles Tool and, if possible, Ruler path profile. I'm sure many SOLers will welcome that warmly.

The 2020 Autumn Migration is over, Sime was the most hunger whale, with rest of pod nearly equally fast. Congrats and thanks all for racing, and thanks all devoted members of SOL Team for made it possible. Until next time, stay well and stay safe!