

Owen Talk

Top 10 Don'ts

- Regatta success is measured more by your worst results than your best results
- Consistency of execution
- Boat speed is a core requirement
- Goal is to be a contender at the first mark

Don't start in high density areas

- First leg is a defensive leg
- Maximize VMG vs the fleet
- Must be able to sail your groove and your tactics and not be dictated to by other boats

Don't sail in bad air

- If bad start, take immediate action
- Sail to find a good lane sufficient to sail best VMG

Don't sail the short tack first

- Increases chance to take advantage of next shift
- Keeps closer to rhumb line
- If wind shifted when going downwind, may need short stint on unfavored tack to avoid downwind boats.

Don't sail on laylines

- Reason:
 - If the breeze lifts, you can't benefit
 - If breeze knocks, you can't take advantage being too far from rhumb
 - Easier (mentally) to sail VMG when not aiming at a mark
- Very difficult to pick a long layline
- Try to avoid 4-6 boat lengths from layline
- Think about an angled cone coming from the mark — outside the cone, you become a target for other boats.
- If in a cluster near the layline, try to be early in tacking back to the middle

- Will be less of a target to starboard tackers who will tend to go further to layline
- If breeze gone left, starboard layline is very difficult (boats bow to stern). If breeze has gone right, starboard layline is much easier.

Don't have head in boat

- Think hard about a compass in a single handed boat — don't use it if you are mesmerized by it
- A compass won't tell you where you want to be
- Be aware that some knocks are pressure knocks

Don't sail the obviously wrong tack

- Take medicine early — delaying just increases the cost
- Hope is not a strategy
- If forced onto the wrong tack — this doesn't make it the right tack — get back quickly
- Duck rather than be forced to tack onto the wrong tack

Don't micro-battle

- Mindset: 1 v fleet, not 1 v 1
- At the start — sail fast VMG, don't try to destroy boats around you
- On the reach — sail fast and don't lose the fleet while trying to prevent one passing boat
- Don't get too close to other boats on the run
- Think before calling starboard if you want to stay on starboard
- Hails: keep going
- STAY OUT OF TROUBLE

Don't fail to plan

- Keep planning on all legs — don't just have a plan for the first leg
- Think ahead of the mark for what to do after the rounding

Don't take unnecessary risks

- Don't get greedy
- Consolidate gains when you have them
- Cross when in phase

Don't separate from the fleet

- The fleet is generally right
- Stay between opposition and the mark
 - Except when needing to stay between competition and pressure

Don't give up

- The easiest places you can make are when you are behind
- First run is the best opportunity to catch up
- What is obviously wrong is typically not right

| Hope is not a strategy