

2022-09-06 Invitation - Major League Sailing - Season 16

HERE WE GO AGAIN - A REAL TOP EVENT - 16th SEASON!

Yes. VSK is a game. BUT! It is also the best sailing simulator. As close as you can get to real sail racing.

Do you want to race with:

- The best VSK skippers
- The best VSK courses
- The best Protest Committee (Two members are certified international umpires/judges).
- Real racing rules. World Sailing's "Racing Rules of Sailing 2021-2024". (RRS).

Join MLS!

MLS Race Committee is very happy to invite you to MLS – Season 16.

The first race day will be Tuesday, Oct 11th. All races every other Tuesday starting at CEST/CET 21:00.

This is an invitation regatta. The invitation is sent to most skippers who participated or registered in recent seasons and some other skippers known as good, fair and honest VSK skippers.

It is a team event using Fleet Race Rules, or rather: A Fleet Race event, where skippers are members of a certain team. Each racing boat gets points that are added together and determine the team's result and position for each race.

Create, or try to join, a team and send in Application/Registration.

A team or a skipper does not have to belong to a specific club. If you do not have a team, register anyway and maybe we can help you to form a team or be a part of an existing team.

To start from scratch, we want you to **fill out the Application/Registration form** on <http://vksailing.rocks/S.I..html>, regardless whether or not, you were registered some previous season.

NOTE! Each individual skipper **MUST** send in Application/Registration form.

We really need **HOSTS and Video Recording operators**. Please tick in boxes if you can help.

If you are NOT previously **registered in the Forum**

<http://vksailing.rocks/forum/index.php>, please also do that now. Besides submitting cases and being able to follow all PC cases, some other information may be published there.

First come – first served. This means that the quicker you register a team, the more likely you will be granted a spot in the regatta. The number of servers, teams and racing skippers on each server will depend on the number of registered teams. We prefer to have 15 teams (3 servers), but we might run the regatta with either 10 or 12 teams (2 servers) or 18 teams (3 servers). The first 10, 12, 15 or 18 teams with at least 3 registered skippers will be guaranteed a place in the tournament.

3 skippers/team will participate in each race. A team can have a maximum of 12 members.

Registration deadline. Deadline for registering a team with at least 3 members will be 4 days ahead of first race. New individual team members can be added any time during the event up to and including race day 4.

The Teams/Skippers finally allowed to participate, will be decided by MLS Race Committee at their own discretion.

Virtual Skipper is a simulation/game application. Even so, we want to emulate real sailing competition as far as possible. The rules are based on World Sailing's "Racing Rules of Sailing 2021-2024" (RRS) and we have a Protest Committee and Jury decisions.

We have tried to make it as easy as possible to fill out the PC Form using a ready-made template. Both Screenshot and Replay can be attached to a Topic. Read the instructions, link on "Rules" page <http://vksailing.rocks/rules.html> and make your registration in the Forum.

Many people talk about being "fair". The word "fair" can be treacherous. It may mean different things to different people in different cultures. To us, **fair sailing, means to obey and follow RRS.** These rules are the same for all racing skippers all over the world.

Important information in News. Read all details, Sailing Instructions (S.I.), Rules and more, incl. possible changes from previous season and possible amendments/clarifications to S.I. and Rules, on our website <http://vksailing.rocks/>

Very Welcome to a real top event. Compete with the very best VSK skippers!

**Major League Sailing
Race Committee**