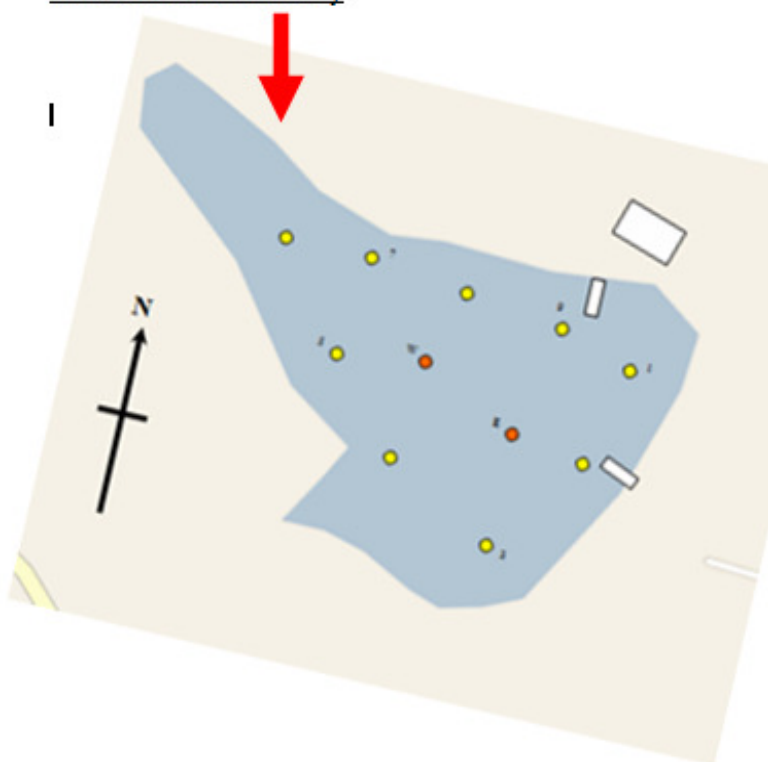


Wind Direction Northerly



Course 1

- 8 P
- 4 S
- 7 P
- 5 S
- 2 S
- 3 S

Reasoning

No reaches under a lee shore.
 2 Beats should ensure always 1 is true beat.
 Always an option to use E & W if the wind is lacking up near the shore.

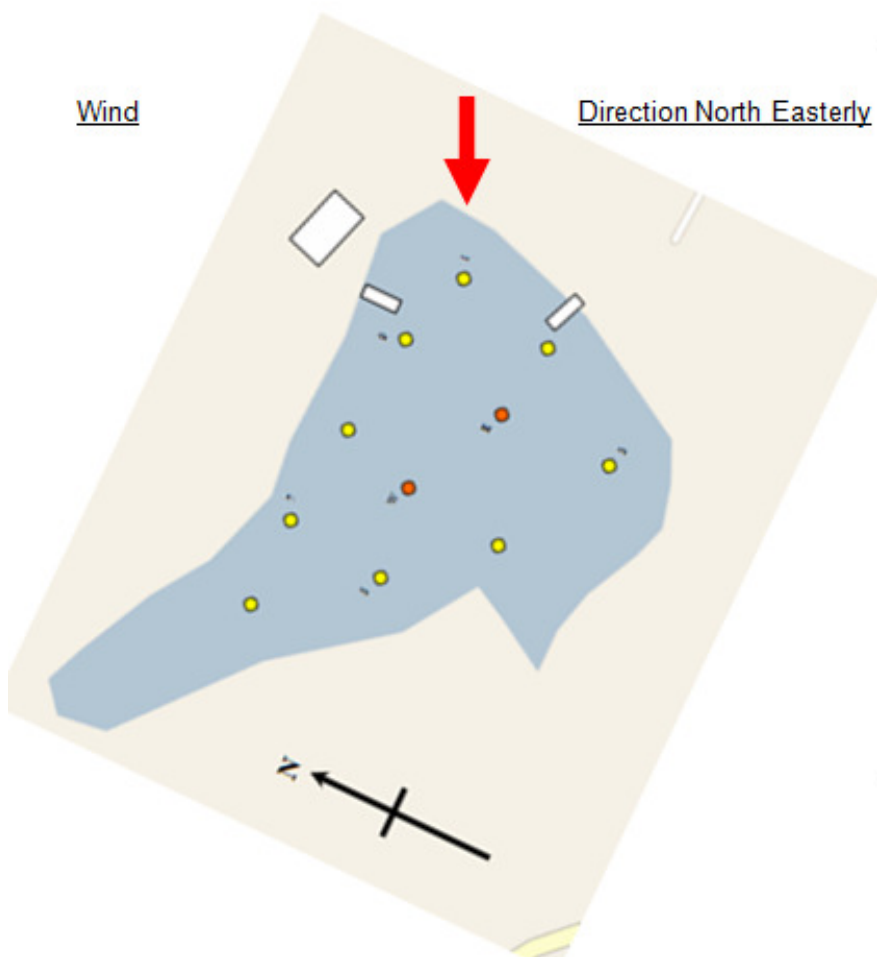
Course 2

- 8 P
- 5 P
- 4 P
- 7 S
- 2 P
- 9 P
- 3 S

Reasoning

Lots of beats and spinnaker legs of varying angles. No legs under a lee shore.
 Again, E & W are there to give you options.

Wind



Direction North Easterly

Course 1

- 1 P
- 5 S
- 9 S
- 3 S
- 4 S

Reasoning

Beats a plenty. 1, 8 & 9 often lack wind in this direction, so think about moving E & W to closer towards them, then use as alternatives

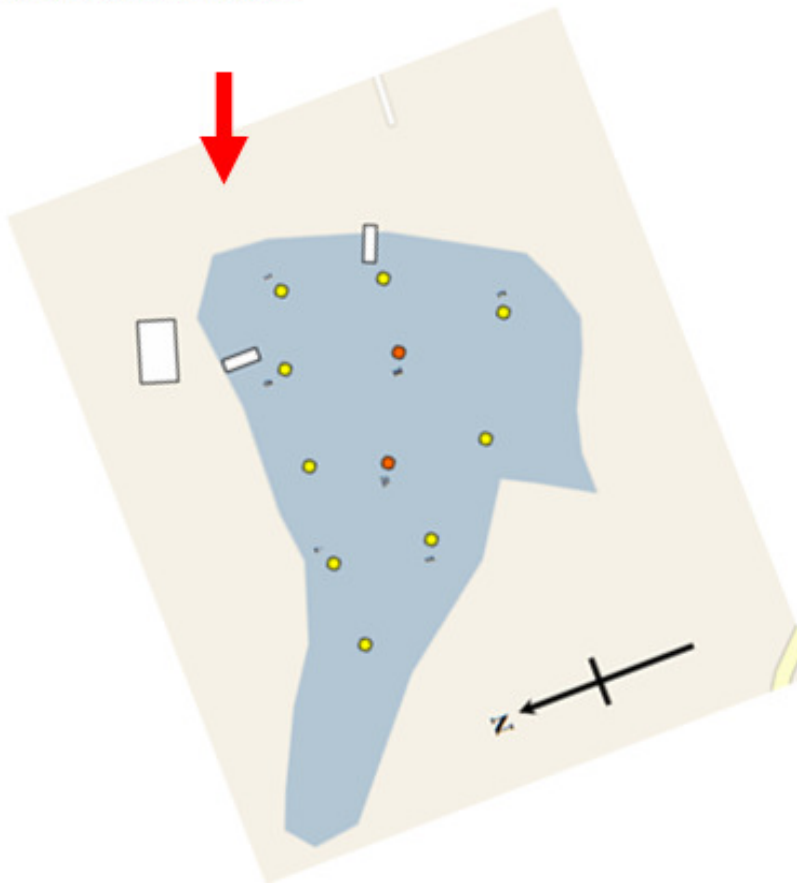
Course 2

- 9 P
- 7 P
- 5 P
- 1 S
- 2 S
- 4 S

Reasoning

Consider E if light winds.
 Watch 9 to 7 if no wind under the lee shore. Avoid if very light airs. Consider starboard rounding for a different course if light airs

Wind Direction Easterly



Course 1
2 P
8 P
5 P
3 P
9 P
6 P

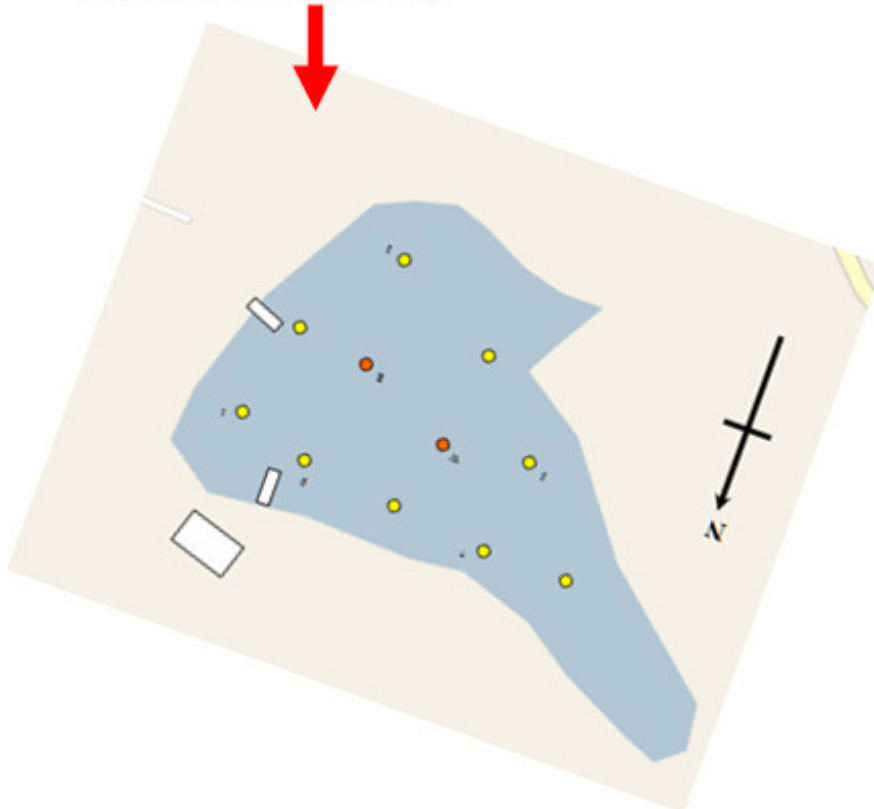
Reasoning
Only
Direction to
use 6
without fear
of major
shifts –
Long beats
with good
kite legs.
Prepare to
use E rather
than 2

Course 2
2 P
9 P
4 S
7 S
1 S
5 S
6 S

Reasoning
Long beats and
lots of Kite legs
with varying
angles
Uses whole
lake with little
risk of tree
affect.

Be careful of the
wind shadow
under the dam. E
and 9 are often
better options
than 1 and 2

Wind Direction South-Easterly



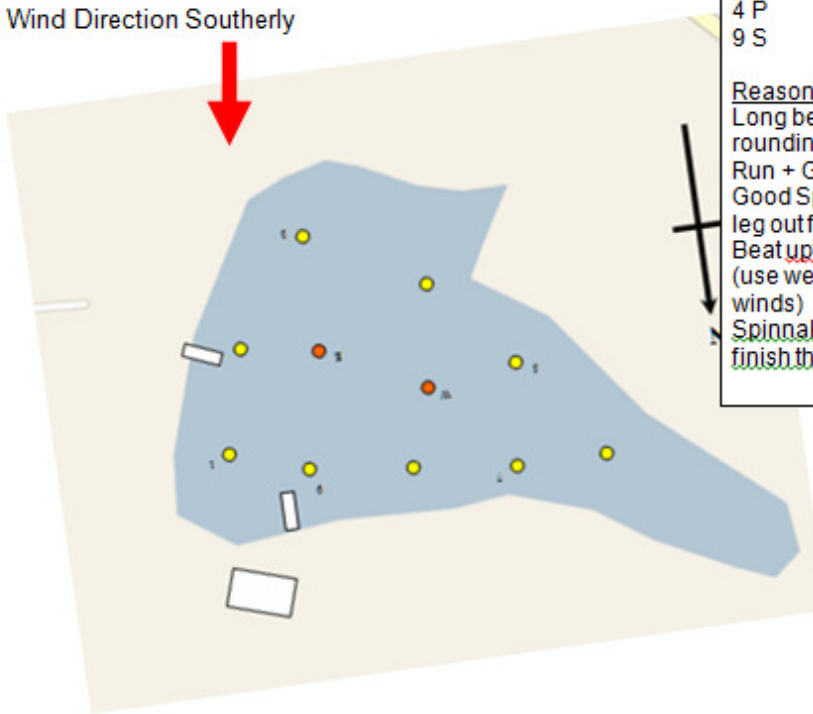
Course 1
3 P
1 P
7 P
4 P
8 S

Reasoning
Long beat +
port
rounding
(VITAL)
Run + Gybe
Good
Spinnaker
leg out from
trees. Beat
upto trees
(use west if
light winds)
Spinnaker
leg to finish
lap.

Course 2
3 P
9 S
2 S
7 P
4 P
8 S

Reasoning
Long beat +
port rounding
(VITAL)
Run down to 9.
Second Beat to
2 Spinnaker
leg out from
trees. Beat
upto 4 (use
west if light
winds). Run to
end lap.

Wind Direction Southerly



Course 1

3 P
2 P
8 P
4 P
9 S

Reasoning

Long beat + port rounding (VITAL)
Run + Gybe
Good Spinnaker leg out from trees.
Beat upto trees (use west if light winds)
Spinnaker leg to finish the lap.

Course 2

3P
2P
8P
4P
1P
9P

Reasoning

Long beat + port rounding (VITAL)
Run + Gybe
Good Spinnaker leg out from trees. Beat upto trees (use west if light winds)
Tight spinnaker leg to gybe by clubhouse. Fast skills to fly to 9 finish the lap.

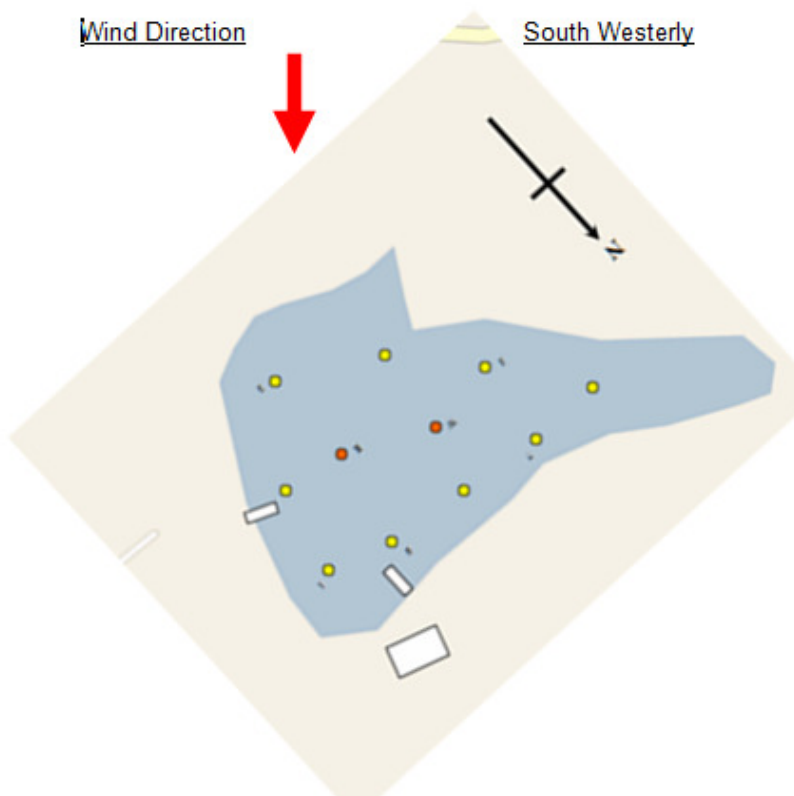
Course 3

3P
1P
8P
4P
9P

Reasoning

Long beat + port rounding (VITAL)
Run + Gybe
Good Spinnaker leg out from trees. Beat upto trees (use west if light winds)
Spinnaker leg to finish the lap.

Wind Direction



South Westerly

Course 1

4 P
2 P
8 P
W P
9 S

Reasoning

2 Beats, with varying angles for the spinnaker boats. Ensure the legs are not too tight for the spinnakers. E & W are there to use if wind shadow

Course 2

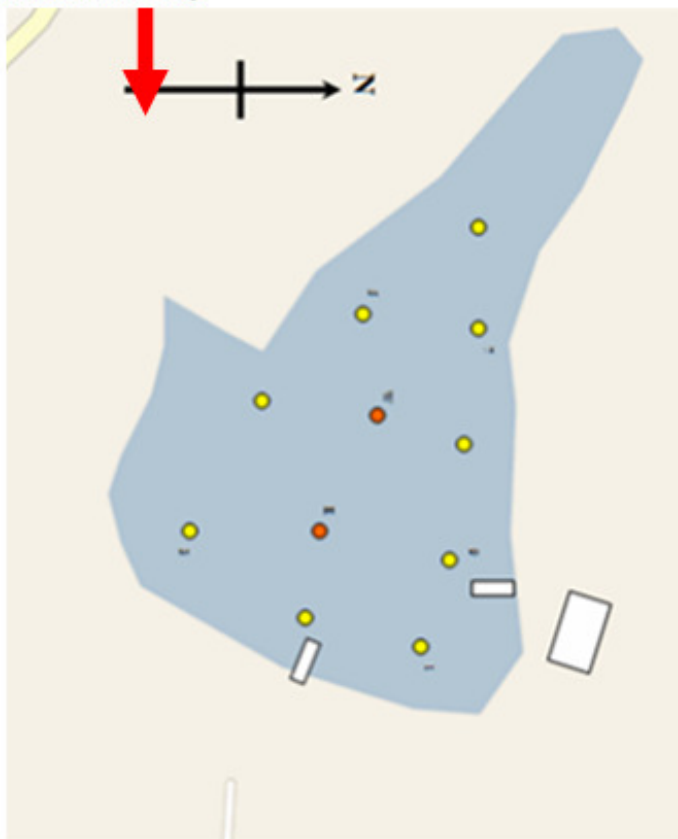
4 P
1 S
E S
8 P
5 P
9 S

Reasoning

2 Beats, with varying angles for the spinnaker boats. If there is a lack of wind, consider W rather than 5 and adjust accordingly.

4 & 5 often in wind shadow. If using, check what the wind is like up there. You can move the marks in or use E & W.

Wind Direction Westerly



Course 1
 5 P
 E P
 9 P
 7 P
 3 P
 1 P

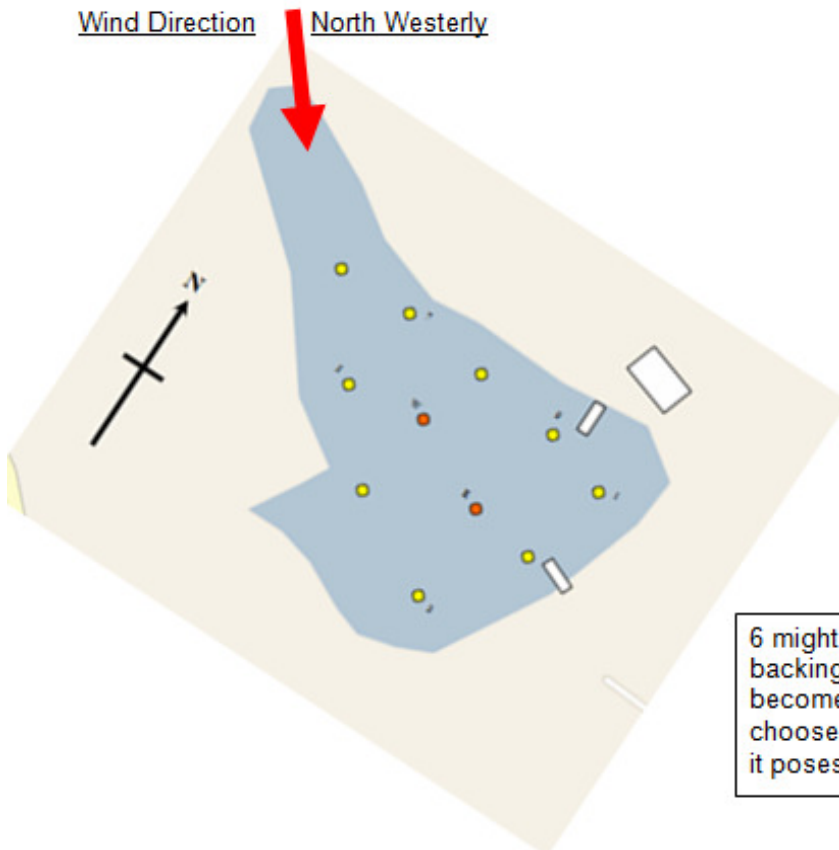
Reasoning
 2 Beats, with varying angles for the spinnaker boats. If there is a lack of wind, consider W rather than 5 and adjust accordingly.

Course 2
 7 P
 3 P
 2 P
 E S
 1 P
 5 S
 9 P

Reasoning
 2 Beats, with varying angles for the spinnaker boats. Ensure the legs are not too tight for the spinnakers.

4 & 5 often lacking in wind in this direction. Try to avoid unless wind is fairly consistent around it.

Wind Direction North Westerly



Course 1
 7 P
 5 P
 9 S
 3 S

Reasoning
 1 Beat, with varying angles for the spinnaker boats. Ensure the legs are not too tight for the spinnakers

Course 2
 7 P
 4 P
 2 P
 9 P
 3 S

Reasoning
 2 Beats, with varying angles for the spinnaker boats. Ensure the legs are not too tight for the spinnakers

6 might look tempting – be careful of the wind backing and lifting up in the creek. The winds become a lottery up there. Use it if you choose, but be aware of the major difficulties it poses racers.