**Sailors League Race Mechanics**

Races consist of two parts, sailing upwind then sailing downwind. Each part of the race is a distance of 250ft. Sailing upwind is challenging as you must make the right judgements on when to tack. Downwind is just as challenging because that’s when the exploding buoys are released.

* General race info
  + Boat speed 🡪 50 fpr (75 w/ spinnaker)
  + # of boats 🡪 8 – 10
  + Course length 🡪 300 ft each direction
  + Boat Types
    - CD 🡺 Worst quality of boat
      * Price – 75GP
    - CDX 🡺 Higher quality boat
      * Gives 1 roll with adv. per race
      * Price - 200GP
    - CDXX 🡺 nicest boat
      * Gives 2 roll with adv. per race
      * Price – 400GP (or 500)
* Start position
  + Everyone rolls an acrobatics check to see starting position. Highest roller has no distance disadvantage. For every position behind highest roller you are 10 ft (maybe use 5ft instead) behind. You can attempt to take the position of the person in front of you by making an opposing intimidation check. Success means you take their position; a fail means you fall behind the person that was behind you. Do/sort the intimidation checks from best position to worst position.
* Upwind
  + Insight check to gauge the wind
    - DC 13 Nature check
      * Nat 20 🡪 extra 10 feet
      * Success 🡪 know which type of tack to do
      * Fail 🡪 Take a guess
      * Nat 1 🡪 auto pick the wrong tack
  + Decide on short tack or long tack
    - Wrong decision means half speed for that turn
* Rounding the Turn Buoy
  + DC 15 acrobatics check
    - Nat 20 🡪 extra 10 feet
    - Success 🡪 no loss of speed
    - Fail 🡪 half speed on first round of downwind
    - Nat 1 🡪 half speed on first round of downwind + cant put spinnaker up
* Downwind
  + Boat health
    - 1 explosive buoys
      * Boat only moves half speed (half of 75 = 35)
    - 2 explosive buoys
      * Boat cant move this turn
    - 3 explosive buoys
      * Boat sinks
  + With Spinnaker
    - 75ft per round
    - DC 16 Acrobatics check
  + Without Spinnaker
    - 50ft per round
    - DC 12 Acrobatics check
  + DC Outcomes
    - Nat 20 🡪 extra 20 feet
    - Success 🡪 normal movement
    - Fail 🡪 Hits explosive buoy
    - Nat 1 🡪 Hits 2 explosive buoys