

Tide and currents

Tides are variations in sea water level and are caused by the moon (and sun) gravity. The height difference between high tide and low tide is different in different places and ranges from 0 to, (in extreme cases), up to almost 20 meters. The period between high and low tide is about 6 hours.

Virtual Skipper has tried to simulate the actual conditions in each area. Roughly speaking, and for parts of each area, the following applies:

• Auckland	Tide	Messy
• Malmö	Tide	Turning
• Marseille	N/A	Constant current direction in parts of the area
• Napoli	N/A	Constant current direction in parts of the area
• Porto Cervo	N/A	No current
• Qing Dao	Tide	Turning
• Rio	Tide	Turning
• San Francisco	Tide	Turning/Messy
• Sydney	Tide	Turning/Messy
• Trapani	N/A	No current
• La Trinité	Tide	Turning
• Valencia	N/A	No current
• Vancouver	Tide	Turning
• Wight	Tide	Turning

So, how do tide and currents work in the game?

In the Editor the map maker can set the time for High Tide and the Start Time for the each track. This then provides the conditions in effect at the start i.e. if it is Low, Flood, High or Ebb Tide.

In the Editor, you can check the direction and strength of any current for these four conditions.

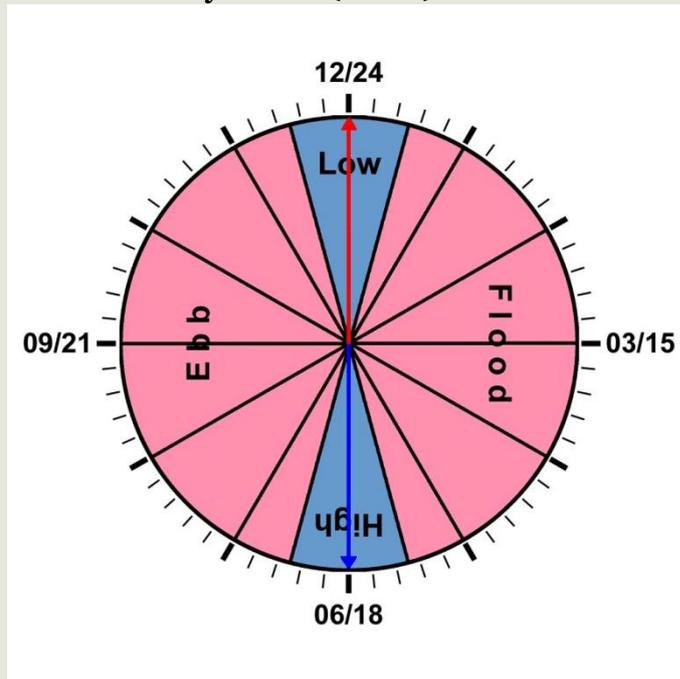
Note that the values for Low and High Tide respectively, are only valid for one hour around the time stated. It also goes without saying, that the values do not suddenly change when you pass a certain time. The values shown in the Editor are those in the "middle" of the tide interval, and any changes come gradually.

Nevertheless, the map maker can come up with some "surprises" by "manipulating" the timing of the start and tidal conditions in a specific area where the tide turns and the currents are strong.

Basic "set up" in the Editor:

High Tide Time: **18:00**

Day Time (Start): **12:00**



How can you check a specific race?

- Mark the Start Time on the clock. (Red arrow).

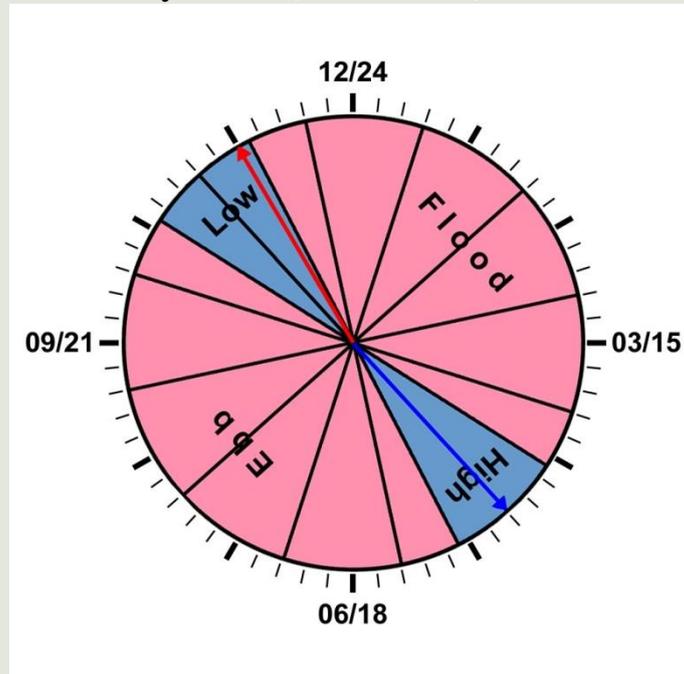
- Turn the Tide disc and set the High Tide Time.

There you are!

Example:

High Tide Time: **16:36**

Day Time (Start Time) **11:00**



In this example, it can be concluded that the Weather Bulletin will show the Tide = Low at the start, but that the tide will start shifting to Flood after just six minutes!!!