WINNER TEAM CLINIC 2024

WINNER

The weekend of 8h-10th March

The Goal:

Have training with other WINNER sailors and learn more about your new optimist. Train with the very best and get high level coaching. This year we are working together with <u>Sailmon</u>, a leading Innovator in water sports hardware and software

Professional coaching:

Stig Bløcher owner of WINNER will be technical adviser Christos Chionas will be head coaches + Ivan Vasilev + 4 Danish coaches (Stefan S Andersen, Magnus B Pedersen, Frederik B & Iben Nielsby)

Collect your new team boat. (If we sent it directy to you, then we can rent you a hull) Get all new information about the design and the equipment. Get perfect coaching from the best instructors from WINNER.

Technical information:

We will arrange meals starting with lunch Friday. However, no dinner Friday evening. Language will be English.

Bring your warmest sailing gear - it will be COLD!!



During the training there will be some races and we'll have prices for overall 1-2-3 as well as 1st girl and 1st U12

Phone:+4562619303

E-mail: stig@winneroptimist.dk

Further information: Location: Faaborg Sailing Club. Lille Strand 6, 5600 Faaborg

PROGRAM preliminary

FRIDAY 8th march

09.30 Introduction to Sailmon MINI

10.00 Meeting in the Club

10.30-13.30 Training on the water

13.30-14.00 Lunch

14.00-16.00 Training on the water

17.00-18.00 Visit at the WINNER Factory

No dinner!!!!

20.00 - 20.45 Sailmon data tracking

20.45 - ? Possible to play the eSailing game.

SATURDAY 9th march

8.30-10.00 Breakfast

10.00 Opening meeting in the Club

10.30-13.30 Training on the water

13.30-14.00 Lunch

14.00-16.00 Training on the water

17.00-18.00 Visit at the WINNER Factory

18.30-20.00 Dinner in the Club

20.00-21.00 Sailmon presentation / data and stats analysis.

21.00 - ? Possible to play the eSsailing game.

SUNDAY 10th march

8.00-9.30 Breakfast

9.30-12.00 Training on the water

12.00-13.00 Lunch

13.00-15.00 Training on the water

15.15-16.30 eSailing finals

16.30 Prizegiving & End of program

