



K-CHALLENGE

K-Championship K-Challenge #20 Sailing Instructions

Issued by Virtual Regatta on 20 October 2025

Event web sites: www.virtualregatta.com



Notation	Meaning
[NP]	The notation '[NP]' in a rule means that a player may not protest another player for breaking that rule. The PRO and/or the Jury/PC and/or the OA may refuse to hold a hearing when a player protests, based on these rules. This changes RRS 60.1.
[SP]	The notation '[SP]' in a rule means that a player may be disqualified by the race committee from the event without a hearing according to RRS 60.5(b)(3).
[VRI]	Virtual Regatta Inshore, the eSailing platform licensed to host the K-Championship Event.
[WS]	World Sailing, International Federation for Sailing.
[VR]	Virtual Regatta, the organisation that provides the eSailing platform: Virtual Regatta Inshore.
[OA]	The Organising Authority: K-Challenge and Virtual Regatta.
[TC]	Technical Committee: K-Challenge and Virtual Regatta technical departments.
[RC]	The Race Committee. Including the Principal Race Officer [PRO] and Course Race Officers [CRO]
[PC]	The Protest Committee
[PLAYER]	Competitor: the person designated to control a boat remotely.

Terminology.

The RRS Terminology paragraph of the Introduction is changed so that:

Boat: means a sailboat controlled remotely and having no crew. However, in the rules of Part 1 and Part 5, this SI and the definitions Party and Protest, 'boat' includes the competitor controlling her.

1. Rules

1.1 The event is Governed by:

1.1.1 The Racing Rules of Sailing [RRS] with the changes of the current Virtual Racing Rules of Sailing (VRRS). Available at:

https://d2cx26qpfwuhvu.cloudfront.net/sailing/wp-content/uploads/2022/02/25122529/Virtual_Racing_Rules_220119.pdf

1.1.2 Virtual Regatta Terms of Use. Available at:

<https://www.virtualregatta.com/en/tou/>

1.1.3 VRI Game Engine with the penalty-start counter system.

1.1.4 Discord platform Terms of Service: <https://discord.com/terms>

1.1.5 All notices posted on the Virtual Regatta Inshore Discord in the designated “K-Championship” server category, accessible here:

<https://discord.gg/uGR4PebKzR>

1.1.6 Any in-game news related to the K-Championship

1.1.7 The K-Championship Notice of Race

1.1.8 The K-Championship Competition Rules

1.2 **[NP]** RRS 60.1 and RRS 62.1 are modified as follows, for the purposes of these SIs:

a) Rules of Part II, 28 and 31 [Modified Rules] cannot be protected by the Competitors. Penalties for infringement of these Rules will be conducted automatically by the VRI Game Engine.

b) The decisions made by the VRI Game Engine about an infringement of a Modified Rule shall not be grounds for a request for redress from a Competitor.

c) Rule 62.1(b) and Rule 62.1(c) are deleted, for the purposes of these SIs.

1.3 The official language is English.

1.4 Any decisions of the OAs will be final

2. Schedule

2.1 The Challenge is available to participate in at the following link:

<https://www.virtualregatta.com/en/inshore-game/?openchallenge&4892>

2.2 Racing is permitted at any time within the times outlined in [2.4]. Races will start when 12 players are present in any given race.

2.3 See [5. Scoring] for details on scoring.

2.4

Class	Start Time	Finish Time	Course	Wind
F50	24 November 00:00 UTC	27 November 00:00 UTC	eSWC 2024 Reaching Long	22 knots

2.5 Venue will be a virtual render of Hong Kong.

3. Courses

3.1 The course is as described in Annex A

3.2 All course marks are yellow

3.3 The start line shall be the red line drawn between a committee vessel and a yellow mark

3.4 The finish line shall be the white and black checkered line between a committee vessel and a yellow mark

4. Time limits

4.1 **[NP] [SP]** Players must cross the start line within 60 seconds after the starting signal. Otherwise, a score of DNS will be given.

4.2 **[NP] [SP]** Players must finish within 600 seconds after the finishing time of the player in first position. Otherwise, a score of zero points will be given without a hearing. This changes RRS 63.1 and A5.

5. Scoring

5.1 In-game ranking system will be used for the challenge

5.2 The challenge score is the highest average score obtained for a series of nine (09) races in a row.

5.3 If a player achieves an average score equal to that of their maximum score, their total number of attempts will include both sets of races as well as any other attempts.

5.4 In case of a tie between two or more players:

- 5.4.1 the player who achieved that score in the least number of attempts is placed ahead.
- 5.4.2 in score and number of attempts, the player with the highest average score is placed ahead.
- 5.4.3 in score, number of attempts and average score, the player who scored most recently is placed ahead.
- 5.4.4 cannot be broken by 5.4.1, 5.4.2 or 5.4.3, the player with the oldest account is placed ahead.

5.5 A boat that is classified as DSQ by the OA can only be scored 0.

6. Changes to Sailing Instructions

- 6.1 **[NP]** All information such as notices or amendments to official documents will be posted on the Official Notice Board on the VRI Discord Server no later than one (1) hour before the start time of the challenge. Unless there is a change to schedule, which will be posted 24 hours prior.
- 6.2 **[NP]** In unique circumstances, changes to the Sailing Instructions may have to be made during the challenge. These will be posted on the Official Notice Board on the VRI Discord Server as well as communicated through in-game news

7. Starting Sequence

- 7.1 **[NP]** Entering a race.
 - 7.1.1 Click on the Challenge card titled 'K-Challenge #20' available in the K-Championship lobby zone of the Virtual Regatta Inshore game. See **[2.1]**
 - 7.1.2 Player clicks on the green arrow in the bottom left of their screen.
 - 7.1.3 Player chooses their race helps.
 - 7.1.4 Player is entered onto the racecourse.
- 7.2 RRS 26 is changed as follows:
 - 7.2.1 **[NP]** Once the race reaches 12 players the starting sequence will begin with a sound and flag signal denoting 80 seconds until race start. This changes VRRS 26.1.
 - 7.2.2 **[NP]** A second sound and flag signal denotes 60 seconds until the race start. The in-game rule engine activates at this point and penalties are active.
 - 7.2.3 **[NP]** The third sound and flag signal denote the race start. Players may cross the start line and begin the race.

8. Protests and Redress

- 8.1 **[NP]** Network errors, lag, inability to connect or any other analogous events on the player side shall not constitute grounds for redress. This changes RRS 62.1.
- 8.2 **[NP]** The K-Championship follow the standard rules of Virtual Regatta Inshore as applied in everyday challenges not part or related to the eSailing World Championship or World Sailing. Protests and requests for redress will not be accepted. Scores will be final as recorded by the game. Players are expected to compete in the spirit of fair play and sportsmanship. Virtual Regatta's Terms of Use still apply.
- 8.3 **[NP]** In the event of a major game fault that prevents users from playing for an extended period, as determined by the Organizing Authority (OA), the OA reserves the right to take appropriate action.

9. Prizes

- 9.1 The winner of the challenge will be awarded
 - 9.1.1 1 Fleece jacket, valued at 160 euros
 - 9.1.2 1 Booster Fan Card, collection Foiling Machine, valued at 25 euros
- 9.2 The player placed 2nd in the challenge will be awarded
 - 9.2.1 1 K-Way Backpack, valued at 180 euros
 - 9.2.2 2 Fan Cards collection Foiling Machine, valued at 7 euro each
- 9.3 The player placed 3rd in the challenge will be awarded
 - 9.3.1 1 K-Way beanie, valued at 50 euros
 - 9.3.2 1 Fan Card collection Foiling Machine, valued at 7 euros
- 9.4 Prizes will be sent to the players on January 31st, 2026, at the latest
- 9.5 **[NP]** Players are required to be reachable via the email address mentioned in their profile to receive the prize. Players not replying or providing the information required to receive the prize will no longer be eligible to receive the prize. Players have five (5) business days to complete any action requested by the OA to claim their prize once contacted by the OA.

