



K-CHALLENGE

K-Championship Grand Final Sailing Instructions On Saturday 13 December, 14:00 UTC

Issued by Virtual Regatta on 12 December 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-Challenge 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. Registration and Arena Joining Instructions

1.1 [NP] Registration

- 1.1.1 [SP] The winner from each K-Championship Knockout, the top ranked female player in the overall K-Championship ranking and the top ranked male player in the overall K-Championship ranking shall request the 'KC Grand Finalist' role by typing their VRI in-game name in the '🏠 kc-gf-registration' channel. Roles will be assigned as soon as reasonably possible.
- 1.1.2 Players have until **11 December 12:00 UTC** to request the role. Players are registered once the role has been assigned.
- 1.1.3 [SP] Requesting the role confirms that the player will attend the knockout. Players not attending the knockout should not request the role.
- 1.1.4 [SP] Players qualified and on the waiting list, not attending the Knockout, should contact the OA by using the same channel described in SI 1.1.1. Players registered but not attending the Grand Final are requested to let the OA know before **11 December 17:00 UTC**, in order for the OA to search for a replacement.
- 1.1.5 Any spots free from a player's withdrawal may be offered to the next best player, not yet qualified, if any, in the ranking from which the player who withdrew from qualified from.
The same applies in case of any player's withdrawal within the time of limit of SI 1.1.4.
- 1.1.6 Players qualified are required to join the Virtual Regatta Inshore Discord Server and the K-Championship respective categories and channels according to the NoR, and change their server's nickname to their VRI in-game name. They can do so by typing "/nick", in any channel they access to and entering their Virtual Regatta Inshore in-game name.
- 1.1.7 [NP] The OA reserves the right to accept or deny late entries and late withdrawals
- 1.1.8 [SP] Players shall not change their VRI in-game name during the event.

1.2 [NP] Arena Joining Instructions

- 1.2.1 Players will compete in one single fleet. The fleet will have separate password protected arenas to race in and will be available to enter via the K-Championship lobby zone.

- 1.2.2 Passwords for the arenas will be shared via a private Discord Channel for each stage, to which qualified players will be invited.
- 1.2.3 The time for the starting sequence of each race, as described in SI 8, will be posted on the Discord Channel of each series/stage. This time will be posted in 24-hour format, UTC time zone (i.e. 17:18 UTC), and will be no-less than three (3) minutes from the time it was posted.
- 1.2.4 [NP] Players may flag any joining issues in the respective group chat ‘ -kc-gf-global-chat’ channel on the Virtual Regatta Inshore Discord server within the “K-Championship Grand Final” category by tagging “@Race Officer” and hailing “Join Issue”. The race will be postponed for three (3) minutes maximum to wait for players to join. After this time, that starting sequence will begin and a player’s failure to join the arena will not be ground for request for redress. This changes RRS 61.2.
- 1.2.5 [NP] The RO may start the race sooner that the announced time if they see that all players are already in the arena and in-control of their boats. Players may signal to the RO that they are in control of their boat by sailing in an OO-shape under the start line.
- 1.2.6 [NP] Players must equip the K-Challenge F50 boat livery for every race of the knockout raced in F50. The livery can be found in the paintbrush tab of the F50 customizations in the player’s marina and is called KCH. The livery is free to equip. Failure to race with this livery can prevent the player from participating in the Grand Final.

2. Schedule

- 2.1 The first warning signal for Race 1 will be held at 14:00 UTC on December 13, 2025. The following races will take place as soon as reasonably possible following the end of the race prior. The Top 12 races will take place as soon as possible after the qualifying series, the top 4 races will take place as soon as possible after the Top 12 series.

2.2 Schedule of Races

Series	Race	Classes	Course	Wind
Qualifying	1	Flying 75	Match Race Long with Gates (M2 Gates)	24
Qualifying	2	F50	eSWC 2024 Reaching Long	24

			Boundaries (GLR2)	
Qualifying	3	Flying 75	Match Race Long with Gates (M2 Gates)	19
Qualifying	4	F50	eSWC 2024 Reaching Long Boundaries (GLR2)	19
Gold (Top 12)	5	Flying 75	Match Race Long with Gates (M2 Gates)	27
Gold (Top 12)	6	F50	eSWC 2024 Reaching Long Boundaries (GLR2)	27
Medal (Top 4)	7	Flying 75	Match Race Long with Gates (M2 Gates)	22
Medal (Top 4)	8	F50	eSWC 2024 Reaching Long Boundaries (GLR2)	22

- 2.3 [NP] No qualifying series races warning signal will be made later than 1.5 hours after the scheduled time for the first warning signal of the event.
- 2.4 [NP] No Gold series warning signal shall be made later than 2.25 hours after the scheduled time for the first warning signal of the event.
- 2.5 [NP] No Medal series warning signal shall be made later than 3 hours after the scheduled time for the first warning signal of the event.
- 2.6 [NP] In the event of any delay caused by the system, the OA reserves the right to extend the cut-off times according to SI 2.3 and 2.4 to the approximate length of the delay, and subject to all times to one (1) hour maximum. In case of longer delays, or major platform issues, the OA could reschedule the remaining races for a later date.

3. Format

- 3.1 The event will be split into three stages
- 3.2 Qualifying Series
 - 3.2.1 Stage 1 will be a “Qualifying Series” with a single fleet of up to 22 players
 - 3.2.2 Players will race a maximum of 4 races back-to-back
- 3.3 Gold Series
 - 3.3.1 Stage 2 will be the “Gold Series” with a single fleet of up to 12 players
 - 3.3.2 The twelve (12) players ranked first in the Qualifying Series qualify to Stage 2
 - 3.3.3 Players will race a maximum of 2 races back-to-back
- 3.4 Medal Series
 - 3.4.1 Stage 3 will be the “Medal Series” with a single fleet of up to 4 players
 - 3.4.2 The four (4) players ranked first in the overall standings after Stage 2 qualify to Stage 3
 - 3.4.3 Players will race a maximum of 2 races back-to-back

4. Courses

- 4.1 Courses are as described in Annex A
- 4.2 All course marks shall be yellow
- 4.3 The start line shall be the red line drawn between a committee vessel and a yellow mark
- 4.4 The finish line shall be the white and black checkered line between a committee vessel and a yellow mark

5. Time Limits

- 5.1 **[NP] [SP]** Players must cross the start line within 60 seconds after the starting signal. Otherwise, a score of DNS will be given.
- 5.2 **[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.

6. Scoring

- 6.1 One race is required to constitute a series
- 6.2 No discards shall be applied
- 6.3 Players will carry their score from Stage 1 to Stage 2 to Stage 3.
- 6.4 Both Top 4 races shall be scored double points.
- 6.4 Scoring inquiries shall be presented to the RO in the event's dedicated global chat channel.
- 6.6 **[NP]** Results shall be posted in the '**100**-kc-gf-scores' Discord channel as soon as possible after each race is completed. Results obtained from the VRI game engine will be final.
- 6.7 **[NP]** RRS A8 is changed to the following:
 - A8.1 If there is an overall regatta score tie between two or more boats, each boat's race score shall be listed in order from best to worst, first in the Medal Series, then in the Gold Series, then in the Qualifying series, and at the first point(s) where this is a difference the tie shall be broken in favour of the boat(s) with the best score(s). No excluded scores shall be used.
- 6.8 **[NP]** RRS A8.2 is changed for boats competing in the Gold series, ties in the overall regatta score are broken by applying RRS A8.2 to the gold series score. If a tie remains, ties in the regatta score are broken by applying RRS A8.2 to the Qualifying Series Scores.
- 6.9 **[NP]** RRS A8.2 is changed for boats competing in the Medal series, ties in the overall regatta score are broken by applying RRS A8.2 to the Medal Series. If a tie remains, ties in the regatta score are broken by applying RRS A8.2 to the Gold Series. If a tie remains, ties in the regatta score are broken by applying RRS A8.2 to the Qualifying Series Scores.

7. Changes to Sailing Instructions

- 7.1 **[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.
- 7.2 **[NP]** In unique circumstances, changes to the Sailing Instructions may have to be made during the event. These will be posted on the Official Notice Board on the VRI Discord Server.

8. Starting Sequence

- 8.1 Upon completion of the timeframes stated in SI 1.2, the first warning signal will be made with a sound and visual signal denoting 80 seconds until the start. This changes VRRS 26.1.
- 8.2 **[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.
- 8.3 **[NP]** The third sound and flag signal denote the race start. Players may cross the start line and begin the race.

9. Protests and Redress

- 9.1 **[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.
- 9.2 **[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.

10. Prizes

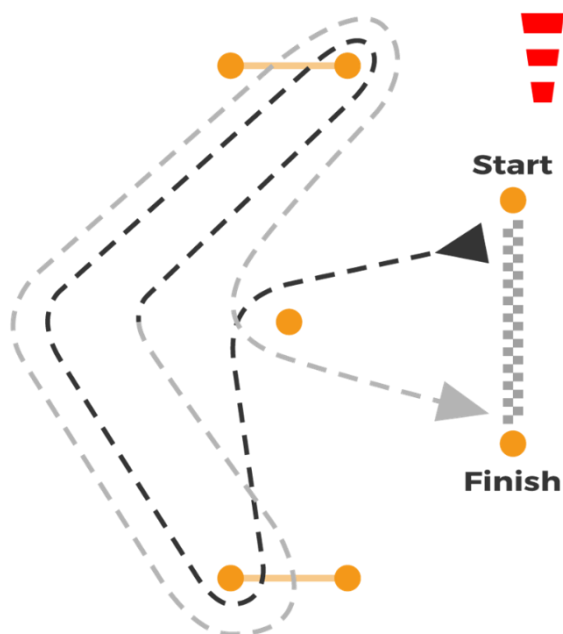
- 10.1 The winner of the regatta shall be awarded:
 - 10.1.1 1 Solex Intemporel Comfort Electrical Bike, valued at 2,000 euros or an equivalent prize that will be communicated to the player if the bike isn't available.
 - 10.1.2 A certification mark on their Virtual Regatta Inshore account, from 15 December 2025 to 15 December 2026
 - 10.1.3 A 12-month VIP subscription on Virtual Regatta Inshore to be activated on the account of their choice, from 15 December 2025 to 15 December 2026, valued at 119.88 euros.
 - 10.1.4 The ability to design a course with Virtual Regatta Inshore compatible with the game that will later be added in the game.
- 10.2 The player placed 2nd in the regatta shall be awarded:
 - 10.2.1 A K-Way puff jacket, valued at 280 euros
 - 10.2.2 A 6-month VIP subscription on Virtual Regatta Inshore to be activated on the account of their choice, from 15 December 2025 to 15 June 2026, valued at 59.94 euros
- 10.3 The player placed 3rd in the regatta shall be awarded:

10.3.1 A K-Way Light Jacket “Le Vrai Claude”, valued at 160 euros

10.3.2 A 3-month VIP subscription on Virtual Regatta Inshore to be activated on the account of their choice, from 15 December to 15 March 2026, valued at 29.97 euros

Annex A

A.1 Course diagram for the **Reaching Long** course (GLR2)



A.2 Course diagram for the **Match Race Long with Boundaries** course (M2 Gates)

