



K-CHALLENGE

K-Championship
Knockout 20

Sailing Instructions

On Sunday 30 November, 20:00
UTC

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-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] 12 players qualified and players, not yet qualified for the K-Championship Grand Final, from 13th to 33rd position on the waiting list shall request the 'KC KO20 Finalist' role by typing their VRI in-game name in the 'kc-ko20-registration' channel. Roles will be assigned as soon as reasonably possible.
- 1.1.2 Players have until **29 November 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 registering and not showing up without communicating it to the OA, at least by **29 November 15:00 UTC**, may be forbidden to participate in future K-Championship events.
- 1.1.5 Spots will be offered first to the top 12 players who have registered and are not yet qualified to the K-Championship Grand Final. Any remaining spots will then be allocated to registered players on the Waiting List, following the ranking of **K-Challenge #20**.
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 and on the waiting list 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-ko20-global-chat’ channel on the Virtual Regatta Inshore Discord server within the “K-Championship KO20” 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 ∞-shape under the start line.
- 1.2.6 [NP] Players must equip the K-Challenge F50 boat livery for every race of the knockout. 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 knockout.

2. Schedule

- 2.1 The first warning signal for Race 1 will be held at 20:00 UTC on November 30, 2025. The following races will take place as soon as reasonably possible following the end of the race prior. The Medal Race will take place as soon as possible after the qualifying series.

2.2 Schedule of Races

Series	Race	Classes	Course	Wind
Qualifying	1	F50	eSWC 2024 Reaching Long Boundaries (GLR2)	24
Qualifying	2	F50	eSWC 2024 Reaching Long	18

			Boundaries (GLR2)	
Qualifying	3	F50	eSWC 2024 Reaching Long Boundaries (GLR2)	27
Qualifying	4	F50	eSWC 2024 Reaching Long Boundaries (GLR2)	20
Medal Race	5	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] The Medal Race warning signal shall not be made later than 2 hours after the scheduled time for the first warning signal of the event.
- 2.5 [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.

Format

- 3.1 The event will be split into two stages
- 3.2 Qualifying Series
- 3.2.1 Stage 1 will be a “Qualifying Series” with a single fleet of 12 players
- 3.2.2 Players will race a maximum of 4 races back-to-back
- 3.3 Medal Race
- 3.3.1 Stage 2 will be the Medal Race
- 3.3.2 The four (4) players ranked first in the Qualifying Series qualify to the Medal Race

3. 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

4. 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.

5. 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.
- 6.4 The Medal Race 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-ko20-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 for boats competing in the Medal Race, ties in the regatta score are broken by applying RRS A8.2 to the Medal Race score. If a tie remains, ties in the regatta score are broken by applying RRS A8.1 to the Qualifying Series Scores.

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 event. These will be posted on the Official Notice Board on the VRI Discord Server.

7. 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.

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.

9. Qualifications

- 9.1 The winner of the knockout shall qualify for the K-Championship Grand Final.

Annex A

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

