



2024 eSailing World Championship

Challenge One Final Princesa Sofia Regatta

Sailing Instructions

Issued by World Sailing on 14 March 2024

Event web sites: <https://www.sailing.org/our-sport/esailing/> and 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.
[VRI]	Virtual Regatta Inshore, the eSailing platform licensed to host the eSailing World Championships.
[WS]	World Sailing, International Federation for Sailing and eSailing World Championships rights holder.
[VR]	Virtual Regatta, the organisation that provides the eSailing platform, VRI.
[OA]	The Organising Authority: World Sailing and Virtual Regatta Inshore.
[PC]	The Protest Committee

1. Rules

- 1.1 The event is Governed by:
- The rules as defined in the Virtual Racing Rules of Sailing (VRRS). Available at: https://d2cx26qpfwuhvu.cloudfront.net/sailing/wp-content/uploads/2022/02/25122529/Virtual_Racing_Rules_220119.pdf
 - Virtual Regatta Terms of Use. Available at: <https://www.virtualregatta.com/en/tou/>
 - VRI Game Engine with the penalty-start counter system.
 - The Notice of Race (NoR) and Sailing Instructions (SIs) as well as their amendments.
 - All notices posted on the Official Notice Board.
 - All notices and communication in the designated 'Princesa Sofia Regatta Final' Server Category: <https://discord.gg/gKg9Gg6myr>
- 1.2 [NP] Racing rules are operated by the VRI in-game engine.
- 1.3 The official language is English.
- 1.5 Decisions of the Jury/Protest Committee will be final.

2. Registration and Arena Joining Instructions

- 2.1 **[NP] Registration**
- 2.1.1 Competitors must join the World Sailing Tournaments Discord server as soon as possible after receiving the invitation to the final. Competitors are required to change their server name to their VRI in-game name. They can do so by typing "/nick", in any channel they have access to and entering their Virtual Regatta Inshore, In-game name.
<https://discord.gg/xhYRvhb9DX>
- 2.1.2 [Once an eligible competitor has joined the server, they shall request the 'Princesa Sofia Regatta Finalist' Role by typing their VRI name in the '📁princesa-sofia-regatta-final-registration' channel no later than 24 hours

before the scheduled time of the warning signal for Race 1. They will be given the role as soon as reasonably possible.

<https://discord.com/channels/759749563316699146/1217172508994830507>

- 2.1.4 Competitors ranked lower than 81st may be contacted as part of a 'waiting list'. If called upon they have until two (2) hours before the scheduled time of the warning signal for Race 1 to request the role.
- 2.1.5 Requesting the role confirms that the competitor will attend the final. Competitors not attending the final should not request the role.
- 2.1.6 Competitors may be asked for the email of their VRI account to prove that they are the expected player.

2.2 [NP] Arena Joining Instructions

- 2.2.1 A Fleet and B Fleet as well as Gold Fleet and Silver Fleet will be split into separate arenas and available to enter via the 'Challenges' Green lobby zone.
- 2.2.2 Passwords to the arenas will be made available via a private discord channel that all finalists will be invited to.
<https://discord.com/channels/759749563316699146/1217164362889035776>
- 2.2.3 Any player racing in the wrong arena will be awarded DSQ for each race in the series and may risk being banned from the game.
- 2.2.4 Players have three (3) minutes from the initial race joining instruction signal made on the World Sailing Discord Server, to join the race. Once this time has been reached the starting sequence will begin with a sound and flag signal denoting 75 seconds until the race start, unless [2.2.5] applies.
<https://discord.com/channels/759749563316699146/1217164427632050306>
- 2.2.5 [NP] Players may flag any joining issues in the 'psr-chat' channel on the WS Discord Server within the 'Princesa Sofia Regatta Final' Server Category by tagging '@RaceOfficer' and hailing 'Join issue'. They will be granted an extra two (2) minutes on top of [2.2.4].
<https://discord.com/channels/759749563316699146/1217164633501335562>

3. Schedule

- 3.1 The first warning signal for Race 1 of A Fleet and B Fleet will be at 1700 UTC on 28 March. The following races will take place as soon as reasonably possible following the end of the race prior.

3.2

Series	Race	Classes	Course	Wind
Qualifying	1A & 1B	J70	Upwind Long	18 knots
Qualifying	2A & 2B	Star	Upwind Medium	18 knots
Qualifying	3A & 3B	Nacra 17	Match Race Long	22 knots
Qualifying	4A & 4B	ILCA	Upwind Medium	18 knots
Qualifying	5A & 5B	J70	Upwind Long	22 knots
Final	1G & 1S	J70	Upwind Long	18 knots
Final	2G & 2S	Star	Upwind Medium	18 knots
Final	3G & 3S	Nacra 17	Match Race Long	22 knots
Final	4G & 4S	ILCA	Upwind Medium	18 knots
Final Medal Race	Top 20 MR G&S	J70	Upwind Long	20 knots

[A] denotes A Fleet. [B] denotes B Fleet. [G] denotes Gold Fleet. [S] denotes Silver Fleet. [MR] denotes Medal Race.

- 3.3 No qualifying races will be started two (2) hours after the scheduled start time.
- 3.4 No final races will be started four (4) hours after the scheduled start time.
- 3.5 The race committee reserve the right not to run the Silver Fleet [B Fleet] racing.
- 3.6 The venue will be a virtual render of Palma de Mallorca.

4. Format

- 4.1 The event will be split into two sections.
 - Section 1 will be a round-robin 'Qualifying Series' split into two fleets of 40, each racing five races. Fleets may be re-assigned after Race 3.
 - Section 2 will be a 'Final Series' split into a Gold and Silver fleet based on rankings after the qualifying series. Each fleet will be made up of roughly 40 players.
 - Gold Fleet will be made up of the top 40 players and Silver Fleet the bottom 40. They will each race four races with a medal race in each fleet for the respective top 20.
- 4.2 **Qualifying Series**
 - 4.2.1 Players will be assigned to the fleets of, as close as possible in equal size and ability according to their ranking in 'eSWC Challenge One'.
 - 4.2.2 Players may be reassigned to fleets after Race 3. If both fleets have completed the same number of races, players will be reassigned based on their individual ranks in the series. If all fleets have not completed the same number of races by the cut-off time **[3.3 and 3.4]**, the series score for reassignment will be calculated for those races, numbered in order of completion, completed by all fleets.

4.2.3 Reassignments will be made as follows:

Rank in Series	Fleet Assignment
First	A Fleet
Second	B Fleet
Third	B Fleet
Fourth	A Fleet
Fifth	A Fleet
Sixth	B Fleet
Seventh	B Fleet
Eighth	A Fleet
	And so on...

4.2.4 Fleet assignments will be posted on the Official Notice Board within the 'Princesa Sofia Regatta Final' Server Category no later than 24 hours before the scheduled start time. Re-assignments will be posted as soon as reasonably possible.

4.3 Final Series

- 4.3.1 Players will be assigned to the Gold [A Fleet] and Silver [B Fleet] fleets based on their individual ranks in the Qualifying Series score. At the break point, any competitors with the same score will race in the higher fleet.
- 4.3.2 Any recalculation of Qualifying Series overall rankings, after competitors have been assigned to Final Series fleets, will not affect the assignments, except if a redress decision promotes a competitor to a higher fleet.
- 4.3.3 Players will carry their qualifying score into their respective Final Series fleets.
- 4.3.4 Only players ranked in the top 20 of Gold and Silver Fleets are eligible for their respective Final Medal Races.
- 4.3.5 The OA reserves the right to run an extended qualifying series in place of a final series.

5. Courses

- 5.1 Courses are as described in **Appendix A**.
- 5.2 All course marks are yellow.
- 5.3 The start line shall be the red line drawn between a committee vessel and a yellow mark.

6. Time limits

- 6.1 [NP] Players must cross the start line within 60 seconds after the starting signal. Otherwise, a score of DNS will be given.
- 6.2 [NP] Players must finish within 600 seconds after the finishing time of the player in first position. Otherwise, a score of DNF will be given.

7. Scoring

- 7.1 Challenge Finals will be scored in accordance with Appendix A of the RRS. Available at: <https://d7qh6ksdplczd.cloudfront.net/sailing/wp-content/uploads/2022/12/10102248/2021-2024-RRS-with-Chgs-and-Corrs-v1to-4-Jan-1-2023.pdf>
- 7.2 One race is required to constitute a series.
- 7.3 A player's score will be the total of their Qualifying Score and their Final Series score.
- 7.4 No discards will be applied.
- 7.5 The 'Final Medal Races' will be scored as double.

8. Changes to Sailing Instructions

- 8.1 [NP] All information such as notices or amendments to official documents will be posted on the Official Notice Board on the WS Discord Server in the designated 'Princesa Sofia Regatta Final' Server Category no later than one (1) hour before racing starts. Unless there is a change to schedule, which will be posted 24 hours prior.
- 8.2 Changes to the Sailing Instructions may be made during the challenge. These will be posted on the Official Notice Board on the WS Discord Server in the designated 'Princesa Sofia Regatta Final' Server Category as well as communicated through an in-game news post.

9. Starting Sequence

- 9.1 Upon completion of [2.2] the first warning signal will be made with a sound and flag signal denoting 75 seconds until race start.
- 9.2 [NP] A second sound and flag signal denotes 60 seconds until race start. The in-game rule engine activates at this point and penalties are active.
- 9.3 [NP] The third sound and flag signal denotes the race start. Players may cross the start line and begin the race.

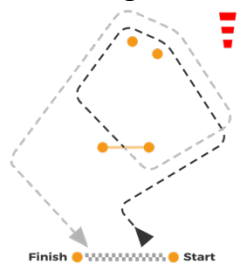
10. Protests and Redress

- 10.1 No grounds for redress
- 10.2 The Protest time limit is two (2) minutes after the last player finishes the race in which the incident occurred.

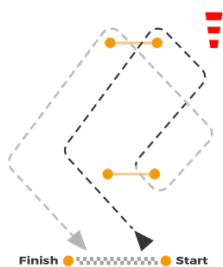
- 10.3 Process for filing a protest
 - 10.3.1 Open the World Sailing Tournaments Discord server
<https://discord.gg/FTMCzrxjkE>.
 - 10.3.2 Find the '🚩 Protest' section.
 - 10.3.3 Head over to the '👋-hail' channel.
 - 10.3.4 Click on the '✉️ File a Protest' button.
 - 10.3.5 Enter each section accurately.
 - 10.3.6 The Protest Committee will receive the protest and will provide a reply within five (5) minutes.
- 10.4 [NP] A protest against a player without recordings or clear visual proof will not be considered valid.
- 10.5 All hearings will take place virtually on the WS Discord Server.
- 10.6 Any hearings will take place in the 'Protest Room' voice channel. Upon submitting a protest in accordance with **[10.3]**, a 'Waiting Room' voice channel will be made available to you. You will be called into the 'Protest Room' voice channel from the 'Waiting Room'.

Appendix A

1.1 Course diagram for Upwind Short, Upwind Medium and Upwind Long courses.



1.2 Course diagram for Match Race Long. Note, this course has boundaries.





**Virtual
Regatta**

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