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## Start and racing procedures

### Endurance Akkrum (Friday) (Race Elements Catalogue element E: Stage)

#### Start

Every vessel category has its own start, or in case of low numbers of contestants they may be combined, starting from location “de Kolk” between 10.30 and 11.30. Explanation about the start is given on Thursday evening during the “Palaver”, this is also where the definitive starting times per class will be announced.

#### Route

First the Northern route is sailed, in the direction of Jirnsum, moving clockwise. During the course pilots are expected to take into account the speed limitations in the course. Also, we expect pilots to pay extra attention when doing the two crossings of the Prinses Margrietkanaal. The Southern part of the course is also sailed clockwise. During the Palaver pilots are made aware of expected risks and responsibilities.

In the northern and southern part of the route a control post is present. It is mandatory to pass this post, in a manner that allows for the starting number is clearly readable. If a pilot fails to do so, the contestant will be disqualified.

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## Finish

The finish is at “de Kolk” in Akkrum. As soon as a vessel sails under the inflatable arch, the time is registered and the race ended.

## Ranking

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Per class the ranking is determined using the time used to complete the race.

The winner is the team with the shortest time taken to complete the race.

Based on the ranking points are awarded. Points will be awarded for the Endurance race, the Akkrum lap(s) and the Akkrum sprint.

The team with the lowest number of points total out of 3 races is the winner of the NK Zonnebootrace.

## **Akkrum Lap (Saturday) (Race Elements Catalogue element B: Endurance Competition, option B)**

### Start

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For this race a special starting procedure is used. Before the boats are allowed to leave, one runner/swimmer (does not need to be a team member) per team needs to finish a running course of 800 meters and a swimming course of 40 meters. Each team needs to ensure a runner/swimmer is available for this part of the race. The runner does not need to be the pilot of the boat. It is not mandatory for the runner and swimmer to be the same person.

Swimmers will need to exit the water at the starting area (Weidlân) and tap the boat which will be waiting with the stern to the waterside alongside each-other.

The boat is allowed to leave once the team runner taps/touches the boat. Boats that leave early will be excluded from the race.

The order in which the boats are positioned along the waterside is determined by the organisation. All boats will be positioned with the stern towards the waterside. On the waterside a maximum of 2 team members are allowed per team to hold the boat in place. Information on the starting order will be given during the Palaver.

## Route

The route is sailed counter-clockwise. During the Akkrum laps Akkrum itself is blocked for all other traffic on water. Information on the laps is given during the Palaver.

## Duration

The duration of the race is 1 hour. The time starts once the signal is given for the mass start. After 1 hour each boat is allowed to complete the lap it is on. At the finish the final time is registered for each contestant.

## Finish

The finish is at “de Kolk”. As soon as the boats sail under the inflatable arch to complete the final lap, the time is registered and the race is ended for the contestant. At the finish both the amount of completed laps and total time is registered.

## Ranking

The team that completed the most laps within the hour is the winner. In case of equal number of laps completed, the registered finish time is used to determine the ranking. A faster time means a higher ranking.

Based on the ranking points are awarded. Points for the Akkrum lap, along with points for the Akkrum Endurance and Akkrum sprint determine the final ranking. The team with the lowest

number of points total out of 3 races is the winner of the NK Zonnebootrace.

## **Sprint Akkrum (zaterdag) (Race Elements Catalogue element A: Sprint, option I)**

### **Start**

The starting point will be at the library in Akkrum, Boarnswal 15, in Akkrum. The solar boats start individually. Once the starting signal is given the timing starts. Starting order is: Open-class then if time allows another run for Open-class.

### **Route**

For the sprint a route of around 350 meters needs to be sailed on the Boarn towards “de Kolk”.

### **Finish**

The big inflatable arch represents the finish line. As soon as the competing boat passes under the inflatable arch, the time is registered and the race is ended. If a run-off is required the right section of the rail bridge can be used. During the sprint this part of the railway bridge is closed for other marine traffic. Please note: when sailing back you will be in between other marine traffic.

### **Ranking**

The team with the fastest time is awarded the highest ranking. After that teams are ranked based on the registered finishing time for the Akkrum Sprint. A faster time means a higher ranking.

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Based on the Akkrum Sprint ranking points are awarded. These points together with the points for the Akkrum lap and the Akkrum Endurance make up the end result.

The team with the lowest number of points total out of 3 races is the winner of the NK Zonnebootrace.

*Point system final-ranking:*

Ranking	Endurance points	Akkrum laps points	Sprint points	Total
1st	3	2	1	...
2nd	6	4	2	...
3rd	9	6	3	...
4th	12	8	4	...
5th	15	10	5	...
6th	18	12	6	...
7th	21	14	7	...
8th	24	16	8	...
9th	27	18	9	...
10th	30	20	10	...
etc	etc	etc	etc	etc