



RULE BOOK

2020

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1. Description

- 1.1 This Rule Book refers to the WaterKings challenge, taking place on July 4th and 5th 2020, held at Meia Praia beach in Lagos/Portugal. The event is co-organized by Lufinha Sports Events and Lagos City Hall. This rulebook may be revised and updated up to the challenge day and if so, the registered teams will be warned.
- 1.2 From here on the members of the teams registered at the event are addressed to as “riders”, no matter which sport they do.

2. Event spirit

- 2.1 The WaterKings challenge main goal is to promote water sports in Portugal, in this case specifically in Lagos, as well as a stronger union between the users of the several existing sports. Therefore we decided to create this innovating concept of teamwork where each team has a mix of 4 different sports.
- 2.2 Beyond mixing sports and encourage team spirit, we intend to give a world class unique experience to the riders, as well as an endurance challenge to overcome and the chance to practice their water sport at night (usually forbidden for these sports). There will also be a sprints race.
- 2.3 The organization assumes that all riders have manners, refuse any forms of violence and maintain loyalty as well as fair play, between themselves and the public. If this is not verified, any rider or team may be penalized or excluded from the challenge.
- 2.4 Due to the extended format of the challenge, all riders must keep a safety distance at all times to avoid any risks of collision with other riders, boats or public. During the event the riders must be proactive in choosing a path that minimizes the risks of collision.
- 2.5 The challenge is opened to professionals, amateurs, seniors, juniors, male and female, all performing in the same ranking, as long as they are autonomous riders with sufficient skills to navigate with both strong and light offshore gusty wind and able to swim good.**

3. General rules

- 3.1 All riders must be age 18 or older, except if they have an authorization from their legal guardian. Even with the authorization, no rider in the challenge may have less than 13 years of age.
- 3.2 All riders must be present at the *Skippers Meeting*, otherwise the organization may forbid them to participate in the challenge.
- 3.3 All riders are obliged to have their own gear, assembled or not, inside the event site perimeter. **It is forbidden to setup the equipment on the sand outside the established perimeter**, subject to Maritime Police fine and gear apprehension.
- 3.4 The riders may ask for help and/or aid other riders at sea or ashore during the event.

3.5 If a rider is aware that another rider is in danger during the challenge at sea, he is obliged to warn on of the jury boats located near the buoys or the organization, besides immediately providing the best possible support.

3.6 During the event, all riders must wear the event t-shirt or lycra provided by the organization. All riders must be available during the event to give interviews at the event site, wearing the shirt/lycra.

3.7 Contact between the riders at sea is forbidden, except in case of emergency support. Any contact that takes place can lead to declassification of everyone involved or the rider/team found guilty. This decision will be made by the Race Director only and will be announced after evaluating the collision.

3.8 Every rider, along with his team, is free to return to the beach (respecting the event area) at any moment during the challenge, to rest, change equipment and/or switch with another teammate.

3.9 During the 12 hours of the challenge, no team can have more than one element in the water practicing water sports. If that happens the team may be penalized or even declassified. This rule doesn't apply if the rider is participating in a parallel competition inside the Water Kings' event.

3.10 During the challenge there will always be given priority to the sports with less maneuver capability. Normal SUPs will always have priority, **then SUPs using wing**, then the sailing boats and windsurfers (equivalent priority), and last the kitesurfers, who must always avoid all others.

3.11 The riders of wind driven sports that are passing by any other rider, moved by the wind or not, are obliged to guarantee a minimum space of 3 meters between their own gear and the one of the rider they are passing, to avoid accidents.

3.12 Regarding priorities among the wind driven sports, the international sailing rules (ISAF) are applied.

3.13 A rider that reaches another one is always obliged to avoid a collision, and in the case of Kitesurfers, the reached rider must also cooperate with the one that is passing him, by moving the kite up or down away from the other.

3.14 In case of risk of collision when approaching a course buoy, the riders that are on the outer side must give enough space so that the ones closer to the mark can pass normally.

3.15 It is forbidden for the riders or their gear to touch the course buoys, no matter what sport they are using. The buoys are equipped with lights for the night and any damage due to collision will be the responsibility of the rider, who may incur in costs.

3.16 When there is a risk of collision between riders of the same sport, the starboard tacked rider has priority over a port tacked rider, who must change course if needed to avoid collision.

- In the case of kitesurf/windsurf, the rider that has the right hand in front has priority, considering the standard position of kitesurfing (heel side).
- For kitesurfing, the rider that is downwind must put the kite lower to let the other pass upwind without risk of kites colliding.
- In the case of SUP, the riders must avoid collisions by turning to their right side (starboard).

3.17 In case of collision and physical or material damage, the riders must solve the situation by their own means. The organization is not responsible for any damages caused that are not covered by the race 3rd party insurance.
The organization can disqualify one or more riders involved in the collision.

3.18 Any rider using a hydrofoil, in any of the sports, must avoid at all cost crossing paths with riders without hydrofoils, in order to prevent collisions that may result in damage.

4. Challenge format

4.1. 12 hours' challenge format

4.1.1 The challenge is made in teams of **3 or 4 elements**, with one global team score.

4.1.2 The main challenge will have the predicted duration of **12 hours without stops**, after the start. For safety reasons the organization can interrupt the challenge for a period of time and then resume it, as well as shorten the total duration of the challenge.

4.1.3. The **final part of the challenge will take course during the night**, moment when the security will be reinforced and the riders must have extra precautions while riding **only with the help of the moonlight and signal lights of other riders, buoys and support boats**.

4.1.4 **The challenge will start on the date and time specified below, independently of the wind strength**, as long as the minimum safety conditions are gathered.

4.1.5 Since the beginning to the end of the challenge duration, **the teams' goal is to complete the maximum number of laps** around the course.

4.1.6 During the entire challenge **each team cannot have more than one rider in the water at a time**.

4.1.7 The riders of each team may choose, at any time during the challenge, to use their **Kitesurfing, Winsurfing, Sailing (one person dinghies only) or SUP gear**. Riders are **allowed to change equipment** to the sport that best suits that moment's weather conditions.

4.1.8 **All teams are obliged to have SUP gear and to make at least 3 complete laps of SUP around the course**, independently of the weather conditions. Each team may choose the best moment to do these laps, but must do them in a row and warn the organization before doing those laps. **The team will be disqualified if it is not able to complete the SUP laps during the challenge duration.**

4.1.9 In order to qualify – and for its members to be considered "Water Man" or "Water Woman" – **all teams must complete at least 60% of the average laps completed by the 3 first teams.** The organization may adjust the minimum mandatory laps if they are not suitable to the conditions and riders registered.

4.1.10 The team member that is in the water **may navigate to the transition area at any time to change equipment** and/or switch turns with another team member. These pit stops can never be done out of the area indicated by the organization and if that happens the organization can penalize the teams.

4.1.11 All riders that are **in the water must carry at all times the GPS tracker well attached** to their arm. This will allow for a **greater safety** in case of accident and also for everybody ashore to follow the positions and get a **provisional ranking** based on the laps covered by the GPS.

4.1.12 The official final score will be achieved by the organization, considering the buoy control jury and the replay of the GPS tracking. During the course, there will be a provisory ranking displayed, based on the live GPS tracking signal that is not official and may vary at the end due to GPS/GSM signal errors that are corrected when the challenge ends and the full data arrives.

4.2. Hydrofoil and Wing Sprint format

4.2.1 The goal of the Hydrofoil sprints is to promote this new type of equipment and to give an opportunity to the hydrofoilers to show their abilities and compete for the fastest sprints. Wing sprints will also be available in this edition.

4.2.2 Unlike the 12h challenge, on the hydrofoil sprints riders with such equipment compete on their own and not as a team.

4.2.3 The hydrofoil and Wing competition is expected to be done in 7 sprints starting at every hour from 13h to 19h on Saturday plus 4 sprints on Sunday, alternating with the normal team sprints from 10h30 to 14h. The number of sprints can be reduced due to lack of time or safety reasons, and at least one sprint will be enough to establish the final ranking and a winner.

5. Challenge course

5.1 The **challenge course will be between two yellow cylinder marks** (or another ones indicated at the skippers meeting, which can also be boats) with a total perimeter of approximately 1000 meters.



5.2 The organization may decide to make another course, and the riders will be informed at the skippers meeting.

5.3 **The course position and distance may be changed** during the challenge due to safety reasons and/or other reasons. If a mark position's is changed, the jury boat at the previous mark will warn the riders.

5.4 At the Skippers Meeting all visual and sound warnings available to use both at sea and inland will be shown, namely, the start, finish, alteration, pause, resume, back to shore warnings, etc.

5.5 **All riders are forbidden to navigate less than 100 meters from the beach waterline**, except inside the transition area channel, created specifically to the riders to go in and out of the beach/event area. Riders approaching the beach out of this area are subject to maritime police heavy fines and challenge disqualification.

5.6 **During the night the marks will be identified with lights.** The color will be specified at the Skippers Meeting.

5.7 **All the event support boats will have signal lights.** At the skippers meeting the organization will identify the support boats.

6. Start / Beginning of the challenge

6.1 The start line will be between a mark (or boat) in front of the event site and a jury mast placed at the beach, or it can be done with a small run in the sand. At the skippers meeting the organization will inform the procedure.

6.2 All teams must assure that their initial rider is ready at least 10 minutes before the start.

6.3 There will be flags and sound warnings for the 10, 5 and 1 minutes prior to the start, besides the start signal.

6.4 In the case of a start in the water and false starts happening, the individual call flag will go up – meaning that some riders were ahead of time – or the general call (which leads to a new start procedure).

6.5 In the case of a start in the water, any rider that crosses the start line before the start signal must go back and cross the line again to continue the challenge, or the team will be disqualified. The organization will try to warn the riders that had a false start.

6.6 In the case of a start from the beach, the team members not competing may be in the water grabbing the equipment (boats, windsurf gear, kite boards) waiting for the rider competing to reach them and start the first lap. The riders that are not competing must move and make way for the other team's competitors pass smoothly.

7. Finish / End of the challenge

7.1 The finish line can either be near the first course mark (the one closer to the beach event site) and a boat or at the beach. This will be indicated at the skippers meeting.

7.2 When the 12 hours are reached, the jury boats sound a warning and raise a finish flag, alerting the riders that it is the last lap.

7.3 From that moment on, all riders must finish their current lap and head to cross the finish line to end their challenge.

7.4 All riders are obliged to go immediately to the beach after crossing the finish line and are not allowed to stay in the water. This measure assures safety at night and avoids collisions with the remaining riders still in the challenge.

7.5 At the end of the challenge and after arriving at the beach, the team leader must immediately return the GPS, light, licra and sign the security sheet (check out) to assure that no one is left on the water. Failing this procedure will lead to team disqualification.

7.6 A team that fails to deliver the GPS (200€), strobe light (15€) or event licra (30€), will be forced to reimburse the organization for the respective amounts. The team leader will be held responsible.

8. Transition area – For equipment and/or team member

8.1 During the challenge the **riders may change equipment** for the same sport, **change sports**, as well as **switch with another team member**.

8.2 In order for the **transitions to run smoothly for the riders and the public** surrounding, they must be made inside the event perimeter in the **area specified for transitions**, identified at the skippers meeting.

8.3 All **switches** between team members must be made **inside the transition area with the equipment stopped** (kites on the sand).

8.4 **The switch between team members should be well though** previously by the team members at land and made with caution, because it implies **switching the event licra, the GPS device and the helmet (+lights)**.

8.5 If a rider only wishes to change equipment, he must also **do it inside the transition area, with waist or less deep water and lay down the initial equipment before reaching for the new equipment**. When it comes to Kitesurfing, the initial kite must always be laid on the sand before lifting the second kite.

8.6 **No equipment changes are allowed in the water with a depth greater than the rider's waist, nor outside of the transition area.**

8.7 **For safety reasons**, since the start to the finish, the team riders must indicate to the organization **the name of the rider** that went to the water and **what sport he is using**.

9. Sports allowed at the challenge

9.1 12 HOURS' FORMAT - The teams can participate in the challenge in four sports, and with the following conditions:

THE USE OF HYDROFOILS IS **NOT ALLOWED** IN ANY SPORTS ON THE 12 HOURS' CHALLENGE (Check hydrofoil sprints in item 9.2).

9.1.1 Kitesurf

- Open to any type of boards (twin tip, race, hydrofoil, surf, SUP).
- Open to any type and size of kites (inflatable and foils).
- The Kitesurfers must be auto sufficient and capable to go upwind very easily, because the challenge will most likely be done with completely offshore wind.
- Each team must bring their own equipment, and there is no limit for the number of boards/kites to use.
- The use of safety release with leash to kill the kite power completely is mandatory.
- Kitesurfers must always have the lines wrapped up in the bar and on top of the kite while not using the kite at the beach.
- **For safety reasons, Kitesurfing will not be allowed at night.** After the sunset all Kitesurf riders must switch to another of the 3 sports allowed. The organization will give the kite down time at the skippers meeting.

9.1.2 Windsurf

- Open to any type of boards (freeride, slalom, race, hydrofoil, wave, SUP).
- Open to any type and size of sails.
- The Windsurfers must be auto sufficient and capable to go upwind very easily, because the challenge will most likely be done with offshore wind.
- Each team must bring their own equipment, and there is no limit for the number of boards/sails to use.

9.1.3 SUP

- Open to any type, as long as it used by one person only.
- The SUP riders must be auto sufficient and capable to recover from capsizing the SUP very easily.
- Each team must bring their own equipment, and there is no limit for the number of SUPs to use.
- ***** NEW *** Riders are allowed to use a Wing while riding a SUP is allowed to take advantage of the wind by SUP. However, hydrofoil boards are still forbidden in the 12 hour challenge. Riders must prepare in advance a strategy to disassemble the wing and fix it to the SUP in case of trouble getting forward/back, so that they can come back on their own. Riders can and should always take a paddle with them, well fixed to the SUP.**

9.1.4 Dinghy Sailing

- Open to any type of dinghy sailing boat, as long as it is made single-handed.
- The sailors must be auto sufficient and capable to recover from capsizing the boat very easily.
- Each team must bring their own equipment.
- The boats can be placed in the water at the Lagos Sailing Club water access on Saturday morning in order to be at the event beach before the skippers meeting.
- During the challenge the boats that are not being used must be taken by hand through the sand to the event perimeter, where they shall stay without the sails.

9.2 HYDROFOIL SPRINT FORMAT

- All kinds of hydrofoils are allowed for all four sports sprints, as long as they are made for individual usage only.
- Any kind of motorized/electric Hydrofoils is not allowed.

9.3 WING SPRINT FORMAT

- All kinds of hydrofoil boards and wings are allowed for the Wing sprints, as long as they are made for individual usage only;
- Riders should bring big boards to allow to perform also in light wind conditions;

10. Equipment

10.1 **All teams are responsible for bringing their own sports equipment.** There won't be any categories or other special qualifications for different equipment used by the teams.

10.2 Every team may only bring equipment for the sports that will use at the challenge, however, **SUP equipment is always needed to make the minimum mandatory laps.**

10.3 The teams that have **sailing dinghies can use the Lagos Sailing Club** water access to put the boats in the water Saturday morning and take them out Sunday afternoon, for free. After the challenge on Saturday, **the boats must be kept protected inside the event site perimeter without sails.**

10.4 The riders should arrive at the event site Saturday **more than one hour before the skippers meeting to check-in and setup the equipment** inside the designated areas, so that all gear is ready at the skippers meeting.

10.5 Teams are allowed to **test the equipment on the water up until 20 minutes before the start**, time at which all riders must get out of the water so that the area is clear for the start.

10.6 For safety reasons **the use of a helmet is mandatory during the entire event and a wetsuit is also mandatory after the sunset.** The use of a wetsuit during the whole challenge is also recommended to avoid sunburns and to maintain the body temperature.

10.7 Besides the team's own equipment, the team member that is on the water riding **must use at all times the event licra (on top of any backpacks, etc) and GPS tracking device provided by the organization.**

10.8 **After 18h00, all riders must have the provided light sticks powered on** and attached to the helmet and equipment, to ensure that at sunset everyone is visible.

10.9 The organization highly recommends all teams to bring a communication system (walkie-talkie in waterproof bag) to be able to speak with the team member at sea. Please be aware that many walkie-talkie systems have only 8 channels and may hear other teams communications. This will ensure more efficiency and safety for the team.

11. Program

The event will take place on July 4th and 5th 2020 at Meia Praia beach, in Lagos/Portugal.

Program:

Saturday, July 4th

09h – Check-in teams (licras, t-shirts, Light Sticks delivery and waiver sign)

10h – Skippers Meeting (mandatory for all riders, no exceptions)

11h – GPS and Strobe delivery (after mandatory each team photo)

12h – Start of the 12 hour non-stop challenge
13h – Start of the first Hydrofoil heat
13h30 – Start of the first Wing heat

Sunday, July 5th

00h – End of the 12 hour challenge
10h – Event site opening / free activities at the beach
10h30 – First possible start for team Sprint Races and hydrofoil/Wing sprints
13h30 – Networking Lunch for all riders and VIPs
15h30 – Prize-giving ceremony

12. Safety

12.1 The organization will assure the maximum level possible of safety and rescue with several support boats.

12.2 Besides the support boats, the organization will have all the necessary medical emergency means, namely an ambulance near the event site to perform a quick evacuation, provided by the Lagos City Hall.

12.3 All team members that are not in the water are responsible for controlling their rider in the water. Besides the visual control, there will be a TV plasma at the event site where teams can check their rider's position live. If it seems that there is a problem, the team must warn the organization immediately to support the rider in the water.

12.4 The organization is not responsible for any accidents or damages that the riders may suffer during the event. The same applies to damages caused by the riders, as a result of bad conduct or disrespect by the rules.

12.5 If a rider doesn't meet the minimum technical and physical needs to enter or finish the challenge safely, the organization has the right to prevent the rider from entering the challenge, or to take him out from the water during the challenge.

12.6 **The use of the helmet is mandatory at all times in the water.** It is the team's responsibility to bring at least one helmet to the challenge. It is mandatory to use 2 light sticks attached to the top of the helmet after 18h00.

12.7 In case that the organization requests it, the riders must show a valid identification card.

12.8 **Kitesurfing will not be allowed after the sunset**, due to the danger that the long lines represent to all riders participating during the night. Therefore it is recommended that all teams with Kitesurf riders should have another wind driven sport for the night time.

13. Scoreboard

13.1 The challenge will have **one single Scoreboard** where all the teams will be listed, despite the gender, age, team elements or sports used at the challenge.

13.2 **The final score is achieved by the number of laps that each team does to the course** during the 12h challenge, after the application of possible penalties. The more laps a team does, the higher they will rank.

13.3 In case of tied teams (number of laps), **the first one to pass at the finish line will be first.**

13.4 Besides the competition, there is also **the WaterKings challenge, for which the teams must do at least 60% of the average of the laps done by the first 3 teams ranked** to overcome the challenge and be considered Water Men / Water woman. If the organization decides that the minimum number of laps is not adequate to the conditions and type of riders, this percentage can be adjusted.

13.5 There may be extra categories for prizes that the organization will confirm before the event, namely the best feminine team, the team with more laps in each sport, sprints, etc.

14. Prizes

14.1 There is a prize money to be offered to the first three teams with more laps around the track, in the following amounts:

1st place = 1.000€

2nd place = 700€

3rd place = 500€

Note: to collect the prizes the team leader must present an invoice/receipt of the amount +VAT if applicable. If that is not possible, the organization can pay directly without any document but has to retain 28% (mandatory by law).

14.2 There will be the “Lucky WaterTeam” prize – 300€ - raffled between all the teams that have successfully overcome the WaterKings challenge, except for the 3 first teams and the ones disqualified.

15. Penalties and bad conduct

In the case of a rider breaking the rules, the race director can apply a penalty, related to the gravity of the situation.

It is considered a disrespect of the rules when a rider:

- does not respect the rules of the event or behaves in an anti-sports manner.
- does not have the helmet and event licra at sea.
- does not use the light sticks on the equipment, or the strobe borrowed by the organization, after the sunset.

- navigates less than 100m of the beach outside the in/out channel created for the event.
- does not switch places or equipment inside the proper transition zone.
- collides with another rider.
- Pollutes the beach or the sea in any way.

The decisions of the Race Director are final and cannot be altered.

16. Registering for the event

16.1 The registration is complete after the following 3 steps:

- i) Pre-registration of the team at the online form available at <http://www.waterkings.pt>
- ii) Payment of the total value of the team registration (one payment only with the total amount of the team to the IBAN - PT50003600009910590567360 / Associação +MAR):

Teams of 3 (already includes hydrofoil and/or wing sprints):

Before June 14th = 90€ (30€/rider);
Before June 21st = 105€ (35€/rider);
Before June 25th = 120€ (40€/rider).

Teams of 4 (already includes hydrofoil and/or wing sprints):

Before June 14th = 120€ (30€/rider);
Before June 21st = 140€ (35€/rider);
Before June 25th = 160€ (40€/rider).

Individual hydrofoil sprints:

Before June 14th = 30€;
Before June 21st = 35€;
Before June 25th = 40€.

- iii) Receiving of the confirmation email by the organization

16.2 The value of the registration includes:

- a. Participation and score at the Lagos WaterKings challenge.
- b. Competition insurance, mandatory by law.
- c. 1 GPS tracking unit rental.
- d. 1 strobe rental / flashing waterproof strong white light
- e. 10 "Light sticks" to attach to the helmet and on the several equipment.
- f. Snacks and drinks for the 12 hours of the challenge.
- g. Lunch on Saturday.
- h. Supper (pizza) on Saturday.

- i. Official WaterKings lunch on Sunday.
- j. 1 WaterKings T-shirt for every team member (to use at the beach).
- k. 1 WaterKings Lycra per team (mandatory to use on the water), to return at the end.
- l. Equipment storage at the beach site during the event.

Registrations are limited to the first 25 teams confirmed. **The registered teams will be ordered by payment reception date.**

16.4 Filling out and sending the pre-registration form online by a team that doesn't make the total payment neither guarantees the place for the team nor stands like a reservation for one of the available spots.

16.3 The organization intends to facilitate the creation of teams by integrating riders from the several sports interested in participate on the challenge but lacking team members for other sports. In that case, the rider should write that he/she is looking for a team on WaterKings facebook page and/or send us an email stating the name, age, sport, location to info@waterkings.pt so that we can try to help.

17. Other matters

Any case not addressed in this regulation will be solved at the site with the race director. If there is a dispute about the interpretation of this regulation and/or a conflict situation, the decision of the Race Director will always be final.

18. Participating conditions

By registering to WaterKings 2020 at Lagos, each team member is aware and agrees that:

18.1 Knows how to swim well and has enough technical skills to participate in one of the accepted sports without putting his health, or the persons around, in danger.

18.2 In the event of not being able to fulfill the challenge safety requirements, the organization may recover the rider from the water into the boat and prevent the rider from continuing.

18.3 The organization may cancel the event by safety reasons, like storms, bad sea conditions, or other situations that have a strong probability of putting the physical integrity of the riders in danger. In this case there will be no return of the registration fees.

18.4 Can be photographed and filmed during the event, and allows those images to go public and be used by the organization for promotional purposes.

18.5 Each rider's participation will only be valid after the return of the signed waiver at the check in.

18.6 Each rider knows the event regulation and is aware of the participation conditions.

19. Organization contacts:

Email: info@waterkings.pt

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