



Endurance Class General Rules

Issued by the iMBRA Committee

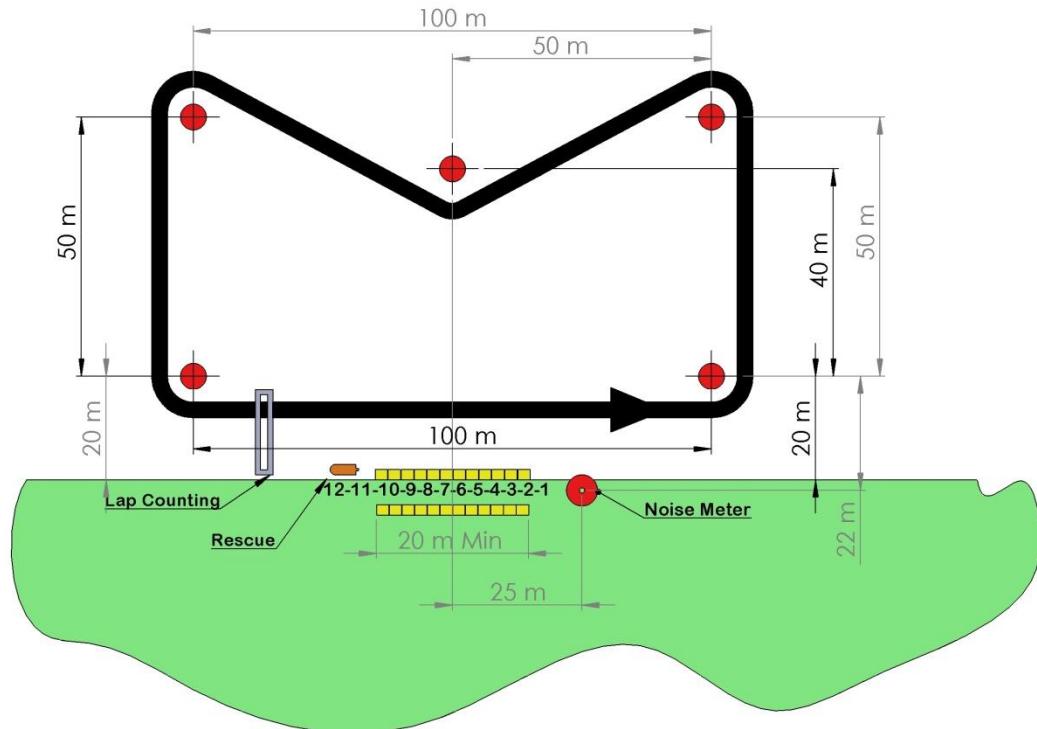
Endurance Rules v1.9
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By competing in the iMBRA World Championships all racers will have been deemed to have read the iMBRA rules and are therefore expected to abide by them.

8. Endurance Class General Rules

- 1) The competition will be held on a course as shown in the image below. The competition course has to be placed so that the base line runs parallel to the starting pontoon. The centre of the course will be in line with start positions 6 and 7 as shown below.



- 2) Each class will consist of two 20 minute heats, best result to count. The top 12 competitors will go directly into the A final which will be 30 minutes in duration.
- 3) B finals will only be run when a minimum of 36 competitors have entered a class and when time allows.
- 4) When B finals have been timetabled the following will occur:
- The top 10 competitors will go directly into the A final which will be 30 minutes in duration.
 - The next 12 competitors (positions 11-22 following the heats) will race in the B final.
 - The top 2 qualifiers from the B final will gain a place in the A final (positions 11 & 12).
 - The B finals will be 30 minutes in duration whenever possible. If time is restricted the B finals may be reduced to 20 minutes.
- 5) If a competitor drops out of a final the reserve competitor can only take their place if the finalist's hull is damaged beyond repair. Mechanical failures are not included.
- 6) The course is driven in an anti-clockwise direction.
- 7) The standard number of competitors in each heat is 12. (*Where necessary to assist with the organisation and timetable the number of competitors may be increased to a maximum of 13*) Under normal circumstances if more than 12 entries have been received the competitors will be split into equal heats of no more than 12. The heats will be generated randomly by the lap counting system as will the start positions. For the second heat the start positions will be reversed (boat number 1 will race from start position 12 and vice versa).
- 8) All heats in an individual class should be run consecutively with the aim of maintaining the same water conditions for all competitors in that class.
- 9) During the race, the time remaining and each competitor's laps must be displayed on a score board.
- 10) Following a race any lap deductions and/or penalties must be clearly marked on the result list.

8.1 Start sequence

- 1) The preparation time for the Endurance classes is 3 minutes.
- 2) The start official will announce the start of preparation time over the PA system. Within this time the competitors and mechanics can work on their boats and start the engines.
- 3) The start official will make the following announcements:
 - Start of preparation time
 - 1 minute remaining
 - 30 seconds remaining
 - Dead engines
 - We will start in a few seconds
- 4) The race will begin with an acoustic signal given by the start official. After the signal the engines can be started and the boats launched.

8.2 Announcements during the race

- 1) During the 20 minute heats the start official will make the following announcements:
 - 10 minutes gone, 10 minutes remaining
 - 15 minutes gone, 5 minutes remaining
 - 3 minutes remaining
 - 1 minute remaining
 - End of race
- 2) During the 30 minute finals the start official will make the following announcements:
 - 10 minutes gone, 20 minutes remaining
 - 20 minutes gone, 10 minutes remaining and notify of any boats under the blue flag rule (*see rule 8.6*)
 - 5 minutes remaining
 - 3 minutes remaining
 - 1 minute remaining
 - End of race
- 3) Where possible the start official will announce the dead boats on the water, however, it is entirely the mechanics responsibility to notify their driver.
- 4) The start official will provide regular updates on the location of the rescue boat; however this is also the responsibility of the mechanic.
- 5) The start official will provide essential information only. This will enable the driver and mechanic to concentrate fully on their individual race, without distractions.
- 6) If a competitor receives a penalty due to a driving infringement that impacts on a fellow racer, the penalty will be announced over the PA. This is to notify the affected competitor that penalty action has been taken.

8.3 Stopping a race part way through

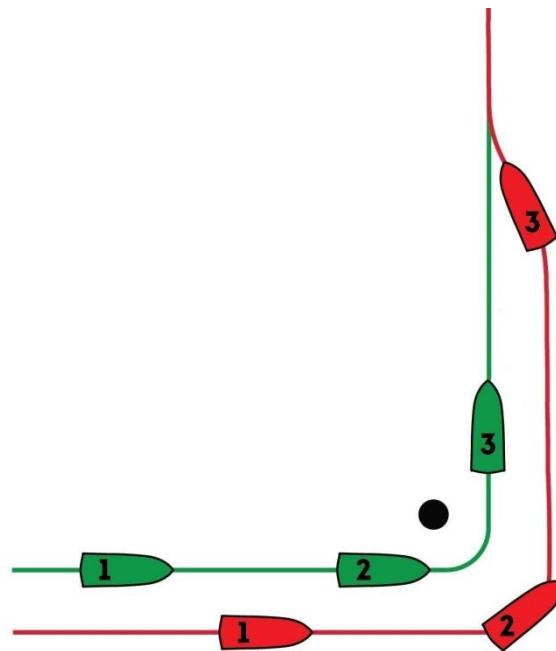
- 1) A race can be stopped by the start official due to exceptional circumstances. E.g. Loose buoy, adverse weather conditions.
- 2) The start official will sound an acoustic signal to stop the race. At the same time the clock timing the duration of the race will be stopped. The drivers must complete their lap and bring their boats in. All engines must be stopped.
- 3) The time from when the signal was given, until the models pass the finish line must be recorded. The lap counting system will then be paused.
- 4) Competitors and mechanics must not work on their boats while the race is stopped until directed to do so by the start official.
- 5) Once the issue that caused the race to stop has been resolved, the start official will inform the competitors of the time remaining and begin the start procedure as per the beginning of a new race.
- 6) The time keeping and lap counting system will continue with the start signal.
- 7) If the race is stopped within the first five minutes it will be annulled and restarted from the beginning.
- 8) The end of the race is indicated by an acoustic signal. All drivers must complete the lap they are on and then bring their boat out of the water.

8.4 General rules during the race

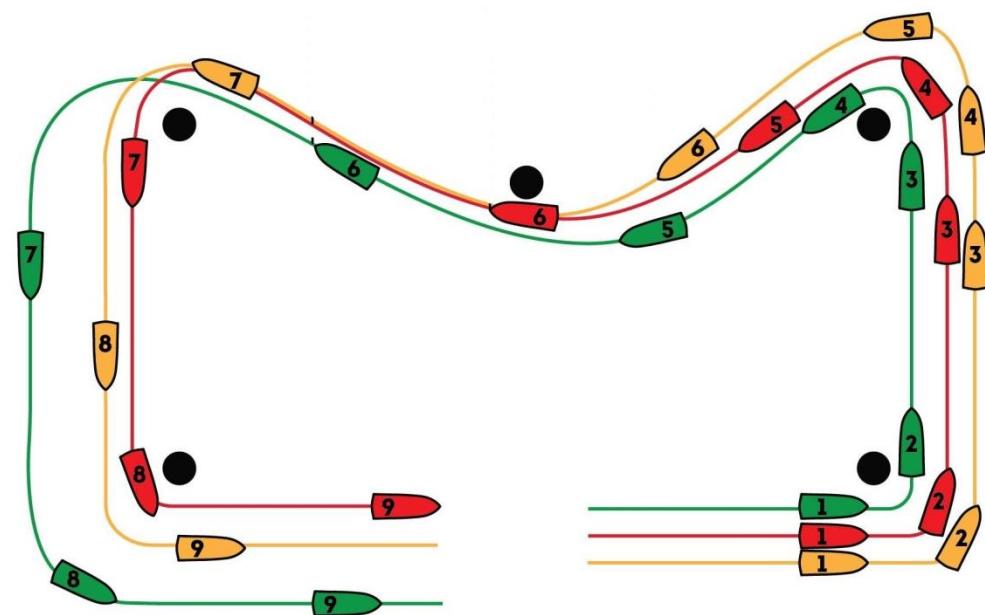
- 1) The competitor may bring their boat back to the pontoon at any point during the race. The competitor and mechanic must not interfere with any other competitor whilst retrieving their boat. Any interference caused may result in a warning and a yellow card.
- 2) The competitor or mechanic may leave their start position to collect their boat from the rescue or to fetch spare materials. Again, they must not interfere with any other competitors.
- 3) The driver and/or mechanic must not leave their start position at any time whilst their boat is running on the water.
- 4) The competitor must drive on the outside of the buoys.
- 5) If a buoy is missed the driver can re circle the buoy but they must not interfere with any other competitor. If a fellow competitor is taken out (boat stops) as a direct result of somebody re-circling a buoy a red card will be issued. If the driver does not re circle the buoy a lap will be deducted.
- 6) If a boat is in the buoy the competitor must switch off the engine. If the competitor does not switch off the engine they may get a red card.
- 7) If a boat loses the number plate during the race, or the number plate is no longer visible the driver must complete the commenced lap and then come into the pontoon to replace the number plate. Any laps completed after this lap without a number plate that is clearly visible will not be counted.
- 8) Mechanics are not permitted to touch a driver's transmitter whilst the boat is on the water.

8.5. Driving rules

- 1) A slower boat can be overtaken on either side. During the overtaking maneuver the slower boat must not change course or get in the way of the faster boat. The faster boat must leave a gap of 3 boats lengths before going directly in front of the slower boat. (See image below)

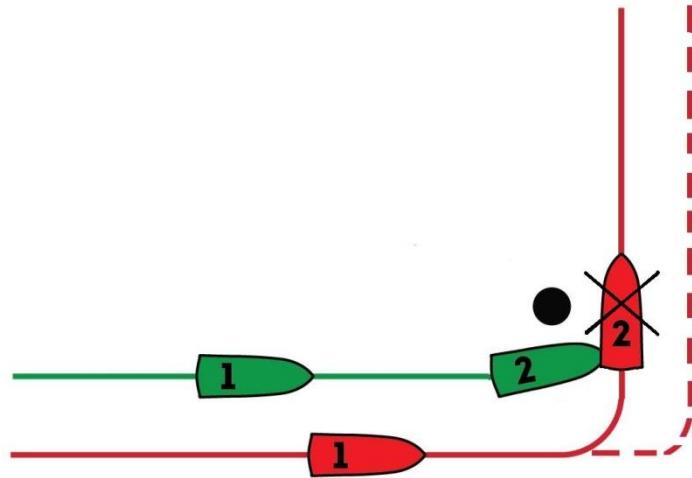


- 2) When driving closely together all drivers must stay on their own line. It is not permitted to hinder another driver deliberately.



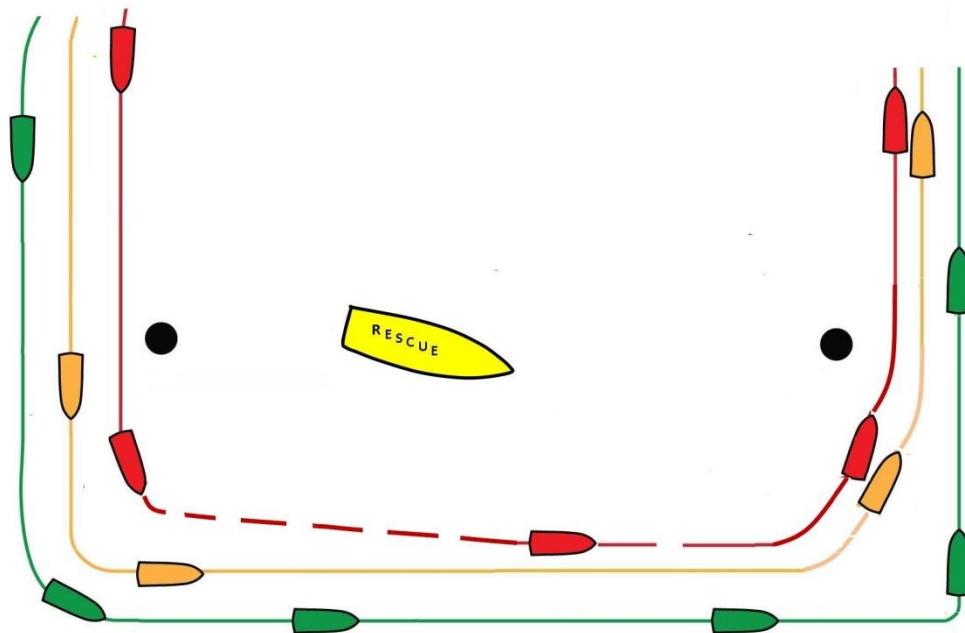
Drivers' holding their line is illustrated above. It is permitted to change line as long as you do not interfere with a fellow competitor.

- 3) The boat on the racing line which is less than 5 boat lengths from a buoy has the right of way.



A boat on the outside line must stay on the outside line going round the buoy. It is not permitted to turn across the front of the boat on the inside line as illustrated above.

- 4) When passing the rescue boat or pontoon a gap of at least 3 meters must be left.



- 5) In circumstances where a competitor may need to pass within 3 meters of the rescue boat or pontoon they must throttle. Example; when bringing a boat off the water or if the rescue is in a difficult position and the driver is unable to leave a 3 meter gap.
- 6) It is not permitted to overtake another competitor whilst passing the rescue boat on the same side as someone else. (This rule does not apply when competitors are passing on different sides of the rescue boat, however if more than one boat is taking the alternative route rule 6 will still apply).

- 7) A competitor must be able to throttle at all times whilst on the water. The judges may ask a competitor to demonstrate the ability to throttle at any time. If the competitor cannot throttle they will be disqualified from the race and must keep out of the way of other competitors until their boat can be stopped safely. Disqualification will also occur if the competitor has no throttle once the race has finished and therefore cannot bring their boat back to the pontoon safely.

8.6 Blue flag rule

- 1) Drivers that are not battling for a podium position must, when safe to do so, move off the racing line to enable the race leaders to pass safely. This rule will only apply in the following circumstances:
 - finals only, not heats
 - the last 10 minutes of the final
 - boats within the top 3 places. The blue flag rule will also apply to anybody who is on the same lap as place 3 and is therefore in contention for the podium
- 2) The start official will announce (when and if appropriate) which boats the blue flag rule applies to. For example; when position 1 and 2 are on the same lap and the driver in position 2 has the potential to gain an additional place. The start official will announce the boat numbers of the racers in positions 1 and 2 and will make it clear that the blue flag rule applies to these boats.
- 3) If a driver fails to move out of the way for a boat under the blue flag rule they will be shown a blue card which will act as a warning and they must move out of the way as instructed. Failure to do as instructed or failure to move out of the way for a second time will result in a one lap penalty.
- 4) Protests regarding the blue flag rule are not permitted.

8.7. Penalties in the Endurance classes

- 1) Unless a specific penalty has been stated above a warning (yellow card) will be issued if the rules above have been broken but have not caused a fellow competitor's boat to stop or not had a negative impact on their race.
- 2) A one lap penalty (yellow card with number 1) will be issued if the rules above are broken for a second time during the race or:
 - the driver interferes with a fellow competitor and has a negative impact on their race
 - the driver runs over a dead boat that has been announced by the start official
 - the driver overtakes whilst passing the rescue boat on the same line. If the driver accidentally overtakes whilst passing the rescue boat they are permitted to drop back and forfeit any places gained.
 - the driver fails to move out of the way of a boat under the blue flag rule for the second time following an initial warning
- 3) A two lap penalty (yellow card with number 2) will be issued if the rules above are broken for a third time during the race or the driver causes a fellow competitor's boat to stop.
- 4) A Stop and Go penalty (yellow card with an S) will be issued if the following occur:
 - a model is deemed to pass too close to the rescue boat and/or pontoon (within 3 meters)
 - a model passing within 3 meters of the rescue boat and/or pontoon does not throttle.

- 5) If the competitor receives 3 Stop and Go penalties within one race they will receive a red card and will be disqualified from that race. (They are only permitted to rejoin twice within 1 race)
- 6) The rescue boat crew has the authority to issue a Stop and Go penalty. They will inform the judges of the boat requiring the penalty upon returning back to the pontoon.
- 7) When a Stop and Go penalty is issued the competitor must finish their lap and then take the boat out of the water. They must bring the boat into their start position only. They must stop the engine and place the boat back on their stand. The competitor can then rejoin the race when they are ready.
- 8) If a model touches the rescue boat the competitor will receive a red card and will be disqualified from that race. They must take their boat out of the water within 2 laps.
- 9) If a competitor touches the rescue boat for a second time during the competition they will receive a second red card and will not be permitted to compete in any more classes for the remainder of the event. Again, they must take their boat out of the water within 2 laps.
- 10) If the judges believe a competitor cannot steer/control their boat properly they will issue a warning. If their driving does not improve they will be disqualified from the race.
- 11) Deliberately taking out a fellow competitor will result in a red card and immediate disqualification from the whole event.
- 12) Abusive and disruptive behavior will not be tolerated. Shouting at a fellow competitor, judge or mechanic is not permitted and will result in a red card and immediate disqualification from the whole event.
- 13) As per *rule 8.4 No 5* - If a fellow competitor is taken out (boat stops) as a direct result of somebody re-circling a buoy a red card will be issued.

All penalties will be issued at the judge's discretion whilst following the rules above.