



Pannon Egyetem és Balatonalmádi  
**CoreComm**  
**Solar Boat Challenge**

# **SOLAR RACING COMPETITION ELEMENTS CATALOGUE**

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## **2026**

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## University of Pannonia



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# SOLAR BOAT CHALLENGE – 2026 EVENT

## THE ELEMENTS OF A RACE

A solar boat race is an event in which solar boats compete during a series of elements. A race is time bound and is typically organized over the course of a limited number of days in a limited geographical area. The racing season will consist of a series of races.

A solar race can be built out of the following elements.

- A. Sprint Competition**
- B. Endurance Competition**
- C. Time Trial**
- D. Top Speed Competition**
- E. Stage(s)**
- F. Slalom Competition**
- G. Match Race**
- H. Speed Record Competition**
- I. Ton's Race**
- J. 12-minute race**

The amount and type of the elements of the race per event will be chosen by the organization and announced on the website of the organization. In case of unforeseen circumstances or in case the weather conditions make it necessary, the organization may add, remove or change the order of the elements of the race.

The organization may decide to add a new race element to the catalogue under the condition that new race elements will be published at least 2 months in advance of the event where the race element will be introduced for the first time.

The course of a race element will be published in the Race Advance Program on the website and/or in the General team briefing.

## A SPRINT COMPETITION

- a) Boats must cross the starting line in the direction of the finish line.
- b) Boats must cross the finish line from the direction of the starting line.
- c) In case there is a turning point during the sprint, points b) and c) do not hold.
- d) 3 seconds will be added to the time for every mistake, (e.g. failing to race the correct course, missing a buoy, hitting a buoy).
- e) The sprint competition can consist of the following variants

I | A timed sprint where every competitor race one or more sprints. The timing can be based on the single best run but also on multiple consecutive runs where the timing of all runs is averaged. The local organizer decides which option is chosen.

II | A timed sprint where every competitor race one or more timed sprints followed by a knock-out competition. The rank after the timed sprint(s) will be determined based

on the (average) time of the sprint(s). The eight fastest competitors will move on to the knock-out competition. The timed sprints may be raced in pairs. In the knock-out competition the teams will be paired according to the following scheme:



If there is a tie in the average time of the timed sprints such that more than eight competitors qualify for the knock-out competition, then one or more of the heats 1-4 will be raced with three competitors.

III) A round-robin series of sprints. The round-robin competition may be subdivided into several pools. The composition of the pools will be determined by ballot.

## B ENDURANCE COMPETITION

a) The start of the Endurance competition can be executed with the following variants:

I | Boats will start with an interval.

II | The Boats will start in groups. The group size is determined by the local organizer.

III | The Time Trial will start with a mass start (“Le Mans start”). All boats are positioned with the stern towards the quay and the bow facing the course. The boat is held to the quay by a team member. All participants will appoint a runner who will carry. All runners will leave at the same time from the starting point and run towards their boat. There must touch the person that is holding the boat or the boat itself. Only when this person has touched the person holding the boat or the boat itself, the boat may start racing.

b) The aim is to complete as many laps as possible as quickly as possible. Depending on the local circumstances the race management may choose one of the two following options for the given amount of time:

**Option A:** Fixed amount of time – any lap that is completed within the fixed amount of time will be counted.

**Option B:** Fixed amount of time plus the time needed to complete the lap that has been started within the fixed amount of time – any lap that is completed within given amount of time will be counted. In option B the local organizer may set a time limit by which the lap has to be completed.

- c) Finishing the race will be indicated by flying a chequered flag or blowing a horn from race control once the allocated time has passed.
- d) If there is a tie in the total amount of laps raced, the tie will be broken by the total time raced when the last lap counted, is completed. The team with the smallest total time wins the tie.

## C TIME TRIAL

- a) A Time Trial is a race element in which a prescribed course with a given length must be raced.
- b) The start of the Time Trial can be executed with the following variants:
  - I | Boats will start with an interval.
  - II | The Boats will start in groups. The group size is determined by the local organizer.
  - III | The Time Trial will start with a mass start (“Le Mans start”). All boats are positioned with the stern towards the quay and the bow facing the course. The boat is held to the quay by a team member. All participants will appoint a runner who will carry. All runners will leave at the same time from the starting point and run to their boat. There must touch the person that is holding the boat or the boat itself. Only when this person has touched the person holding the boat or the boat itself, the boat may start racing.
- c) The aim of the time trial is to complete the course within the least amount of time.
- d) The local organizer may set a time limit at the finish for the Time Trial. A team that does not make the time limit will receive a DNF score. The time limit may be set per class. The limit may be defined as
  - the time of the fastest boat plus a percentage.
  - the time of the second or third fastest boat plus a percentage.
  - A prescribed time.

The percentage used must be set by the local organizer. This must be announced in the General Team Briefing. The time limit may be announced in the app used by the local organizer.

- e) The time limit can be extended, or the elimination can be waived if more than 50% of the boats exceed the limit or for other reasons such as collisions or foul weather. Waiving the time limit is the sole privilege of the local organizer.
- f) Parts of a stage may be subject to speed limits. Failure to comply with these speed limits may lead to disqualification or time added to the race time.
- g) The local organizer may decide to impose one or more in-route time limits along the route of the Time Trial. A team that does not make the time limit will be taken out of the race and will receive a DNF score. The in-route time limit may be a given time or the time of the fastest boat plus a percentage. The time limit may be set per class. The setting of a time limit must be announced in the General Team Briefing. The time limit may be announced in the app used by the local organizer.
- h) If there is a tie in the times between teams, then each tied competitor will receive the same number of points. This will be the amount of points the highest ranked team amongst the tied teams would have received in case there was no tie. E.g. when there is a tie between the teams in 3rd, 4th and 5th place, they will all receive 3 points. The team in the 6th place will then receive 6 points. These scores will be multiplied by the race element multiplier of the race element.

## D TOP SPEED COMPETITION

- a) In a Top Speed Competition teams must race in a straight line a try to reach a speed as high as possible
- b) At one point near the end of the course the speed of the boat will be measured.
- c) All teams will be given one or multiple tries to set the maximum speed. The number of tries will be announced in the General Team Briefing
- d) The highest value measured will count.
- e) If there is a tie in the top speeds between teams, then each tied competitor will receive the same number of points. This will be the amount of points the highest ranked team amongst the tied teams would have received in case there was no tie. E.g. when there is a tie between the teams in 3rd, 4th and 5th place, they will all receive 3 points. The team in the 6th place will then receive 6 points. These scores will be multiplied by the race element multiplier of the race element.

## E STAGE(S)

- a) A Stage is a race element in which a prescribed course between two or more locations must be raced.
- b) The winner of a stage will be the team that completes the stage in the fastest time.
- c) Stages may have parts where the race is neutralized. There the timing will be stopped. The timing will continue when the neutralized part has been completed. The local organizer may set a minimum and maximum time limit for a sailed route that is neutralized.
- d) In case timing will be stopped and restarted the time to complete a stage will be calculated. The calculated time will be the time between start and finish minus the duration of the neutralization(s).
- e) Parts of a stage may be subject to speed limits. Failure to comply with these speed limits may lead to disqualification or time added to the race time.
- i) The local organizer may set a time limit at the finish for the Stage. The time limit may be set per class. The limit may be defined as
  - the time of the fastest boat plus a percentage.
  - the time of the second or third fastest boat plus a percentage.
  - prescribed finishing time

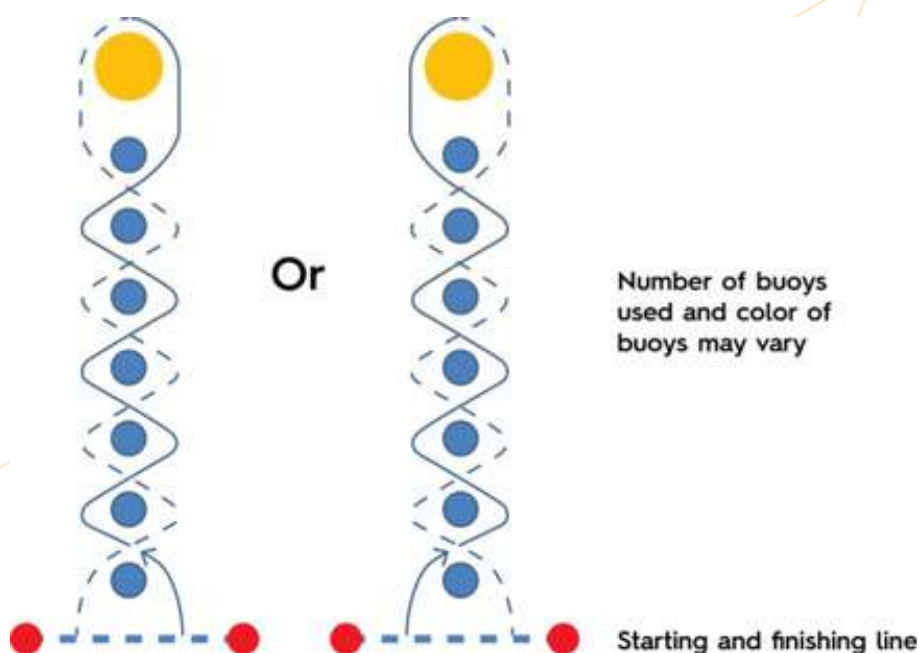
When a percentage is used it must be set by the local organizer. This must be announced in the General Team Briefing. Alternatively, the time limit may be announced in the app used by the local organizer.

- f) The time limit can be extended, or the elimination can be waived if more than 50% of the boats exceed the limit or for other reasons such as collisions or foul weather. Waiving the time limit is the sole privilege of the local organizer.
- g) The local organizer may decide to impose one or more in-route time limits along the route of the Stage. A team that does not make the time limit will be taken out of the race and will receive a DNF score. The in-route time limit may be a given time or the time of the fastest boat plus a percentage. Alternatively, a time limit may be a prescribed time. The time limit may be set per class. The setting of a time limit must be announced in the General Team Briefing.

- h) A team that does not make the time limit will receive a DNF score. A DNF score may be applicable to the race element or to the full race. It is the privilege of the local organizer to decide on this. This decision must be announced in the General Team Briefing.
- i) In a multi-stage race the local organizer will decide whether a team that has received a DNF score for one stage may continue in the next stage and if so with what penalty. This may also be further participation outside of the competition.

## F SLALOM COMPETITION

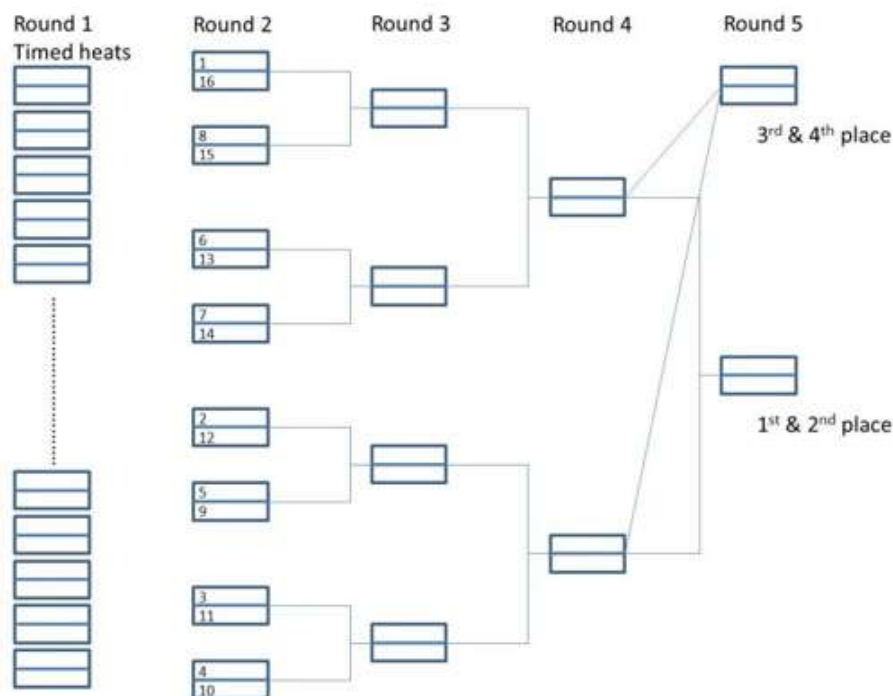
- a) A Slalom Competition is a race element in which all teams must complete a slalom around a series of buoys.
- b) One by one, or in parallel, the boats will have to complete a timed slalom.
- c) The start will be a running start or a start from standstill.
- d) All teams will be given one or multiple tries to set a time. The number of tries will be announced in the General Team Briefing.
- e) The lowest value measured will count.
- f) The start and the finish will be between two marked points.
- g) Skippers are free to choose to either leave the first buoy of the run to port or to starboard side but must start to alternate (see figure). The number of buoys used will be announced in the General Team Briefing
- h) Making a mistake in sailing the course will be penalized. 1) Touching a buoy will be penalized with a 3 second penalty 2) Missing a buoy will be penalized with a 10 second penalty
- i) After 3 mistakes the run is classed as incomplete, and no time will be recorded (DNF).
- j) In case of a tie the boat with the least number of mistakes will be the winner. If a tie remains each tied competitor will receive the same number of points.



## G MATCH RACE

- a) A Match Race is a race element in which teams must complete a prescribed course.
- b) In pairs the boats will compete in racing the prescribed course (see figure). There will be an inner course and an outer course.
- c) The start will be from standstill.
- d) The boat that crosses the finish line first will be the winner of the heat.
- e) Cutting across the bow of another boat such that it causes hindrance to the other boat, is not allowed and will lead to automatically losing the heat.
- f) Failing to race the correct course, missing and/or hitting a buoy will lead to automatically losing the heat.
- g) The Match Race can be executed in the following variants:
  - I | The winner of the competition will be determined via a knock-out competition. The first series of heats will be a timed race. The fastest competitors will move on to the knock-out competition. The number of competitors that will move on to the knock-out competition will be equal to the smallest, nearest power of 2 to the total number of participants (e.g. with 29 participants 16 participants move on to the knock-out competition). The local organizer may also decide to allow less participants to move on to the knock-out competition.

The timed heats will be raced in pairs as much as possible. In the knock-out competition the teams will be paired according to the following scheme:

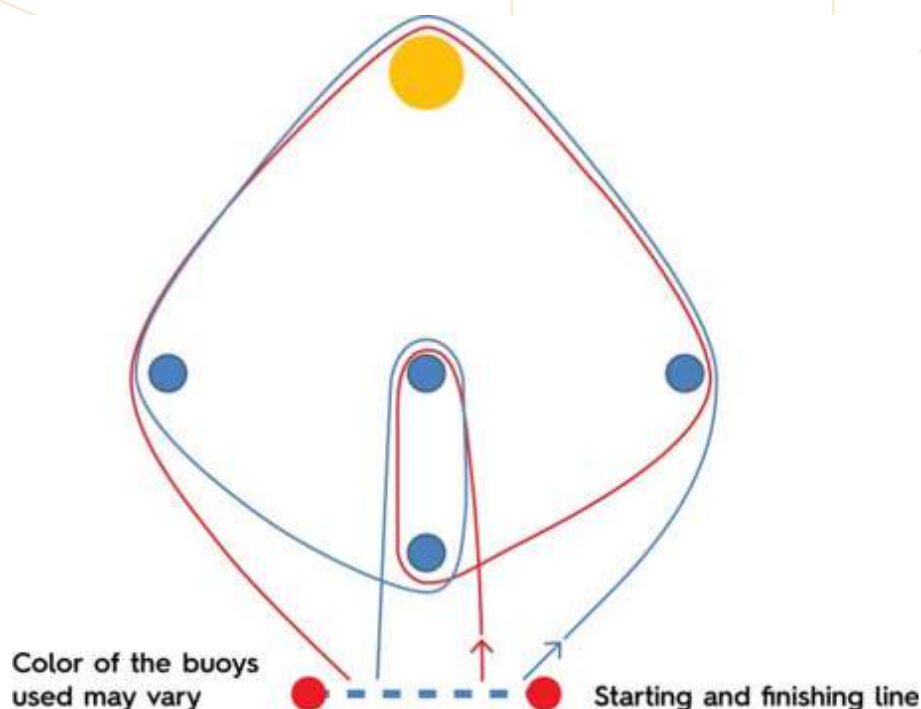


If there is a tie in the time of the timed heats such that more than the nearest power of 2 to the total number of competitors qualify for the knock-out competition, then one or more of the heats in round 2 will be raced with three competitors.

The winner of the knock-out competition will receive 1 point, number 2 will receive 2 points, number 3 will receive 3 points, number 4 will receive 4 points, numbers 5-8 will receive 5 points, numbers 9-16 will receive 9 points, etc. All teams that took part in the timed heats but do not move on to the knock-out competition will receive several points that are equal to the number of teams that moved on to the knock-out competition + 1. If time permits the local organizer may decide to race extra heats to distinguish between numbers 5 and 8 and give them the respective number of points.

II | The winner of the competition will be determined via a round robin competition. The winner of a heat receives 1 point. The loser of the heat will receive 2 points. If there is a tie at the end of the competition an additional heat between the tied participants will be raced.

III | The winner of the competition will be the boat that sails the prescribed course the fastest. The timing can be based on the single best run but also on multiple consecutive runs where the timing of all runs is averaged. The local organizer decides which option is chosen.



## H SPEED RECORD COMPETITION

a) One by one the boats will race a course with a given length. Depending on the local circumstances, the race management may choose one of the following options for the length of the course:

**Option A:** 231.5 m (1/8 nautical mile) **Option B:** 402.25 m (1/4 statute mile) **Option C:** 100 m

**Option D:** 250 m **Option E:** 300 m **Option F:** 500 m

**Option G:** a distance determined by the local organizer

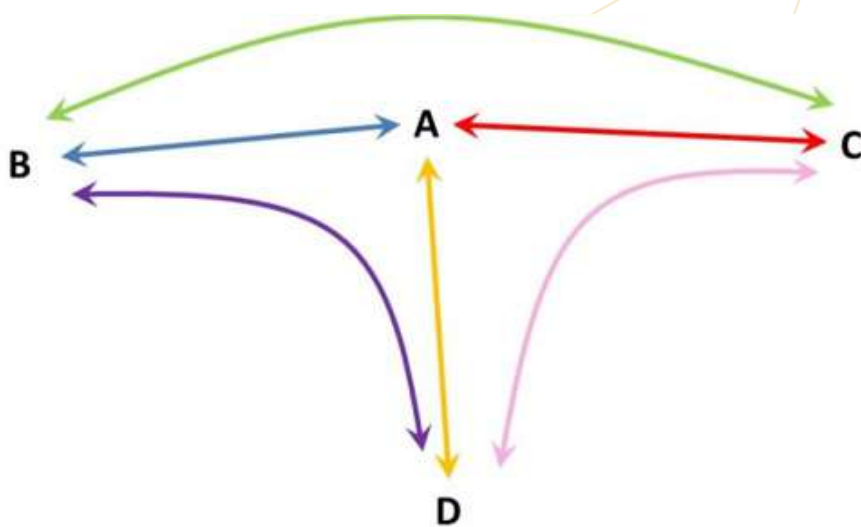
The option chosen will be published in the Race Advance Program and/or on the website and/or announced in the General team briefing.

b) The start will be a running start.

- c) The start and the finish will be between two marked points. d) All teams will be given one or multiple tries to set a time. The number of tries will be announced in the General Team Briefing.
- e) The lowest value measured will count.
- f) The winner of the competition will be the team that sets the lowest time in its class.

## I TON'S RACE

- a) A Ton's Race is a race element in which a participant needs to cover as much distance within a given amount of time.
- b) All boats start at the same moment in time from the same buoy. (Buoy A in the sketch given)
- c) A distance raced is only counted when it is sailed in between two buoys. Between every two buoys on the course a leg can be sailed. (In the sketch the following 12 legs are valid legs: A-B, B-A, A-C, C-A, A-D, D-A, B-C, C-B, B-D, D-B, C-D, D-C).
- d) The legs must be sailed using the waterways as indicated by the organization. Taking shortcuts is not allowed.
- e) There will be no prescribed order in which legs have to be sailed.
- f) After completion of the race all teams must supply the race organization with a complete overview of the legs they have sailed and the order in which they have done so.
- g) All legs may not be sailed more times than determined by the local organizer.
- h) A leg that has not been finished at the given finishing time does not count towards the total distance sailed.
- i) The finish will be located at one of the buoys in the course. This is not necessarily the same buoy as the starting buoy.
- j) The team that covers the largest distance will be the winner of the race element.
- k) When one or more boats finish having covered the same distance, the boats will be ranked according to their finishing time.



## J 12-MINUTE RACE

- a) The 12-minute race will be raced on a prescribed course. This course is laid out such that the estimated time to complete the race is 12 minutes. The course may consist of one or more laps.
- b) A maximum number of boats (X) will race the course at the same time. The local organizer may determine the number X that may race at the same time. The number of heats raced is equal to the number of participating boats divided by X and rounded up to the nearest integer (Z).
- c) The Y fastest boats of every heat will proceed to the final stage of the race. The local organizer may determine the number Y. Once the Y fastest boats have finished the heat ends. All other boats can no longer complete the course.
- d) In the final heat of the race all the fastest boats ( $= Z * Y$  boats) will race over the same course. The ranking will be determined based on the order in which the boats complete the course. The local organizer may set a time limit for finishing. The number of boats finishing in time is N. All boats not finishing in time will be ranked N+1.
- e) All boats that were not allowed to take part in the final stage of the race will receive ranking number N+2. In case there are no boats failing to finish in the final heat all other boats will receive rank N+1.

### Example:

- There are 29 participants
- The local organizer decides that a maximum of 8 boats can race at the same time (X=8)
- The number of heats raced is  $29/8 = 3.625 \Rightarrow$  there will be 4 heats raced (Z=4)
- The fastest 3 boats will proceed to the final stage of the race (Y=3)
- In the final heat  $4 * 3 = 12$  boats will race.
- The first 10 boats will finish within the time set by the local organizer. (N=10)

They will be ranked 1-10 based on their order of finishing.

- Boats 11 and 12 do not manage to finish on time. They will be ranked 11th
- All other boats will be ranked 12th.



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