



## Endurance Class Penalties

*All penalties will be issued at the judge's discretion.*

### Warning (yellow card)

Poor driving but not affected another competitor. Examples:

- zig zagging on the course
- driving full throttle and spinning repeatedly
- erratic driving/driver appears to have no control
- shouting on the pontoon (mild shouting only!)

### Yellow card, 1 lap penalty

- Second warning/offence
- Driving error impacts on another driver e.g. they must take evasive action to avoid a crash
- driver runs over a dead boat (already announced by the start official)
- overtaking by the rescue when passing on the same side (must forfeit any place gained or get penalty)
- driver received a stop and go but there was not enough time to carry it out before the end of the race  
(S&G deemed complete if the boat was taken off the water)

### Yellow card, 2 lap penalty

- Third warning/offence
- Driver causes a crash and another competitor's boat stops

### Stop and Go

- model does not visibly slow down when approaching and passing the rescue boat
- model passes within 3 meters of the pontoon without visibly slowing down

### Red card

- 3 x Stop and Go (driver can only re-join the race twice)
- Hitting the rescue
- Driver cannot steer properly/persistent erratic driving (already received a warning)
- No throttle
- Re-circling a buoy and causing another competitor's boat to stop
- Leaving start position to go and talk to another competitor/mechanic



### **Red card (whole event)**

- Deliberately taking out another competitor
- Abusive and/or disruptive behaviour (already received a warning)

### **Blue Flag**

Finals only

Last 10 minutes of the final

Top 3 places, and anybody who is on the same lap as place 3 and is therefore battling for the podium

Start official announces boat numbers under the blue flag

Drivers under the blue flag **do not** have to give way to each other

If the driver doesn't move out of the way show them the **blue card**

Driver still doesn't move = 1 lap penalty

Complete refusal to move = red card

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