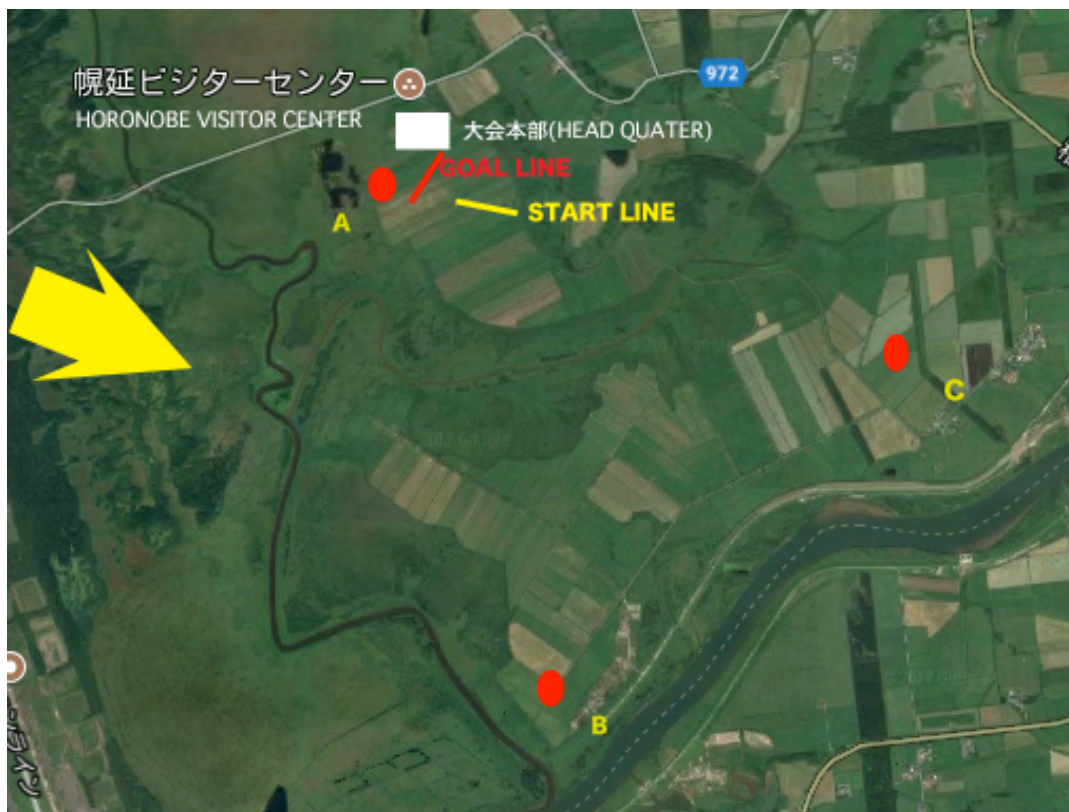


# Hurikamui Horonobe race information

- I. Race: Hurikamui is the name of Ainu (north island aborigine)'s mythology monster bird. Race spot is Salobetsu marsh in Horonobe town. Huge kites for snowkite seems similar with this legendary bird. So we named our race "Hurikamui".
- II. Venue : Horonobe town , Hokkaido in front of Horonobe visitor center we make 7~9km triangle course. Participants laps 5 times this course.
- III. Participants Eligibility : Snowkiter or Kiteboarder who can make stable upwind run.
  - A. \*Participants must be older than 16
  - B. Parents agreement required if you are younger than 18.
- IV. Equipments:
  - A. Kites with safty system, Ski or Snowboard, Water , Hood , Warm cloth , You have to prepare things to keep your body temperature and condition until rescue arrives you in emergency.
  - B. Ware bibs for official can recognize your number. Bibs will provide at registration.
  - C. You can use GPS or other navigation, rather we recommend you to use them and take a log.
- V. Start: Participants start together. Organizer explain how to start at race briefing.
  - A. ex. In case we made course like following photo, a snowmobile running from down to up at start time. Start line is opening just after snowmobile. Then go to mark A > B > C and 4 more laps.



- VI. Race: After start participants run A > B > C > A > B > C > A > B > C > A > B > C , Then pass over finish line just in front of head quoter. If participant complete all they compete time to finish, If participant couldn't complete race they compete distance.
- VII. Priority and Penalty: During race rule and priority are according to usual sailing rule.
- A. If 2 participants approach head on, starboard tack side has priority. Port side participants have to give way course to port side participant.
  - B. If 2 participants going same tack, participant who are in downside has priority.
  - C. Turning Mark :
    - 1. Participant have to turn inside of 30m radius (Zone) from mark.
    - 2. If participant turn mark outside of the Zone , may official can't record participant number. In this case this mark is not valid. Even in this case if participant can provide reliable GPS log you can make your mark valid.
    - 3. In the Zone participant can't pass over other participant.
    - 4. Participant can go into the Zone only he (She) turn the mark. (If participant in and out many times it make confusion on record).
- VIII. Goal: Goal gate is opening 1 hour from first participant pass goal line. Participant who can make goal compete time , participant who can't make goal compete distance.
- IX. All participants have to join race briefing.
- X. Participant who is under affect of alcohol or drag can't run the race.
- XI. Class: There are 3 classes as following.
- A. Ski Men
  - B. Snowboard Men
  - C. Women