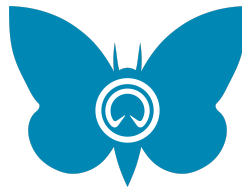


Foiling SuMoth Challenge

2025 Registration request form



Registration for the SuMoth Challenge is free for all academic teams. This document serves as a registration request, and to complete the process, Team Leaders must hold an online meeting with SuMoth Management before **December 15, 2024**.

By registering, teams commit to fulfilling the minimum participation requirements of the Challenge, including adherence to deadlines, communications, media involvement, and attending webinars. For more information on team member eligibility, please refer to pages 2 and 3 of this document, or consult the full Foiling SuMoth Challenge 2025 Rulebook at SuMoth.org.

STAGES PARTICIPATION perspective for 2025: Stage S1 - Stage S2 - Stage S3 (check boxes)

SuMoth Team

Team Name:
 Institution(s):
 Nationality:
 Members count:

Team Leaders

Team Manager (Non-student member)

Name: Email:.....
 Academic position:

Team Captain

Name: Email:.....
 Degree/Year:

Team Co-Captain / Engineering Lead

Name: Email:.....
 Degree/Year:

Communications Officer

Name: Email:.....
 Degree/Year:

Logistics Officer

Name: Email:.....
 Degree/Year:

To be fully filled digitally and sent to registration@sumoth.org before December 7th 2024

Team Captain Signature

Place and date

2 PARTICIPATING TEAMS

The Foiling SuMoth Challenge is open to all students from any school, university or association and from any grade, **with the ability of designing, building and/or sailing their own concept safely**. The registration and participation does not involve any fees.

All communications between the teams and the SuMoth Challenge Organization will be **exclusively made via the Discord Server**. It is each teams' responsibility to be active on the communication platform to remain informed of all news and relevant information.

Access to the platform will be granted to all members once the registration is completed. The registration form is available on the "Rules" section on the [SuMoth website](#).

2.1 Teams requirements

The teams willing to compete in the Foiling SuMoth Challenge event:

- Shall be fully composed by students, with the exception of the team manager. with no restriction on the career or degree.
- School alumni, graduated the year prior to the competition and who were involved in the process are allowed to integrate the team.
- Shall have a "S3" competition team of up to 10 students. with no restrictions on the number of team members in the design and manufacturing process.

2.2 Team roles

Teams must assign four (4) roles by the time of the registration, being: Team Manager, Team Captain, Communications Officer and Logistics Officer. The Team Co-Captain role is optional.

Each person can occupy a maximum of two (2) roles. The Team Captain can only be responsible for a single role. The skipper(s) can be decided during the competition and must be students at the time of the competition or alumni from the previous year's graduation.

Please refer to "APPENDIX A – Team structure example" for a graphical representation.

2.2.1 Team Manager

The Team Manager must be formally related to the institution or association (i.e. Teacher, Professor, Assistant, Postdoc, Association president, etc.). The Team Manager will be responsible for the students involved in the project during the design, manufacturing and competition phases, remaining the maximum authority and responsible figure towards the organisation.

2.2.2 Captain

The team Captain must be a student. This person will be in charge of the team, remaining the main contact point with the event organisation.

The Captain will be responsible to provide the Technical Report and Presentations needed to evaluate the SuMoth concepts.

In the case of multiple Foiling SuMoth concept boats in the same team, each Concept must have one dedicated Captain with the possibility of sharing the Communications and Logistics officers as well as the skippers.

2.2.3 Team Co-Captain (optional)

While not mandatory, the Team Co-Captain (if any) will share the responsibility of the team on specific aspects different from the Captain.

2.2.4 Logistics Officer

The Logistics Officer will be in charge of the arrangements of the team prior and during the competitions (accommodation, transportation, etc.). The person in charge will be in direct contact with the organisation management.

2.2.5 Communication Officer

The main tasks of the Communication officer are to promote the teams' advancements and achievements during the design and manufacturing phases as well as during the competition. It will be the main point of contact for all communications deliverables

2.2.6 Skippers

Skippers shall be announced prior to the respective S2 and S3 stages and can be changed at any stage and moment.

APPENDIX B – Team structure example

