Open Kayaking Registration - Community

Recently we upgraded the backend software that supports online registration for our programs and services. As part of this new rollout, open kayaking registration will switch to a "punch pass" system. While before only single use or semester passes were available, there is now increased flexibility as you will be able to purchase 1, 5, 10 or 15 punch passes at a time. They will be valid for 2 years after the date of purchase. Below are instructions for purchasing punch passes, signing a waiver, and registering for pool sessions that you plan to attend.

Purchasing punch passes

1. Go to https://uakron.dserec.com/online/auth and create a **LOCAL** account.



- 2. Make sure you are logged in to your new account.
- 3. Go to https://uakron.dserec.com/online/cr/programs/7/punch-passes and select the punch pass package that you wish to purchase. Available options are 1 pass (\$10), 5 passes (\$45), 10 passes (\$75) and 15 passes (\$90).



- 4. Select "Purchase" and follow online instructions for payment.
- 5. At any time, you can see how many punch passes you have remaining by going to https://uakron.dserec.com/online/cr/my-classes/passes.

Completing a waiver

- 1. Log in to your account.
- 2. Go to https://uakron.dserec.com/online/cr/my-classes/waivers.



- 3. Under Open Kayaking Waiver, click "View"
- 4. Check the box and click "Proceed" to complete the waiver, which will be valid for 1 year from the date of completion.

Pre-Registering for a Class/Session

- 1. Log in to your account.
- 2. Go to https://uakron.dserec.com/online/cr/programs/7/program-classes-grid.



- 3. Click on the current open kayaking semester (e.g., Spring 2026).
- 4. Up to a week before each class session, you can pre-register for that session. This step will help the check-in process on the pool deck run efficiently.

Class/Session Check-In

Upon arrival at the natatorium, check in with staff. As part of check in you will be issued a wristband and one "punch" will be deducted from your pass.