

Dragon Boat Competition Information

This information must be read in conjunction with "Sport Entry Forms", "Sport Information" and "Games Information" available from the website. Details are subject to change please contact the Games Office for the most recent information.

Competition Commands

Race commands from Sweeps

Head Count	all teams must do this before leaving the bank, pontoon, beach etc (number off from drummer to sweep)
Paddles flat	rest the blade of the paddle flat on the water to stabilise the boat
Paddles behind you	to reverse into the start position
Paddles out	paddles come out of the water and the dragon boat glides to a stop
Stop the Boat / dig it in	stop the boat quickly, by holding paddle vertically in the water (the entire blade)
Hold water	paddles vertical in the water to keep the boat from moving
Draw stroke (sideways stroke)	nominated seats (usually front 2 or 3 rows) do this to straighten up the nose of the boat.

Start commands

When all boats are correctly aligned the starter will call:

Are you Ready If the teams is NOT ready, the drummer must immediately raise their hand high to notify the starter

Attention teams should now have their paddles in the ready position (paddles up)
Note: teams may have their paddles in the water as long as they are NOT moving

Go or the sound of a horn will signal the start

Competition Rules & Formats

Jumping the start – if a team starts paddling before the "official go" is called, the team will be penalised a "time penalty" of between two to five seconds.

False Start – may be called by the starter if the start signal does not go off properly.

Late arrivals – the starter may warn a team arriving late in the start area or award (if appropriate) a Time Penalty of up to five seconds for failing to come to the start line when called.

Correct Course and Clear Water – the 'Correct Course' for each boat is a "straight line" down the course. Teams are responsible for their steering and deviate from their 'line' (racing lane) at their own risk. Teams may deviate from their 'lines' (or racing lane) without penalty providing they do not impede other teams and 'Clear Water' is observed around each boat.

Collisions /materially affected races – In the event of a collision between two or more boats or where a race result has been materially affected by a Dragon Boat not giving 'Clear Water', the Sports Organiser may disqualify the offending boat(s) or award a time penalty up to 5 seconds from that race. If one or more of the teams involved could have avoided the collision by taking corrective action (e.g. stop paddling) but did not do so, then the team(s) concerned may also be penalised or disqualified from that race.

Crossing the finish line – DO NOT stop paddling until after the finish line. The time will be taken on the foremost part of the boat.

General Information

Balancing a boat

Each pair of paddlers must be of similar weight

Strokes (front row) should be slighter smaller and reasonably fit as they will set the pace for the team to follow

Rows 4, 5, 6, 7 are the "engine room" and the bigger people should sit here

Rows 8, 9, 10 should be smaller people as the width of the boat is narrower

Note: this will help balance up the boat left and right, front and back to evenly distribute the weight and make life easier for the sweeps.

Format

The field is divided into Pools, each consisting of up to 6 boats

Each pool races three times

Pool competition is followed by an elimination and final

Pool competition

Pool points are awarded in each race as follows (with times for each boat also recorded)

6pts - 1st place

5pts - 2nd place

4pts - 3rd place

3pts - 4th place

2pts - 5th place

1pt - 6th place

The number of boats in a race may vary

Winner of a pool is determined by

1 Greatest total # of pool points, if tied then

2 Fastest aggregate time, if still tied then

3 Fastest time in last race and work backwards until winner is determined

Finals

Pool winners are seeded based on their aggregate time (fastest time seeded #1)

Other teams may be seeded if the numbers require. These teams will be determined by the fastest aggregate time from the remaining teams.

Semi Finals and a Final will determine 1st – 8th position.



Entry & Payment Information

DEADLINES

Guaranteed Entry Deadline February 1 • Final Entry Deadline February 20. Incomplete Entries will not be guaranteed or processed. Entries received after the Guaranteed Entry Deadline are taken on a "first come" basis.

ENTRY CONFIRMATION

Confirmation will be sent to each entrant on this Form, only after Entry has been received by the Games with full payment.

REGISTRATION at a SUPERCENTRE

Registering in person before competing is compulsory. To register each entrant is required to bring their **Entry Confirmation**, with photo attached, to a Games SuperCentre to be **validated**, sign a Waiver of Liability, collect their Games Souvenir, Sport Start Time and Games Programme containing Sport Competition Details. Games SuperCentres for registration will be open from March 10-16. Exact times will be sent with Entry Confirmation.

INSURANCE

Entry fee does not include Personal Accident Insurance.

To purchase Personal Accident Insurance contact us on 1300 727 194.

The Diabetes Australia-NSW holds third party public liability insurance. If an entrant breaks, damages or loses equipment at a Games Venue they will be required to pay for its repair or replacement.

REPLACEMENTS and CHANGES

Replacements or changes may only be in the **Identical Event**. Replacements must be lodged at the *NSW Corporate Games* Office on an Official Form **before March 1**. Replacements or changes after this date will be at the discretion of the and subject to a \$25 fee per change.

WITHDRAWALS and REFUNDS

Withdrawals must be in writing. Before March 1 refunds are minus \$25 per person. After March 1 no refund. Fees paid are spent in advance on the cost of organising the Games and therefore are only refundable as above.

GAMES CELEBRATIONS

Details on **Games Celebrations** will be available at www.corporategames.net.au soon.

Games Awards Dinner will be on Monday March 17 from 7:00pm. Special guests will present the Corporate Awards. Contact the *NSW Corporate Games* on nswcorporategames@diabetesnsw.com.au for information.

FEES INCLUDING GST

\$50 per participant.

Entry must be with full payment and at the *NSW Corporate Games* Office by deadline.



Number (Min 17)

Participants in DRAGON BOAT RACING x \$50 =

METHOD OF PAYMENT

Fees payable to **Diabetes Australia-NSW** ABN 84 001 363 766 by



Cheque



Credit Cards – All (except Diners)

Please call 1300 727 194 for more information.



Money Order



Direct Debit

Bank CBA 062 231 905068. Evidence of transfer **MUST** accompany this Entry Form

CERTIFICATION

I/we agree to abide by all *NSW Corporate Games* rules and regulations. I also agree that Diabetes Australia NSW may store my personal information and results in a database and use that information to conduct Corporate Games, and for marketing and research purposes. If you wish to access your personal information, or read our privacy policy, contact us at nswcorporategames@diabetesnsw.com.au

Name _____

Captain

Signature _____ Date _____

The Games is not responsible for misdirected, lost, or delayed mail. Should the Games or any Sport or associated Event be cancelled as a result of circumstances beyond the control of the Organisers no refunds will be made. Entrants under 18 years must provide a letter of parental or guardian's consent. The Games has no affiliation to or specific sanction from its sports' governing bodies. The Games reserves the right to make any change in conditions of entry and to decline any application at its discretion.

POST ENTRY FORM TO



NSW Corporate Games

New Mailing Address

GPO Box 9824

Sydney

NSW 2001

www.diabetesnsw.com.au

Entries may NOT be faxed or emailed

New Contact Details

nswcorporategames@diabetesnsw.com.au

Tel 1300 727 194

Fax 02 9660 3633

www.corporategames.net.au

