











## 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

**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

Competition is heats followed by semis and final

In the heats each team races three times

The number of boats in a race may vary

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

1st place	5pts
2nd place	4pts
3rd place	3pts
4th place	2pts
5th place	1pts

### Semi Finals and Final

#### Semis

Based on a 4 boat competition 8 teams qualify determined by the highest total of points after heats with the fastest aggregate times used to break ties. Teams are then seeded based on their aggregate time (fastest time seeded #1).

Based on a 5 boat competition 10 teams qualify determined by the highest total of points after heats with the fastest aggregate times used to break ties. Teams are then seeded based on their aggregate time (fastest time seeded #1).

#### Final

Using 4 boats, 3rd & 4th placegetters from each semi race for 5th to 8th place followed by 1st & 2nd placegetters from each semi race for 1st to 4th place.



# Entry & Payment Information

## DEADLINES

**Guaranteed Entry Deadline October 7 • Final Entry Deadline October 21.** 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 the Games SuperCentre (not to Sport Check-in), sign a Waiver of Liability, collect their Official Start Times and Games Programme, and be issued their validated Games ID, which must be shown before competing. See 'Waiver' and 'How to Enter' on the Games website.

Games SuperCentres for registration will be located in Melbourne from Thursday November 18 to Sunday 21 November. Exact times and locations will be sent with Entry Confirmation.

## INSURANCE

Entry fee does not include Personal Accident Insurance. **To purchase Personal Accident Insurance contact the Games at [corporategames.net.au/aus/organisingateam/shtml](http://corporategames.net.au/aus/organisingateam/shtml) or call us on 1300 301 418.**

The Games 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 Games Office on an Official Form **before November 4**. Replacements or changes after this date will be at the discretion of the Games and subject to a \$25 fee per change.

## WITHDRAWALS and REFUNDS

Withdrawals must be in writing. Before November 4 refunds are minus \$25 per person. After November 4 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 from the Games website. The **Games Awards Dinner** will be Monday November 22 from 7:00pm at The Angliss Restaurant, William Angliss Institute, Melbourne. Cost is \$115.

## FEES INCLUDING GST

**\$55** per participant.

Entry must be with full payment and at the Games Office by deadline. **NO part payments accepted for this Team entry.**



Number (Min 17)

Participants in **DRAGON BOAT RACING**  x \$55 =

## METHOD OF PAYMENT

Fees payable to **Corporate Games Pty Ltd** ABN 64 056 480 543 by

**Cheque**  **Credit Cards – Pay online** at [www.corporategames.net.au/aus](http://www.corporategames.net.au/aus)  
**Visa • MasterCard • Amex** Transaction fee applies to Credit Card payments

**Money Order**  **Direct Debit** Bank ANZ 012 141 8527 93733  
 Evidence of transfer and Credit Card payments **MUST** accompany form

## CERTIFICATION

I/we agree to abide by all **Australian Corporate Games** rules and regulations. I also agree that Corporate Games P/L 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 [info@corporategames.net.au](mailto:info@corporategames.net.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



**Australian Corporate Games**  
**Mailing Address**  
 GPO Box 5152  
 Sydney  
 NSW 2001  
 Australia

**Entries may NOT be faxed or emailed**  
**Contact Details**  
[info@corporategames.net.au](mailto:info@corporategames.net.au)  
 Tel 1300 301 418  
 Fax 1300 301 419  
[www.corporategames.net.au](http://www.corporategames.net.au)

