

Dragon Boat Racing



SPORT ENTRY INFORMATION

Please read below and Games Information if entering Dragon Boat Racing

Date

SUNDAY May 19 • START 9:00am • day
Schedule may change

Sport Coordinator

Te Waka Dragons Dragon Boat Club

Sport Venue

Northshore Riverside Park MacArthur Ave **HAMILTON**
Sport Venue Control Location – Games Tent on river edge
Parking, drinks, food and toilet facilities available
See map at corporategames.net.au/qld/Sport/venue-map
Venue may change

Event

MIXED Open

Entry Fee

\$60 per participant including GST. Entry must be with full payment and at the Games Office by deadline. NO part payments accepted for this team entry.
This fee includes Online Accreditation ordered at time of entry.

Entry Deadlines

Guaranteed Entry Deadline April 3
Only complete Entries with payment are guaranteed
Final Entry Deadline April 17
Entries received after the Guaranteed Entry Deadline are taken on a 'first come' basis

Format

Note the Games can ONLY take 12 teams for this event.
Competition is heats followed by semis and final
Teams are scheduled for a min 3 races where possible
Competition is **not** graded
Each race may contain teams from all 4 'Levels of Skill' as selected when entering
Heat consists of 3 x 200m sprint format races
Three or four boats progress to the semi's
The number of boats in a race may vary
After heats teams are seeded based on aggregate times.
Seeding determines lane allocation for Semi's and Finals.
Finals format may vary
Squad size **Minimum 17 Maximum 23** required on Entry
Team consists of a drummer plus 14 (min) to 20 (max) paddlers
Team minimum 7 paddlers of each gender in the boat.
A team forfeits if it does not meet the above criteria

Regulations

Minimum age to enter Dragon Boat, 12 as at 31 December
Each person should be able to swim 50m lightly clothed
PFD's are compulsory
Sweeps and drummers are allocated by the Games for each race
All entrants **MUST** be present for the Team meeting per event.
A team must race in its designated lane.
If only one boat starts a scheduled race, the team must paddle the course in order to register a time. A boat finishes the race when the dragon head passes the finish line.
An Individual may enter on only **ONE** Dragon Boat Team and represent only **ONE** Organisation in the Games. Entry is **NOT** limited to employees

Rules

QDBF Rules as adapted for the Corporate Games. See following Competition Rules.

Equipment

Boats, paddles and PFD (personal floatation device) are supplied and allocated by the Games for each race. Teams not allowed to use their own paddles.
Team must be satisfied the boat and equipment are waterworthy and functional before embarking. The Games is not responsible for boat or equipment failure after the boat has left the loading area.

Training

The Games recommends all entrants particularly those without Dragon Boat experience attend practice sessions. These will be organised by the Dragon Boat Sport Coordinator. There may be an additional fee for these sessions. Information in regard to these will be available shortly. These can only be booked after entry is confirmed.

Uniform

Uniforms should be of like kind and colour
Entrants will get wet. We recommend shoes, hat, sunprotection clothing and sunscreen be worn.

Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full **NO** part payments.

Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at corporategames.net.au/qld/Sport. Requests are not guaranteed.

Draws with start times are available from the Games website **ONE** week before the Games. Changes to the Draws & Start Times will **ONLY** be made in the event of a Team withdrawal. The affected Team Captain will be contacted if a Draw is altered.

Dragon Boat Competition Information

This information must be read in conjunction with 'Sport 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, left to right down the boat)
Paddles flat	rest the blade of the paddle flat on the water to stabilise the boat
Ready to paddle backwards	paddles behind you to reverse paddle
Let it run	paddles come out of the water and the dragon boat glides
Stop the Boat	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:

Paddlers, are you ready

paddlers prepare for a start by rotating forward and placing their blades in the water or out of water (depending on team start sequence)

Attention please

paddlers brace themselves for an explosive start. If the team is NOT ready, the drummer must immediately raise their hand high to notify the starter upon the sweeps instruction

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 when the sweep gives the instruction. The time will be taken on the foremost part of the boat.

General Information

All team entrants MUST be present for the team briefing per event

Balancing a boat

Each pair of paddlers must be of similar weight and height

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

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

GAMES INFORMATION

Please read if entering the Games

Eligibility

Entrants may represent only ONE organisation in the Games. Entry is NOT limited to employees. An Individual can not enter two events in Team Sports eg you can't enter both Mixed and Women's Netball

Age Classes

The Official Games Age of an entrant is their age on December 31 of the Games year. You can not enter more than one Age Class in an event.

Limited Entries

The Games reserves the right to place entrants into another Age Class to ensure play. Only medals and points from the original class entered will be awarded.

Insurance

Entry fee does not include Personal Accident Insurance. It is up to each participant to have their own insurance that covers them in the event of an injury. To purchase Personal Accident Insurance call 1300 301 418 or go to corporategames.net.au/qld/Organising-your-Team

If an entrant is responsible for the breakage of equipment at a Games Venue they will be required to pay for the repair or replacement of the equipment. The Games holds third party public liability insurance only.

Entering the Games

Games Online Entry System (GOES)

When entering Online payment is via Credit Card or Poli Pay (transaction fee applies to credit card payments we don't accept Diners). You can submit entries for any number of entrants in many sports but you must make one payment for the entire submission on completion.

Paper Entry has been eliminated. If you need help using the Games Online Entry System please contact us on 1300 301 418.

Entry Deadlines

Guaranteed Entry Deadline April 3

Only complete Entries with payment are guaranteed

Final Entry Deadline April 17

Entries received after the Guaranteed Entry Deadline are taken on a 'first come' basis

Entry Confirmation

Once an Entry with payment has been received and processed by the Games (this may take up to 7 days) entrant details are posted to the **Team Lists** on our website under **Organising Your Team**. This confirms the entrant is in the Games. If your name is not listed contact the Games on 1300 301 418.

Accreditation Process

Accreditation is the process by which you get your Games ID. No entrant may compete without a validated Games ID. Accreditation CANNOT be done at a Sport Venue Desk. Accreditation is via online when entering the Games at no extra cost. Entrants will be given 7 days from their Entry Submission date to complete this process. Status of this process is posted under Entry menu under Team Lists.

If not completed you must come to an Accreditation Centre in person. Bring a photo (face shot similar to drivers license - to go on the Games ID) and photo ID. This may be done on your day of competition but allow extra time before your start time. If you haven't received or have lost your Games ID the Games has a duplicate at the Games ID Pick Up desk at an Accreditation Centre. You may use a photocopy for the Games ID photo as long as you are recognizable.

Entry Amendments

Replacement or Changes are free before April 30. After April 30 they may be processed only at a Games Accreditation Centre during the Games period before your event starts and will cost \$25 per change.

Withdrawals and Refunds, after the Entry Deadline and before April 30 are minus \$25 per person, after April 30 no refund.

Go to <http://www.corporategames.net.au/qld/Organising-Your-Team>

Refunds

Refunds are only made as specified in 'Entry Amendments' above. If events are cancelled for reasons beyond the control of the Games (eg wet weather) there is no refund. See 'Terms & Conditions on Entry'

Start Times & Draws

Draws with start times are available from the Games website ONE week before the Games. Changes to the Draws & Start Times will ONLY be made in the event of a Team withdrawal. The affected Team Captains will be contacted if a Draw is altered.

Sport Venue Check-in

Entrants must be at the Sport Venue **45mins** before their **first** scheduled Official Start Time and must report to Sport Venue Control at least **30mins** prior. Failure to do so may result in a forfeit.

Health Services

If you require medical attention, contact the nearest Games Official.

Drink water to avoid dehydration. Seek shelter from the sun and use sunscreen to reduce exposure. Warm up prior to activity and cool down following activity to minimize the risk of injury

A medical team which may include Red Cross, physiotherapists or sports trainers will be available at most sport venues.

Weather

Adverse weather conditions may cause modifications or cancellation of events. No refunds are made. If weather affects play updates on schedule changes or postponements will be available on the website at www.corporategames.net.au

Appeals

There is no appeal against the decision of a match official. Appeals relating to other aspects of play or Games rules are adjudicated by the Sport Coordinator. Appeals must be submitted in writing by the Team Captain, to the Sport Coordinator within 15 minutes of the end of the match in question.

Code of Conduct

Any team/entrant who displays unreasonable behaviour in the opinion of officials or the Sport Coordinator before, during, or after competition may be disqualified.

Awards Party & Results

The Games Awards Party is on Monday May 20. It will be a fun night celebrating the Games weekend featuring a special guest to present the Corporate Awards. Official Results will be available on May 21 after the Awards Party from the Games website at www.corporategames.net.au/qld

Contact Details

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