



Starts & Starting Procedure

1. Crews shall assemble 50 metres behind the start line three minutes before their race start time.
2. The starter shall confirm with all sweeps that their 2 way radios are working.
3. The Starter shall advise crews that there are 3 minutes before start and crews shall move into the start position.
4. The Starter may warn a crew arriving late in the start area and this warning will have the same effect as a false start call. Alternatively the Starter may award a time penalty of up to 5 seconds to any crew arriving late or failing to come up to the start line when directed.
5. A race may be started without reference to absentees.
6. The dragon boat heads shall be aligned on the start line.
7. Sweeps will hold the start toggle and align their boats as directed by the Starter/Aligner.
8. Drummers will hold the drummers toggle line and take instruction from the sweep.
9. If the last boat to line up is holding up the start they shall be given two attempts to pick up the toggles and if unable to successfully pick them up on the second attempt, they shall be disqualified by the starter.
10. When the Starter/Aligner is satisfied that all boats are correctly aligned the Starter shall alert the crews by saying "ARE YOU READY?"
11. The Drummer may then raise a hand above head height to indicate that the crew is not ready (The Drummer is forbidden from taking this action until the starter calls ARE YOU READY).
12. When the Starter is satisfied that all crews are ready the call is "ATTENTION PLEASE" followed by the starting signal (the word go, gunshot or other starting sound).
13. The interval between the words ATTENTION PLEASE and the starting signal shall not exceed 5 seconds.
14. The sweep shall release the toggle on hearing the start signal – not before.
15. If a crew starts before the starting signal a false start will be declared – A red flag will be raised and a false start signalled by firing a second starting shot or signal. The course umpire will intercept the boats if required in the safety boat.
16. The Starter will identify the offending crew when all boats are back at the start line and warn them of the offence. If the same crew causes two false starts, the Starter may exclude them from the race or award a time penalty of 5 seconds to that offending crew.
17. Any crew that fails to return to the start line immediately after a false start may also be excluded from the race or alternately awarded a 5 second time penalty at the Starters discretion.

NB More detailed rule can be found in the IDBF Rule of Racing Part 2 3rd Edition.



Safe Operating Procedure

Starter Gun

Objective: The starter gun can be a dangerous piece of equipment if not used correctly. Handle the explosive caps with care and abide by manufacturers instructions.

Safety Procedures involved:

To fire starter gun:

- 1 **Rating 5 Ear Protection must be worn whilst operating starting gun.**
- 2 **Raise the gun holding arm perpendicular and ensure that the gun is well above ear level.**
- 3 **Ensure that there are no other people in the close vicinity – keep them at least three metres away. Spectators should be at least 10 metres away.**
- 4 **Gun should be pointed skywards**
- 5 **Only fire gun when sure that there are no people within the recommended area.**
- 6 **All Starters to be trained in this procedure and sign off prior to commencing duties for the day.**

Dated: Wednesday 20th April 2005

Signed: _____

John Holland
President DragonBoat SA

To be reviewed 20/04/2006

Endorsed by:

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**DragonBoatSA Chairman on behalf of the
DragonBoatSA**

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Date