



Wallaroo Marina Challenge

Umpire Boat + Start and Finish Line Procedures

BOAT LOADING

- 1 Umpire boat operator to fill fuel tank prior to race set up and load appropriate boat safety gear, tow rope and flags.
- 2 The umpire boat operator, volunteers and officials on board are to be able bodied. To ensure duty of care, no person who is not able bodied to be admitted into the umpire boat at any time. For those unable to board the boat, access to the starter's pontoon is via the walkway.
- 3 Maximum 3 on board umpire boat including the umpire boat operator.
- 4 Documentation to be held on board umpire boat by umpire boat operator:
Boat Operators Licence and Copy of Aquatic Licence.
- 5 Umpire boat operator and volunteers/officials on boat to wear hat and sunscreen.
- 6 Before loading boat ensure weights and anchors are in place and correctly packed for deployment.
- 7 Start/Finish volunteer to load up start and finish lines. (Note: Start line buoys are held at the Copper Coast Battle Dragons shed. Finish buoys are held by DBSA.)
- 8 Starters gear for Pontoon: Start/Finish Volunteer to collect from Copper Coast Battle Dragons and load boat with Starters shade/shelter and chairs. Have sufficient rope to tie chairs down at start pontoon. Load flags and communication devises (check charged and in good working order before deployment).

START LINE

- 9 Umpire boat operator and Start/Finish volunteers to deliver starters gear (as per item 8) to pontoon.
- 10 Once the starter official(s) is in on the Pontoon, proceed to deploy start line with communication from Starter. CCBD buoys are used for start line and should be dropped at a distance of 9 metres from each other and directly adjacent the starters pontoon.

FINISH LINE

- 11 Umpire boat operator and Start/Finish volunteers to Deploy finish line with communication from Finish Line officials.
 - a) The Star Dropper and white pipe (from DBSA) is to be placed west of the last house, opposite Coopers Ale House (for finish line timing – this can be done prior to boarding the boat using car access to the Breakwater at the south end of the Marina – the rocks on the embankment may cause damage to the boat. (This is the umpire boat operators decision as to whether deployed by boat or vehicle.)
 - b) The DBSA finish line is already made up. The finish line rope is to be secured to a marina bollard in front of the Chief Officials Tent which is directly adjacent to the star picket covered with white pipe, noted in item 10a).

UMPIRE BOAT DUTIES DURING THE DAY

- 12 The umpire boat operator will pick up drinks and food during the day and distribute to the start line official(s) on pontoon.
- 13 The umpire boat operator in conjunction with the Umpire (Race Official) to follow dragon boats during the race and communicate pre-race to starter/Chief Official if required. After each race is over a white flag is raised giving an all clear to finish officials. If breaches occur during the race a verbal communication from the umpire boat operator or volunteer is given to the finish line official, in which case the umpire needs to go to the pontoon and confer with officials.

END OF RACE DAY

- 14 To pack up at the end of the race day the reverse procedure occurs. Volunteers are required at the pontoon for unloading the start and finish lines and start line shade/shelter etc.
- 15 The umpire boat and umpire (race official) to be met at the boat ramp to off load gear and wash-down boat.