



## POLICY: STARTS AND STARTING PROCEDURES

<b>Policy No</b>	<b>11</b>	<b>Issue</b>	<b>6</b>
<b>Date of Board Approval</b>	May 2020	<b>Scheduled review date</b>	May 2022

### The purpose

The purpose of this policy is to govern the starts and starting procedures for dragon boat racing at different locations in South Australia.

### Policy

1. The type of starts and starting procedures are determined by the type of race, race venue and weather conditions. At the Captains' and Sweeps' meeting everyone is made aware of the starting procedure to be used for the competition event. If the start procedure changes it is done in consultation with the Starter, Chief Official, Sweeps and Captains (refer to Attachment A).
2. The Starter will ensure that the finish line and Lynx timing system are operational prior to calling crews to the start line. The Starter's responsibility is to ensure crews are familiar with the starting procedures.
3. Ideally, crews shall assemble at the start area at least three (3) minutes before the scheduled start time. The start area is advised by the Starter at the Captains' and Sweeps' meeting.
4. In the start area if a crew indicates to the Starter/Aligner that there is damage to the boat or its equipment [i.e. sweep oar] the Starter may delay the race for a maximum of five (5) minutes to allow the crew some time to undertake repairs.
5. The Starter shall confirm with all Sweeps that their 2-way radios are working and confirm their assigned lane number for the race.
6. The Starter may warn a crew arriving late in the start area (without an approved reason):
  - First warning – issue a warning
  - Second warning – issue a time penalty up to 5 seconds
  - Third warning – crew will be disqualified from the competition class
7. A race may be started without reference to absentees.
8. When boats are called up to the Start line. There is to be NO TALKING by crews on the start line whilst under Starter's orders. The Starter may award a time penalty of up to 5 seconds to any crew failing to come up to the Start line or failing to follow directions given by the Starter.
9. If a toggle start is used the sweep will hold the Sweeps' toggle and align their boats as directed by the Starter / Aligner.
10. If a toggle start is used the Drummer will hold the Drummer's toggle and take instructions from their Sweep as directed by the Starter and shall release the toggle after the starting signal is used.
11. When using a pontoon start, the handrail must be held by the Sweep whilst under Starter's orders. If released before 'jumping the start' penalties may apply.
12. If a rafting start is used the crews for that race are gathered together behind the start line and the Sweeps are called up individually to the start line by the Starter at set time intervals.
13. When using a rolling start or rafting start the Sweeps MUST follow the Starter's instructions.

14. The dragon boat heads shall be aligned on the Start line.
15. When the Starter / Aligner is satisfied that all boats are correctly aligned the Starter shall alert the crews by saying 'ARE YOU READY?'
16. The Drummer may then raise their arm vertically above head height to indicate their crew is not ready. The Drummer is forbidden from taking this action until the Starter calls "ARE YOU READY".
17. When the Starter is satisfied that all crews are ready the command is "ATTENTION PLEASE" followed by the starting signal (the word command "GO" or other starting signal ie airhorn). The Starter is the ONLY person permitted on the Start line to use the word command "GO".
18. The interval between the words "ATTENTION" and the starting signal shall not exceed 5 seconds.
19. The Sweep shall release the toggle or handrail on hearing the start signal – not before.
20. Jumping the Start - is where a crew anticipate the Starter's word command 'GO' and that they gain material advantage over other crews. That crew may be awarded a time penalty from two (2) to five (5) seconds by the Starter.
21. False start – If a crew starts after the command "ATTENTION" and before the starting signal a false start will be declared – a red flag will be raised at the Start line. The Starter shall immediately recall the crews by shouting "STOP, STOP, STOP" over the 2-way radios and by sounding a second starting signal. The Drummer will instruct their crews to stop if a false start is called. The course umpire / observer will intercept the boats if required in the safety boat across the 50 metre line.
22. The Starter will inform the Finish line of the false start so the Lynx timing system can be reset.
23. The Starter will identify the offending crew when all boats are back at the Start line and warn them of the offense. If the same crew causes two (2) false starts the Starter may exclude them from the race or award a time penalty of five (5) seconds to that offending crew.
24. Any crew that fails to return to the Start line immediately after a false start may also be excluded from the race or alternatively awarded a five (5) second time penalty at the Starters discretion.
25. In the event of a crew experiencing equipment failure (it concerns the boat only like a broken Drummer's seat, steering arm or sweep oar but not a paddle) between leaving the start and up to 50 metres after it, the race will be restarted providing the affected crew stop paddling immediately and the Drummer raises their arms fully into the air. In that event the Starter will carry out the same procedure as for a false start with the assistance of the course umpire / observer safety boat.

Reference – to be found in the AusDBF Competition Regulations and Racing Rules current version, and IDBF Rules of Racing.

#### **ENCLOSURE A: Types of Starts**

<b>Type of Starts</b>	<b>Location</b>	<b>Distance</b>
Toggle start – sweep and drummer toggle used	Aquatic Reserve	500m & 200m
Toggle start – sweep, toggle suspended above from bridge	Torrens Lake	200m
Pontoon, hand rail	Scullers Reserve Oarsman Reserve	
Rolling Start	Oarsman Reserve Aquatic Reserve	200m if pontoon or toggles are not available Dependent on conditions
Rafting start	Aquatic Reserve Oarsman Reserve	2000m turn race 2000m turn race
Various	REGIONAL	Dependent on conditions and available facilities