

Event & Race Rules

Wildwood Dragon Boat Challenge

1. General

- 1.1 No alcohol or private barbeques are permitted on site.
- 1.2 Pets must be leashed, under owners' control at all times and cleaned up after.
- 1.3 Children must be supervised at all times.
- 1.4 Only permitted vendors & raffle tickets / items may be sold.
- 1.5 Only permitted vehicles are allowed on the site.
- 1.6 Event guests are permitted access to the Day Use area of the park only. Guests must vacate the facility at the completion of the event.
- 1.7 Team Captains are responsible to ensure that their team site is clean, and all litter has been dealt with appropriately at the conclusion of the event.
- 1.8 In the event of high winds, lightning, flooding or other dangerous weather conditions; practices and/or races will be temporarily paused or, if there is no clearing in sight, cancelled. WDBC is not responsible for hosting the event on a rescheduled date or providing team refunds.
- 1.9 A team tent is permitted within the designated team area. Teams are permitted to hang banners from their team tent. Teams shall not display banners or signs outside of their team site or set up their site outside of the designated team area.

2. Safety

- 2.1 Team Captains are responsible to ensure that proper safety measures are taken place by their crew at all times.
- 2.2 Team Captains must be aware of each member's swimming abilities.
- 2.3 All members must properly wear an approved personal flotation device (PFD).
- 2.4 All members, including captains, must have signed and handed in an event consent or waiver form.
- 2.5 Team Captains are to remind their team to use the buddy system before loading the boat each time.
- 2.6 Personal equipment is allowed, provided it meets the required specifications.
- 2.7 The steersperson is in charge of the boat. All members, including the Captain, must listen to the stern and follow their instructions immediately.
- 2.8 A safety boat with a licensed operator and first aid personnel will be provided & on the water at all times a dragon boat crew is on the water. Crews must follow their instructions immediately.
- 2.9 Race officials reserve the right to adjust the conditions of racing in the best interest of safety.

3. Teams & Conduct

3.1 Team category eligibility:

- St. Marys Community Teams - at least 16 members must reside within St. Marys, Perth or Oxford County, but not within the cities of Stratford or Woodsock.
- Family & Friends Teams - must be a team of family members and/or friends who's majority are only participating in the WDBC this calendar year.
- Youth Teams - all paddlers must be 18 or younger
- Women's Teams - all paddlers must be women. (The drummer & stern may be male)

3.2 Paddlers are permitted to race with 2 teams, provided they are on both team rosters. There will be no delay of races due to paddler conflicts and paddlers may not be able to participate in back-to-back races.

3.3 All crews must meet the following criteria in order to race each and every race:

- All paddlers in the boat must be on the team's roster
- All participants must be aged 11 or older
- A crew must be comprised of a minimum of 16 paddlers
- A minimum of 8 paddlers must be female
- A drummer must be used

Any team using ineligible paddlers without permission granted from the head official in advance will be disqualified.

3.4 Teams are permitted to use their own steersperson. All sterns must be capable of maintaining control of their boat and crew at all times. Event officials reserve the right to refuse a steersperson from racing in the interest of safety.

3.5 All teams must be in marshalling on time or you risk forfeit of your race.

3.6 Any team that withdraws or does not start a race will be removed from medal / award contention regardless of points earned.

3.7 Any damage to equipment will be charged to the team responsible.

4. Team Placing / Advancement

4.1 Races are divided into 5 rounds:

- Round 1 – 100m Qualifying
- Round 2 – 100m Knock-Out Sprints
- Round 3 – 300m Qualifying
- Round 4 – 300m Finals
- Round 5 – 1k Flag Catching

4.2 Selected Round 1 races will double as a Challenge Cup race (e.g. Junior Cup). Crews will be randomly seeded into their Round 1 lane and race as the schedule allows. Crews will be randomly seeded into Round 3 qualifying races.

4.3 Race times in Round 1 will be compared and determine divisions for Round 2. Race times in Round 3 will be compared and determine divisions for Round 4.

4.4 For Rounds 2 & 4, teams will be seeded into racing divisions (A Final, A Consolation, B Final, etc.) based on their qualifying time. E.g. fastest 3 times to A Final etc. Teams will be assigned a boat & lanes based on the progression laid out in the race schedule.

4.5 Teams may be in different divisions for Rounds 2, 4 & 5.

4.6 Total points earned in Rounds 2 & 4 will determine seeding for Round 5.

4.7 Any team who withdrawals or misses a race will be removed from award contention, provided that there are no extreme extenuating circumstances that have been provided and approved by the officials well in advance of the race.

4.8 Points

4.8.1 Points will be awarded to each team in Rounds 2, 4 & 5. The sum of these points will determine each team's overall placement after all races.

4.8.2 Points will be awarded as follows:

Number of Crews	Overall Placing																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
3	6	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	7	4	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	8	5	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	9	6	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	10	7	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
8	11	8	6	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-
9	12	9	7	6	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-
10	13	10	8	7	6	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-
11	14	11	9	8	7	6	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-
12	15	12	10	9	8	7	6	5	4	3	2	1	-	-	-	-	-	-	-	-	-
13	16	13	11	10	9	8	7	6	5	4	3	2	1	-	-	-	-	-	-	-	-
14	17	14	12	11	10	9	8	7	6	5	4	3	2	1	-	-	-	-	-	-	-
15	18	15	13	12	11	10	9	8	7	6	5	4	3	2	1	-	-	-	-	-	-
16	19	16	14	13	12	11	10	9	8	7	6	5	4	3	2	1	-	-	-	-	-
17	20	17	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	-	-	-	-
18	21	18	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	-	-	-
19	22	19	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	-	-
20	23	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	-
21	24	21	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

4.8.3 Overall placing is determined first by Division, followed by race time. E.g. Assuming an "A Final" of 3 teams, the best result of an "A Consolation" team is 4th overall. It does not matter if a "A Consolation" team's time is faster than an "A Final" team.

4.8.4 In the event of a tie in points, the points earned in Round 2, 100m will be used as a tiebreaker.

5. Racing

5.1 Crews must embark & disembark the dragon boats as directed by the Dock Marshall or Assistant.

5.2 At least 5 metres of clear water must be maintained around each boat, including before and after races. Except for the Flag Catching round where at least 2 metres of clear water must be maintained around each boat at all times. By definition, a boat includes the crew's paddles and therefore the 'clear water' is between paddle blade and adjacent paddle blade.

5.3 Crews shall immediately follow the instructions of the Referee & Starter.

5.4 Crews late to the starting line risk forfeiting their race.

5.5 At the start line:

- sterns must immediately follow the instructions of the starter
- crews shall not create excess noise that will distract a stern, the starter or another crew
- the starter will begin the race with the warning "Attention Please" followed by an air horn, or the word "GO".

5.6 Crews must race the entire length of the race course in the allocated lane. Lanes will be assigned starting with Lane 1 on the right.

5.7 Crews must finish the race with the same members as it started. All paddlers must remain seated and unless directed by your steersperson, no paddlers are permitted to move seating positions.

5.8 The finish line is reached when the furthest forward point of the boat breaks the plane of the finish line. Due to wind & external factors the actual finish line may not match the finish line buoys.

5.9 Following each race, unless otherwise directed, crews must proceed to the docking area.

5.10 Time penalties will be subjected to any teams attempting to gain a race advantage in an unsportsmanlike manner. i.e. jumping the start. or for not following steersperson or an official's instructions. Time penalties will be posted on the results board.

5.11 In the event of a false start or a race to be called off the official will blow the air horn 2 times or use the command 'Stop!' as required. Teams must stop racing immediately.

5.12 Sprint / Knock-Out Races

5.12.1 Sprint / Knock-out races will consist of up to three back-to-back heats (Heats A, B & C)

5.12.2 Heat "A" will feature 2 - 4 crews.

- In the event of 2 crews, both crews will race 3 times. The winning crew must beat the other crew at least 2 out of the 3 heats.
- In the event of 3 crews, no crew will be eliminated until after the second heat. The crew with the slowest combined time from A & B will be eliminated.
- In the event of 4 crews, the last place team will be eliminated from heats A & B.

5.12.3 Eliminated crews will be informed and must head back to the dock immediately.

5.12.4 Crews advancing to the next heat must proceed directly back to the start line.

5.12.5 Lane assignments for Heats B & C will remain the same as in Heat A. However, at the discretion of the officials, remaining teams may choose to race in a more central lane (e.g. lane 2 or 3) if those lanes become available as teams are eliminated.

5.13 Flag Catching Races

5.13.1 All teams shall follow the same path of travel, sterns are responsible for knowing the course.

5.13.2 Teams must come to a complete stop at the start line.

5.13.3 Teams will be separated by a 20 second time interval, unless communicated otherwise on race day. The race time for each team will be taken from the time it takes to pass the start line to the finish line.

5.13.4 Drummers may sit facing the front of the boat in order to see the flags. They must remain seated during the race.

5.13.5 Drummers are to pick up one flag from each of the 3 flag buoys. They must show their 3 flags once crossing the finish line. Only the drummer is permitted to obtain the flag.

5.13.6 A time penalty of 20 seconds will be assigned per each flag missing or for each additional flag that is taken from a single flag buoy.

5.13.7 If no flags are remaining upon a team's arrival the drummer shall clearly touch the flag holder. No time penalty or bonuses will be given, unless it is clear that the drummer did not touch the flag holder, in which case a penalty up to 20 seconds will be assigned. At least one extra flag will be available at each buoy at the beginning of the race.

5.13.8 If a team misses a flag they are permitted to stop, back-up or perform a loop to obtain the flag only if such action does not impede the course of any other teams. Once you have missed the flag you must give way to all other teams approaching the flag buoy.

5.13.9 Teams may pass on the inside of a flag buoy and must end in one of the lanes in the original 300m course.

5.13.10 Crews are to avoid contact with other crews at all costs. If in the opinion of the Chief Referee any racing maneuver or a lack of clear water between boats that has endangered the safety of another crew, or materially affect the result of the race, the offending crew shall be issued a time penalty or if deemed necessary be disqualified from the race.

5.13.11 If a crew's race time has been adversely affected by the actions of another crew, the Chief Official may award a time bonus, with the Chief Referee's approval.

5.14 Overtaking, in the flag catching race

5.14.1 When a boat is overtaking another boat, it is the responsibility of all boats to maintain clear water as explained in rules 5.2 and 5.14.2 to 5.14.4.

5.14.2 Boats in the lead shall have right-of-way until they have been overtaken as explained in rule 5.14.3 or have given up right of way in 5.13.8. Boats in the lead are permitted to turn their boat as required when approaching a flag but shall not change course in an unexpected manner. If a turn is deemed excessive, reckless or results in a collision a time penalty may be issued.

5.14.3 The overtaking boat shall have right-of-way when the tip of the bow, of the overtaking boat, has passed the stern of the boat being overtaken.

5.14.4 When approaching the same flag:

- With one other boat: the boat on the left shall pass the flag on the left & the boat on the right shall pass the flag on the right.
- With three or more boats: the boat on the left shall pass the flag on the left. The boat in the middle shall pass the flag on the right. The boat on the right shall give right-of-way to all other boats & obtain their flag when it is safe to do so.

6. Protests

6.1 In the event of a crew wishing to make a protest, the Team Captain must submit a written protest to the Chief Official. Such protest must be made no later than 15 minutes after the results are posted or the receipt of a protest decision.

6.2 The Written Protest shall include the race number, name of team & Team Captain submitting the protest, name of any team(s) the protest is being made against and any team's boat number that is in dispute. It shall include a description of events in chronological order, provide rationale and reference any rules that have been impeded, if applicable. Optionally, it may list a proposed course of action which will be considered by the Officials.

6.3 A Protest Fee of \$40 shall be submitted along with the written protest. If successful, the fee will be refunded. If rejected the fee may or may not be refunded at the Chief Officials discretion.

6.4 When a protest is made, the Chief Official will immediately notify any other party involved in it and call a meeting with the Chief Referee & Starter to discuss. A final decision shall be made and posted within 30 minutes. The Chief Official must inform all parties involved in writing of its decisions and provide rationale. The Chief Official shall hand the decision to the Team Captain(s) involved, who must acknowledge receipt by signing the Chief Officials copy and recording the time in case of any appeals.

6.5 Any crews involved in the result of a protest have the right to appeal the decision by submitting or resubmitting a protest following the procedures listed in 6.1 – 6.3.

7. Awards & Prizes

7.1 The sum of all points earned will determine each teams overall placing and the final division in which they have placed. A set of medals will be awarded to the winning team of each division at minimum. For a full list of awards visit the website.

7.2 A minimum of 3 teams is required to host a specific Challenge Cup. Challenge Cups may be awarded a trophy, plaque or set of medals. Challenge Cups will be determined using the race times from Round 1. Eligible teams will participate in the same or back-to-back races as available in the race schedule.

7.3 All teams are eligible for the Best Team Spirit award. Officials will determine the winners by the end of Round 4.

7.4 St. Marys Community Champions - will be awarded to the team with the most points in the highest division from all teams who qualify as per rule 3.1.

7.5 Trophies are awarded annually and remain the property of WDBC and shall not leave the site.

7.6 Overall Champions - will be awarded to the team with the most points following all races. They will receive a free entry to the following year's WDBC. This free entry cannot be transferred and has no cash

value. In the case of the returning Champions winning the free entry in back-to-back years they can use the credit to a maximum of 2 years. (Win 1st year, 2nd year free entry & win, 3rd year fee entry maximum). In this case the event can award the entry to the next best team.