



PESTA SUKAN

DRAGON BOAT RACE

26 and 27 July 2025

TEAM MANAGERS BRIEFING

Organized By

GETACTIVE!
SINGAPORE



RACE INFORMATION

Date: 26 and 27 July 2025

Time: 9am to 5.30pm

Venue: Water Sports Center
@ Sports Hub



REGISTRATION SUMMARY

- 2 days of Races
- 11 Categories
- 5 New Categories
- 129 Crews
- 2270 Participants



RACE SCHEDULE - SATURDAY, 27 July 2024

Morning Group

First Race at 9am

Event No	Time	Category	Type	No of crews	Total crews	Boat color	Remarks
	8:30:00 AM	Boat Marshal - Calling of 1st Race					
	8:45:00 AM	Boat Marshal - Checks & Embarkation					
1	9:00:00 AM	DB12 Public Service Active Agers Open	Heat 1	4	7	Red	2 Heat Winners & 2 Fastest loser goto Final. Rest eliminated
2	9:08:00 AM	DB12 Public Service Active Agers Open	Heat 2	3		White	
3	9:16:00 AM	DB12 Public Service Women	Heat 1	5	13	Red	3 Heat Winners & 1 Fastest loser goto Final. Rest eliminated
4	9:24:00 AM	DB12 Public Service Women	Heat 2	4		White	
5	9:32:00 AM	DB12 Public Service Women	Heat 3	4		Red	
6	9:40:00 AM	DB12 Public Service Men	Heat 1	6	16	White	3 Heat Winners & 1 Fastest loser goto Final. Rest eliminated
7	9:48:00 AM	DB12 Public Service Men	Heat 2	5		Red	
8	9:56:00 AM	DB12 Public Service Men	Heat 3	5		White	
9	10:04:00 AM	DB12 Public Service Senior	Final	5	5	Red	
10	10:12:00 AM	DB12 Public Service Active Agers Open	Final	4	4	White	
11	10:20:00 AM	DB12 Public Service Women	Final	4	4	Red	
12	10:28:00 AM	DB12 Public Service Men	Final	4	4	White	
13	10:36:00 AM	DB12 Singapore U24 Mixed	Heats 1	6	16	Red	3 Heat Winners & 3 fastest loser goto Semi Final Rest to Repe
14	10:44:00 AM	DB12 Singapore U24 Mixed	Heats 2	5		White	
15	10:52:00 AM	DB12 Singapore U24 Mixed	Heats 3	5		Red	
16	11:00:00 AM	DB12 Singapore Masters Mixed	Heats 1	4	8	White	2 Heat Winners & 2 Fastest Loser goto Final. Rest to Repe
17	11:08:00 AM	DB12 Singapore Masters Mixed	Heats 2	4		Red	
18	11:16:00 AM	DB12 Singapore Para Open	Round 1	6	6	White	Seeding for Round 2
19	11:24:00 AM	DB12 Singapore U24 Mixed	Repe 1	5	10	Red	6 fastest to Semi final
20	11:32:00 AM	DB12 Singapore U24 Mixed	Repe 2	5		White	
21	11:40:00 AM	DB12 Singapore Masters Mixed	Repe 1	4	4	Red	2 Fastest goto Final. Rest eliminated
	11:54:00 AM	Technical Break / Wet Weather Buffer					
22	12:04:00 PM	DB12 Singapore U24 Mixed	Semi 1	6	12	Red	2 Semi Final winners & 4 fastest losers goto Final. Rest eliminate (6 teams)
23	12:14:00 PM	DB12 Singapore U24 Mixed	Semi 2	6		White	
	12:24:00 PM	Technical Break / Wet Weather Buffer					
24	12:34:00 PM	DB12 Singapore Masters Mixed	Final	6	6	White	
25	12:44:00 PM	DB12 Singapore Para Open	Final	6	6	Red	
26	12:54:00 PM	DB12 Singapore U24 Mixed	Final	6	6	White	
	1:10:00 PM	Prize Presentation / Venue Change Over					
	1:25:00 PM	Lunch Break					

Afternoon Group

First Race at 2.30pm

27	2:30:00 PM	DB12 Singapore International Community Mixed	Heats 1	5	13	White	3 Heats Winner & 3 Fastest Loser to Semi
28	2:38:00 PM	DB12 Singapore International Community Mixed	Heats 2	4		Red	
29	2:46:00 PM	DB12 Singapore International Community Mixed	Heats 3	4		White	
30	2:54:00 PM	DB12 Singapore Seniors Mixed	Heats 1	5	10	Red	2 Heat Winners & 2 Fastest Loser goto Final. Rest to Repe
31	3:02:00 PM	DB12 Singapore Seniors Mixed	Heats 2	5		White	
32	3:10:00 PM	DB12 Singapore PD2 Open	Round 1	4	4	Red	Seeding for Round 2
	3:18:00 PM	Technical Break / Wet Weather Buffer					
33	3:26:00 PM	DB12 Singapore International Community Mixed	Repe 1	4	7	Red	6 fastest to Semi final
34	3:34:00 PM	DB12 Singapore International Community Mixed	Repe 2	3		White	
35	3:42:00 PM	DB12 Singapore Seniors Mixed	Repe 1	6	6	Red	2 Fastest goto Final. Rest eliminated
	3:50:00 PM	Technical Break / Wet Weather Buffer					
36	3:58:00 PM	DB12 Singapore International Community Mixed	Semi 1	6	12	Red	2 Semi Final winners & 4 fastest losers goto Final. Rest eliminate
37	4:06:00 PM	DB12 Singapore International Community Mixed	Semi 2	6		White	
	4:14:00 PM	Technical Break / Wet Weather Buffer					
38	4:22:00 PM	DB12 Singapore Seniors Mixed	Final	6	6	White	
39	4:30:00 PM	DB12 Singapore PD2 Open	Round 2	6	4	Red	
40	4:38:00 PM	DB12 Singapore International Community Mixed	Final	6	6	White	
	4:50:00 PM	Prize Presentation					
	6:00:00 PM	End of Day					

RACE SCHEDULE - SUNDAY, 28 July 2024

Morning Group

First Race at 9am

Event No	Time	Category	Type	No of crews	Total crews	Boat Color	Progression
	8:30:00 AM	Boat Marshal - Calling of 1st Race					
	8:45:00 AM	Boat Marshal - Checks & Embarkation					
41	9:00:00 AM	DB22 Singapore National Mixed	Heat 1	6	18	Yellow	3 Heat Winners & 3 Fastest Loser goto Semi Final. Rest to Repe
42	9:10:00 AM	DB22 Singapore National Mixed	Heat 2	6		Green	
43	9:20:00 AM	DB22 Singapore National Mixed	Heat 3	6		Yellow	
44	9:30:00 AM	DB12 Corporate Mixed	Heat 1	5	21	White	5 Heats Winnrs and 3 Fastest Loser to Semi Final. Rest to Repe
45	9:40:00 AM	DB12 Corporate Mixed	Heat 2	4		Red	
46	9:50:00 AM	DB12 Corporate Mixed	Heat 3	4		White	
47	10:00:00 AM	DB12 Corporate Mixed	Heat 4	4		Red	
48	10:10:00 AM	DB12 Corporate Mixed	Heat 5	4		White	
	10:20:00 AM	Technical Break / Wet Weather Buffer					
49	10:30:00 AM	DB22 Singapore National Mixed	Repe 1	6	12	Yellow	6 Fastest goto Semi
50	10:40:00 AM	DB22 Singapore National Mixed	Repe 2	6		Green	
51	10:50:00 AM	DB12 Corporate Mixed	Repe 1	5	13	White	7 Fastest goto Semi
52	11:00:00 AM	DB12 Corporate Mixed	Repe 2	4		Red	
53	11:10:00 AM	DB12 Corporate Mixed	Repe 3	4		White	
	11:20:00 AM	Technical Break / Wet Weather Buffer					
54	11:30:00 AM	DB22 Singapore National Mixed	Semi 1	6	12	Green	2 Semi Final Winners & 4 Fastest Loser goto Final
55	11:40:00 AM	DB22 Singapore National Mixed	Semi 2	6		Yellow	
56	11:50:00 AM	DB12 Corporate Mixed	Semi 1	5	15	White	3 Semi Final Winners & 2 Fastest Loser goto Final
57	12:00:00 PM	DB12 Corporate Mixed	Semi 2	5		Red	
58	12:10:00 PM	DB12 Corporate Mixed	Semi 3	5		White	
	12:20:00 PM	Technical Break / Wet Weather Buffer					
59	12:30:00 PM	DB22 Singapore National Mixed	Final	6	6	Yellow	
60	12:40:00 PM	DB12 Corporate Mixed	Final	5	5	White	

Afternoon Group

First Race at 1.45pm

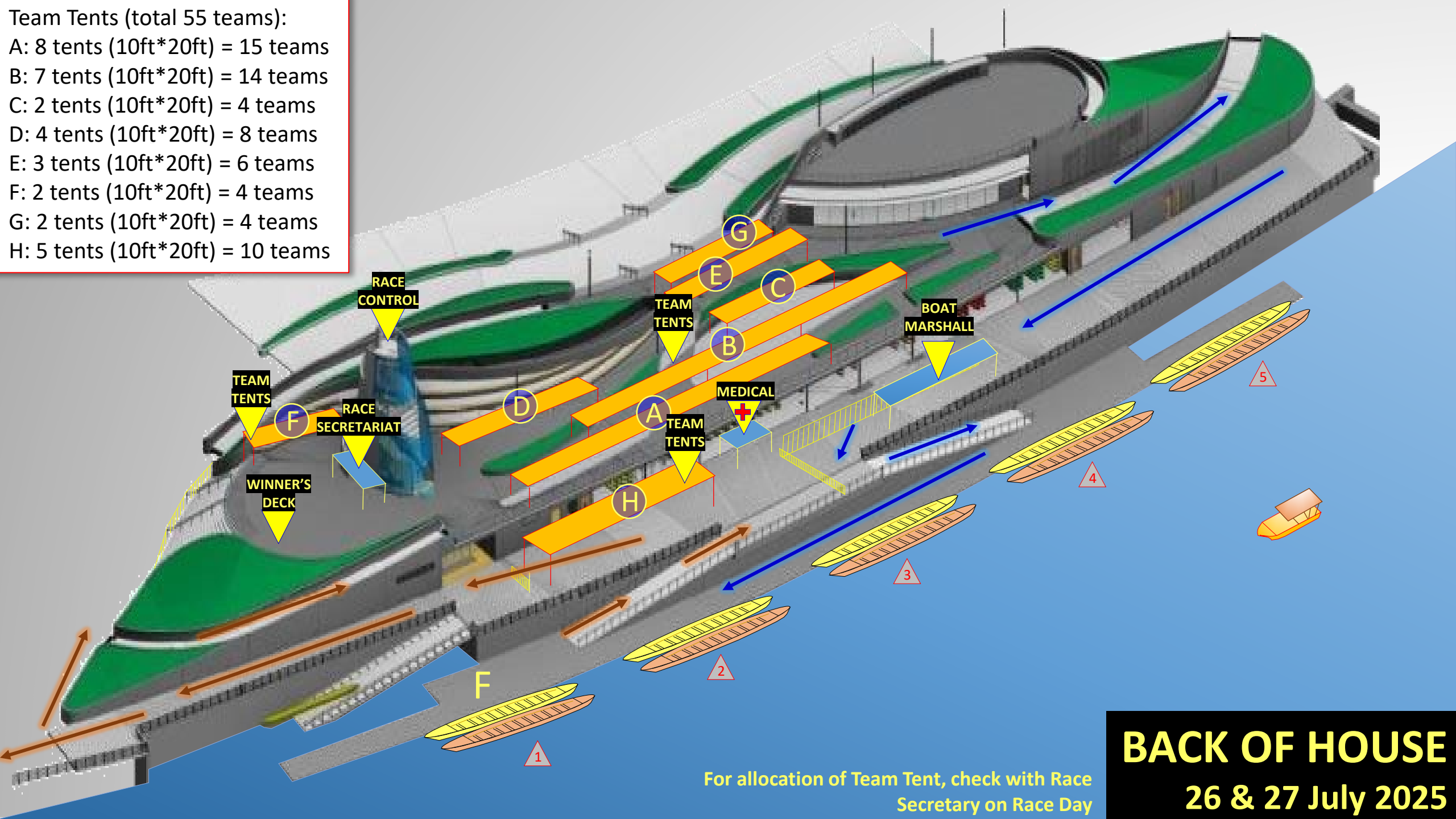
61	1:45:00 PM	DB12 Pesta Sukan Open	Final 1	7	7	Red & White	
62	2:10:00 PM	DB12 Pesta Sukan Open	Final 2	6	6	Red & White	
	2:30:00 PM	Check In at Boat Marshall / Embarkation					
63	2:45:00 PM	DB12 Pesta Sukan Women	Final	10	10	Red & White	
	3:15:00 PM	Check In at Boat Marshall / Embarkation					
64	3:30:00 PM	DB22 Pesta Sukan Mixed	Final	8	8	Yellow & Green	
	4:00:00 PM	Prize Presentation					
	4:00:00 PM	Dragonboat Tryouts					
	6:00:00 PM	End of Day					

VENUE OF COMPETITION



**Water Sports Center @
Sports Hub**

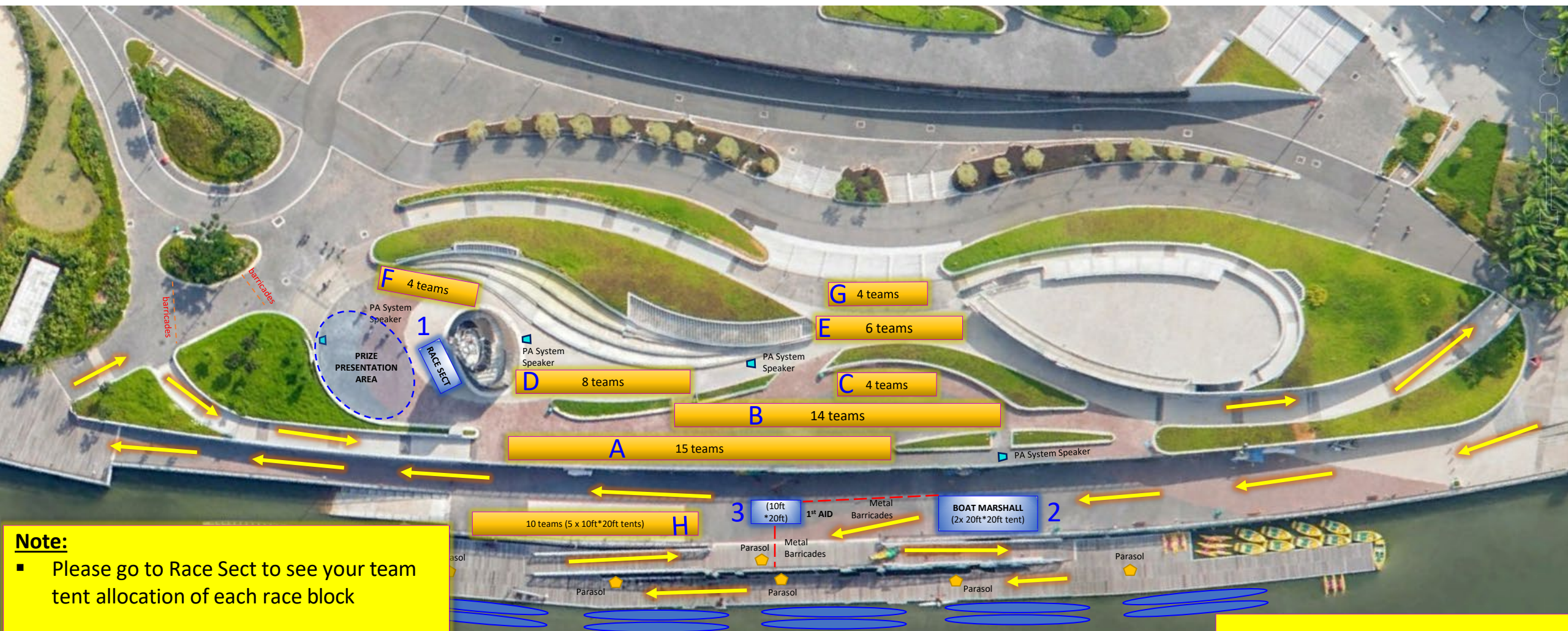
Team Tents (total 55 teams):
A: 8 tents (10ft*20ft) = 15 teams
B: 7 tents (10ft*20ft) = 14 teams
C: 2 tents (10ft*20ft) = 4 teams
D: 4 tents (10ft*20ft) = 8 teams
E: 3 tents (10ft*20ft) = 6 teams
F: 2 tents (10ft*20ft) = 4 teams
G: 2 tents (10ft*20ft) = 4 teams
H: 5 tents (10ft*20ft) = 10 teams



For allocation of Team Tent, check with Race Secretary on Race Day

BACK OF HOUSE
26 & 27 July 2025

LAYOUT AT WATER SPORTS CENTRE



Note:

- Please go to Race Sect to see your team tent allocation of each race block
- Do remove your belongings from the tent before your team leave so that the afternoon teams can come in
- No large ice boxes & glass bottles pls

- Tent H is available to all teams on Sunday
- Tent H is specially reserved for the Para teams on Saturday

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200M FIELD OF PLAY

Diagram illustrating the layout of a 200m field of play for a boat race, showing the starting line, end zone, and various lanes.

Key Features:

- START ZONE:** Located at the bottom right, marked with a red arrow pointing to the starting line.
- END ZONE:** Located at the top left, marked with a red arrow pointing to the end of the race.
- Lanes:** Six lanes are marked, numbered 1 to 6, starting from the bottom right and moving towards the top left.
- UMPIRE:** Two positions are indicated: one near the start zone and another near the end zone.
- UMPIRE-SAFETY:** A designated area near the start zone.
- Other Vessels:** A designated area near the end zone.
- Go to start line:** A red arrow pointing towards the start zone.
- BACK-OF-HOUSE | SPORTS HUB WATER SPORTS CENTRE (SH-WSC):** A building complex located near the start zone.

Note:

- Pontoon Hold Tail Start
- 6 boat race
- Boat Numbers are 1-2-3-4-5-6

Google Earth

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200M FIELD OF PLAY

Diagram illustrating the layout of a 200m field of play for a boat race, showing the starting line, end zone, and various lanes.

Key Features:

- START ZONE:** Located at the bottom right, marked with a red arrow pointing to the starting line.
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- UMPIRE:** Two positions are indicated: one near the start zone and another near the end zone.
- UMPIRE-SAFETY:** A designated area near the start zone.
- Other Vessels:** A designated area near the end zone.
- BACK-OF-HOUSE | SPORTS HUB WATER SPORTS CENTRE (SH-WSC):** Located at the bottom left, near the start zone.

Note:

- Pontoon Hold Tail Start
- 6 boat race
- Boat Numbers are 1-2-3-4-5-6

Google Earth

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200M FIELD OF PLAY

The diagram illustrates a 200m field of play for a boat race. The race starts at the **START ZONE** (0m) and ends at the **END ZONE** (200m). The race lanes are numbered 0 to 6, with Lane 0 being the closest to the start zone. A red arrow indicates the direction of the race from the start zone towards the end zone.

Key locations and features include:

- BACK-OF-HOUSE | SPORTS HUB WATER SPORTS CENTRE (SH-WSC)**: Located near the start zone.
- UMPIRE-SAFETY** and **UMPIRE** zones: Indicated by orange arrows pointing towards the race area.
- Other Vessels**: Indicated by dashed arrows pointing away from the race area.
- Note:**
 - Pontoon Hold Tail Start
 - 6 boat race
 - Boat Numbers are 1-2-3-4-5-6

The background shows an aerial view of the water sports center, including various pools, buildings, and surrounding infrastructure.

200M FIELD OF PLAY

Diagram illustrating the layout of a 200m field of play for a boat race, showing the starting line, lanes, and surrounding infrastructure.

Key Features:

- START ZONE:** Located at the 0m mark, featuring a yellow lane marker and a blue lane marker.
- LANES:** Six lanes are marked, numbered 1 through 6, with Lane 1 being the innermost lane.
- END ZONE:** Located at the 200m mark, indicated by a red arrow pointing towards the start zone.
- UMPIRE:** Positioned near the start zone, indicated by a yellow arrow.
- UMPIRE-SAFETY:** Positioned near the end zone, indicated by a yellow arrow.
- Other Vessels:** Indicated by a dashed line pointing away from the race area.
- BACK-OF-HOUSE | SPORTS HUB WATER SPORTS CENTRE (SH-WSC):** Located on the left side of the image, near the start zone.

Note:

- Pontoon Hold Tail Start
- 6 boat race
- Boat Numbers are 1-2-3-4-5-6

Google Earth

- [illegible]

2KM RING RACE FIELD OF PLAY (NEW)

Slow pace lane

Fast pace lane

TURN #2

START

#05 #04 #03 #02 #01

LANE 6

LANE 0

Fast pace lane

Slow pace lane

350m

TURN #1

TURN #3

BACK-OF-HOUSE I
SPORTS HUB
WATER SPORTS CENTRE
(SH-WSC)

- Total 7 lanes
- Boats run outside lane 0 and lane 6
- not drawn to scale

Google Earth



BACK-OF-HOUSE I
SPORTS HUB
WATER SPORTS CENTRE
(SH-WSC)

- **Total 7 lanes**
- **Boats run outside lane 0 and lane 6**
- **not drawn to scale**

INDEMNITY FORM

Every individual member **age above 17** need to fill in the indemnity form by using the link

(<https://form.gov.sg/65d8045b44929ee5d4a5d946>)

Teams that require hard copy form do informed us at race@sdba.org.sg

Individual that did not submit Indemnity Form will not be permitted to participate.

NO INDEMNITY, NO RACE.

CREW LIST

- Ensure that your crewlist is submitted via <https://go.gov.sg/ps25team-dragonboat>
- Per every racing crew
- Per category

Change of Crew list after crew list close

- Amendment to crew list - \$21.80
- Adding new registrant into crew list - \$43.60
- Head to Race Secretary for changes

RACE RESULT AND PROGRESSION

Check out the “LIVE” Race Results and progression at SDBA’s Telegram

“SG Dragon Boat Association”



RACE CONCEPT

1. Racing format: Heats to Final or 2 Rounds, per category and division
2. Max 6 boats racing at any one time

3.

Mixed Racing Class	<p><i>In the boat!</i></p> <p>a) DB12 crew - Paddlers composition on gender ratio:</p> <ul style="list-style-type: none"> - 5 males : 5 females or - 5 males : 4 females or - 4 males : 5 females or - 4 males : 4 females <p>b) DB22 crew - Paddlers composition on gender ratio:</p> <ul style="list-style-type: none"> - 10 males : 10 females or - 10 males : 9 females or - 9 males : 10 females or - 10 males : 8 females or - 8 males : 10 females or - 9 males : 9 females <p>c) The Drummer, Steer and Reserves can be of any gender.</p>
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RACE PROGRESSION – PUBLIC SERVICE

Category/Divison	Total No of Teams	Heats or Rounds (H)	Repechage (RP)	Semi Final (SF)	Final (F)	Wet Weather Plan (order of priority)
DB12 Public Service Women DB12 Public Service Men	<12	2 Heats winner & 4 fastest loser. Rest eliminated	Nil	Nil	Final	<u>Cancel Finals</u> 2 Heat Winners and fastest loser rank by time for 1 st , 2 nd & 3 rd positions
DB12 Public Service Senior DB12 Public Service Active Agers Open	<6	Round 1	Nil	Nil	Round 2	<u>Cancel Round 2</u> Round-1 finishers ranked by time for 1 st , 2 nd & 3 rd placing

Designated **fast lane allocation**

system used will be as follows:-

- a) Fastest : Lane 3
- b) 2nd Fastest : Lane 4
- c) 3rd Fastest : Lane 2
- d) 4th Fastest : Lane 5
- e) 5th Fastest : Lane 1
- f) 6th Fastest : Lane 6

RACE PROGRESSION – PESTA SUKAN

Category/Divison	Total No of Teams	Heats or Rounds (H)	Repechage (RP)	Semi Final (SF)	Final (F)	Wet Weather Plan (order of priority)
DB12 Singapore Para Open DB12 Singapore PD2 Open	<6	Round 1	Nil	Nil	Round 2	<u>Cancel Round 2</u> Round-1 finishers ranked by time for 1 st , 2 nd & 3 rd placing
DB12 Singapore Master Mixed DB12	8	Heats	Repe	Nil	Final	<u>Cancel Repe</u> Heats winner and 4 fastest loser to Final
DB12 Singapore Senior Mixed	12	Heats	Repe	Nil	Final	<u>Cancel Final</u> Heats winner and fastest loser for 1 st , 2 nd & 3 rd placing
DB12 Singapore International Community Mixed DB12 Singapore U24 Mixed DB12 Corporate Mixed DB22 Singapore National Mixed	12-24	Heats	Repe	Semi	Final	<u>Cancel Repe</u> Heats winner and fastest loser to Semi Final <u>Cancel Semi</u> Heats winner and 4 fastest loser to Final <u>Cancel Final</u> Heats winner and fastest loser for 1 st , 2 nd & 3 rd placing
DB12 Pesta Sukan Women DB12 Pesta Sukan Open DB22 Pesta Sukan Mixed	10-14				Direct Final	

GENERAL SAFETY



www.sdba.org.sg

Click “Safety tab”

Check out the following documents:-

- The Steersperson
- The Boat Captain
- The Buddy System
- The Capsize Drill



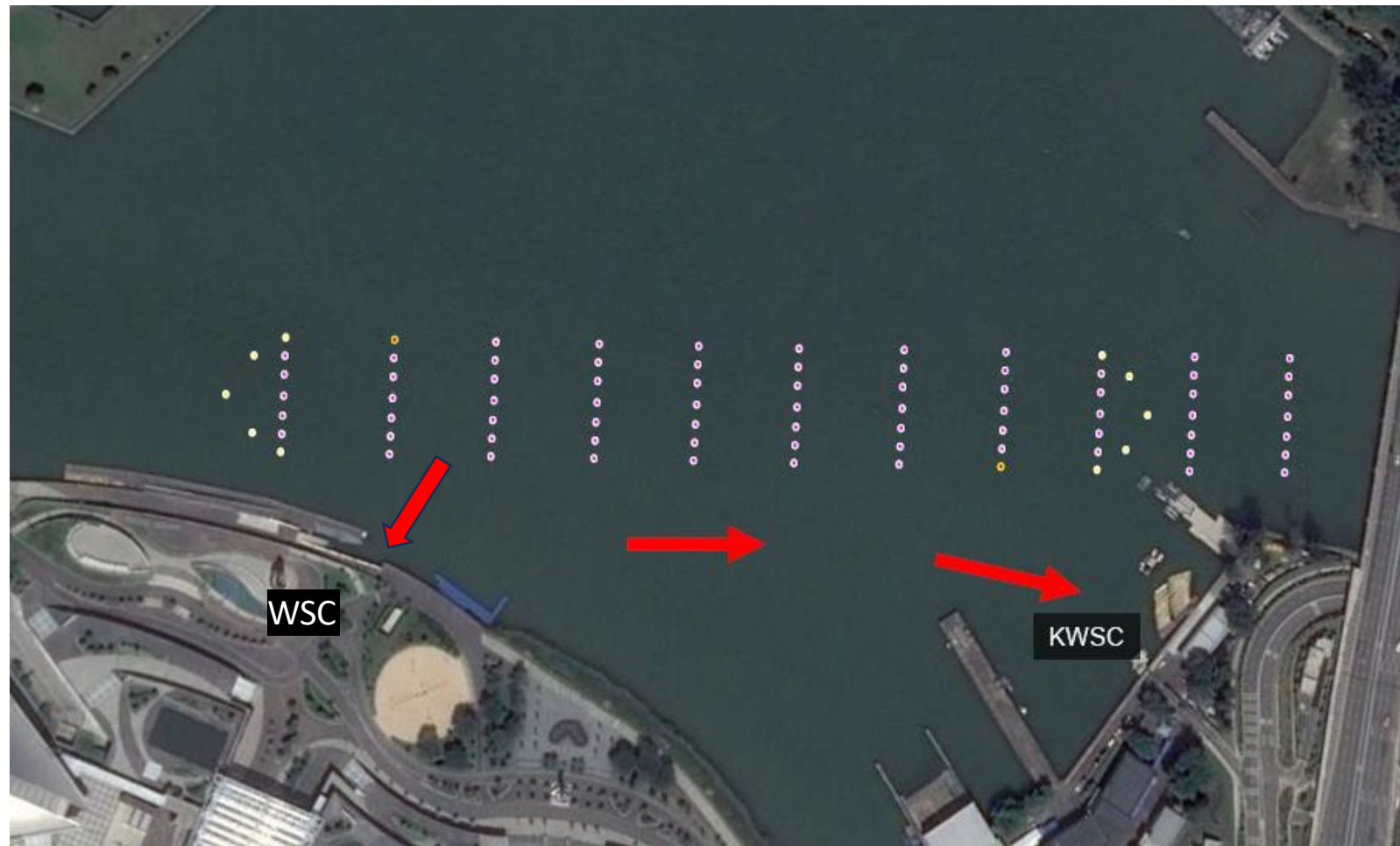
BRING YOUR OWN!

Only ISO 12402-5 or equivalent is permitted

EMERGENCY EVACUATION PLAN - LAND



EMERGENCY EVACUATION PLAN - WATER



WATER RESCUE PLAN

1. Initiate immediate Capsize Drill
2. Wait for Rescue Boat to approach
3. Inform Race Umpire if there is a missing crew member
4. Follow Race Umpire's instructions
5. Recovery into Rescue Boat shall be done on one-by-one basis by climbing the rescue ladder into the Rescue Boat
6. Refer to the Capsize Rescue protocol video.

<https://youtu.be/8lLeygKePsY?si=loz5vDAh3nY-pgVt>



WET WEATHER PLAN

- Organizers relying on Cat-1 heavy thundery showers or lightning alert from NEA's "myENV" app
- Races will be suspended or until the All-Clear is issued
- Buffer built-into the Race Program
- Some races have been earmarked for cancellation as part of Catch-up Plan
- Listen to announcements over the PA System or from the Race Officials
- Teams will recover back to Back-of-House and take shelter



KEY NOTES OF THE HOUSE RULES

No through access via this door



Use ramps

KEY NOTES OF THE HOUSE RULES

- Please keep Singapore clean.
- No smoking in the event venue.
- Teams are not allowed to set up marquees at the event venue.
- Paddling under the influence of alcohol or drugs is strictly prohibited.

Do your part for the environment.

1) bringing re-fillable water bottles, **NO** glass bottles

Do be considerate to others

- 1) do not leave your belongings lying around
- 2) do not litter or dirty the place
- 3) tidy up the place when you leave
- 4) do not block access points, walk ways or exits

Do look out for each other & stay safe

- 1) Please avoid running around due large crowd
- 2) Please be careful around areas which could be wet (Slips way, toilet, washing bays, stairs)



If you require PFD and paddles, they will be provided.

We will be using SDBA Champion-class racing boats for both DB12 & DB22.

We will also be using WSC Champion-class festive boats for DB12 Pesta Sukan 2km

If you have any technical queries, please write to admin@sdba.org.sg by Monday 23/7/2025, 1200hrs.
After which, SDBA will be deploying to race venue and may not be able to respond in quick time

The use of drone/ small unmanned aircraft (SUA) is **strictly prohibited** in the Race venue; proper license should be obtained from relevant authority.

COMPETITION REGULATIONS & RULES OF RACING

The Race is conducted according to International Dragon Boat Federation (IDBF) Competition Regulations and Rules of Racing **unless supersede by Pesta Sukan Entry Rules.**

IDBF COMPETITION REGULATIONS and RULES OF RACING

<https://www.idbf.org/rules-and-regulations>

Please note the following points for team attire :

- a) Crews are required to wear the same team attire, i.e. same color kits. Including steers. Rash guards and shorts/bottoms are excluded
- b) PFD is not generally included as Team Attire. But if the PFD has the Team's logo and badge on them then they'll qualify as Team attire, i.e. Mr A cannot wear Team ABC PFD while representing Team XYZ, etc.

COMPETITION REGULATIONS & RULES OF RACING

R4.4 The Drummer

- a. The drummer shall sit on the designated drummer's seat throughout the race.
- b. The drummer must actively beat the drum with reasonable rhythm throughout the race, except inside the 50m equipment zone (first 50m).
- c. That is, the drum must be clearly seen to be struck with a drumstick on the drum skin. Failure to conform this rule will result in warning or disqualification of the team.

R5.3 Marshalling and Identification Check

- a. A crew must be reported to the crew assembly area and be ready to embark 30 minutes before the Race **or 4 races prior to the scheduled start time** (shorter access time prevail).
- b. Manual identity check will be done at Marshalling
- c. The Chief Official, considering actual circumstances, may exercise his/ her discretion and authority to disqualify any competitor(s) who may not be eligible for the race.

PONTOON HOLD-TAIL START

- Depending on wind conditions, we will pass hold-rope to the drummer. Can only release rope at **AIR HORN**
- Paddles can be IN or OUT of the water
- No more movement after **“Attention”**
- Drummer can throw buoy any time after **“Are you ready”**



COMPETITION REGULATIONS & RULES OF RACING

- R6.5** Once the Starter has alerted the crews by saying “Attention”, then all movement of paddles in the water must stop. If movement of a crew’s paddle (s) in water is then be observed by the Starter or a Course Umpire, the Starter shall give a warning and such warning shall have the same effect as one given for a False Start, for that race.

Interpretation of Paddle Movement at start command “Attention”

- a. Movement of paddles in or on the water after setting-up done OR
- b. Movement of paddles in or on the water without setting-up done
- c. Time Penalty up to 5 seconds may be given

R6.6 **Not Ready at Starter’s Command - “Are You Ready”**

Drummer must immediately raise a hand high above head height, not steer

COMPETITION REGULATIONS & RULES OF RACING

Lane Deviation

R7.7 Collisions

3. Clash of paddles will be considered as a collision has occurred.
4. Correspondent penalty, either a disqualification or time penalty, shall apply.
5. If time trial is required, it will be at the Race Official's discretion
 - a. Offending boat - DQ
 - b. If the Chief Official opined that one or more boats involved in the collision deliberately did not take corrective actions to avoid the collision - DQ
 - c. If the result of the race has been materially affected, the Chief Official may order one boat to re-race in a time trial or if more boats are involved, to have the boats go for a re-race

R9.2 R9.3 Racing Protest

- a. Protest against a race result can be made within ten (10) minutes after the result is officially posted

R9.7 & 9.9 Appeal

- a. Appeal can be made within ten (10) minutes after the Team Manager has been informed of the protest result

Appeals/Protest must be made in writing at **Race Secretariat**. Appeal/Protest fee = **\$50 each in cash**.

The Chief Official may suspend the race program and KIV the affected race result when dealing with the appeal/protest

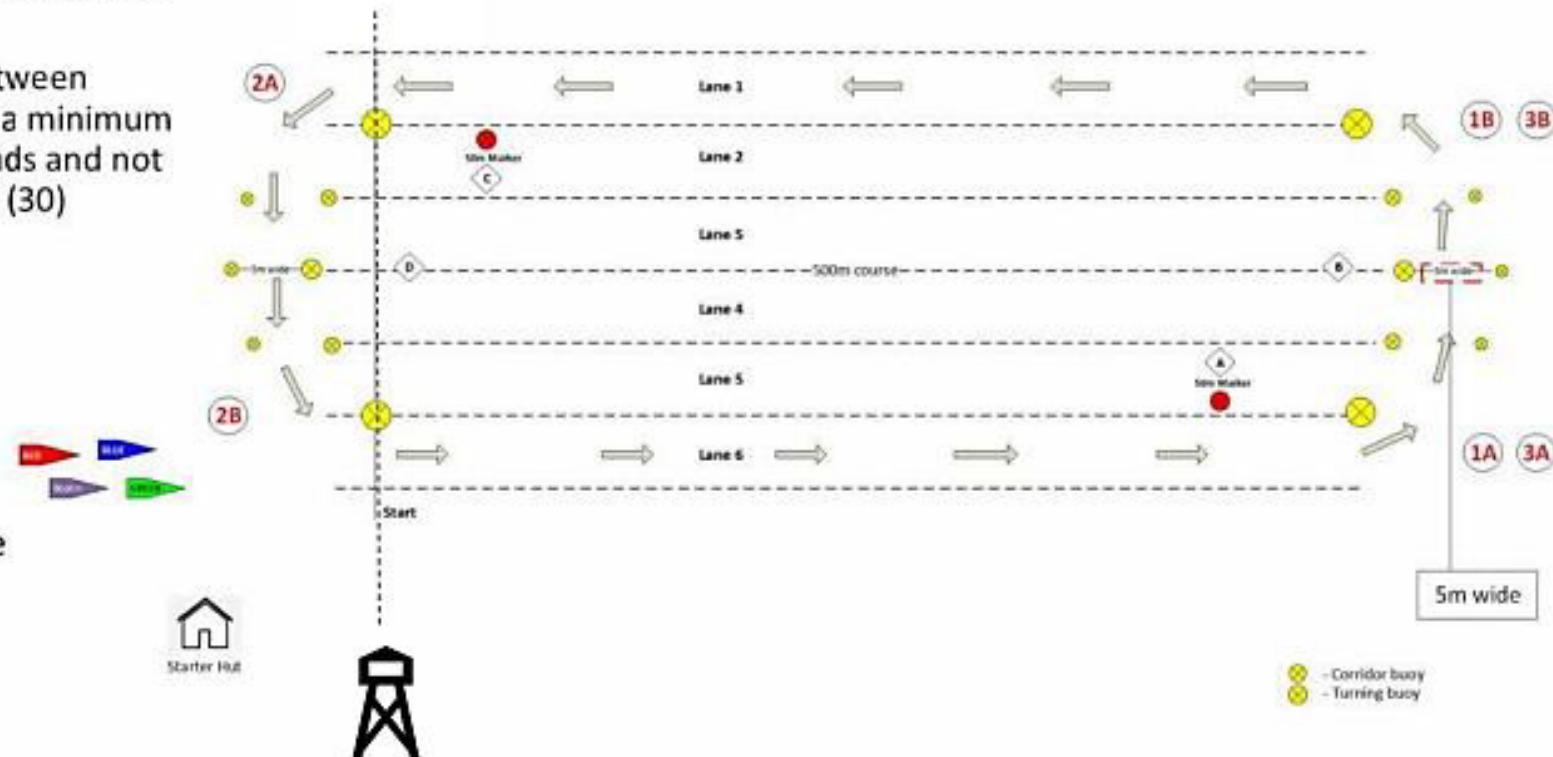
2KM RING RACE

Racing will take place in an anti-clockwise direction

It is incumbent on the Steerer when being overtaken to give “clear water” (move to the right) & allow the boat on the left side (faster boat) space to come through and overtake.

Overtaking will be carried to the LEFT of the boat being overtaken

- Race start will be staggered line astern
- Time interval between crews should be a minimum of ten (10) seconds and not more than thirty (30) seconds
- On the last straight (R10.6), Crew may cross into the main Racing Course, inside the left hand edge of the Racing Lane



2KM RING RACE



2KM RING RACE FIELD OF PLAY (NEW)



Note:

- Boat rows to Start Line at own pace
- Time starts when the dragon head touched the virtual start line
- Intervals between starts 10-15 seconds
- Run straight course outside **Lane 0 & 6**
- Overtake on 'Left Side' fast pace lane
- Slow pace boat must give way and row at slow pace lane/outer of race course

2KM RING RACE



2KM RING RACE FIELD OF PLAY (NEW)



Prepared by Gordon Choi

2KM RING RACE





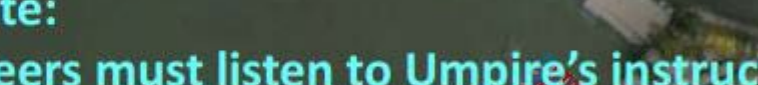
BACK-OF-HOUSE
SPORTS HUB
WATER SPORTS CENTRE
(SH-WSC)

Note:

- Steers must listen to Umpire's instruction at 50m mark before the turn
- All other IDBF and SDBA race rules apply

Prepared by Gordon Choi

Google Earth



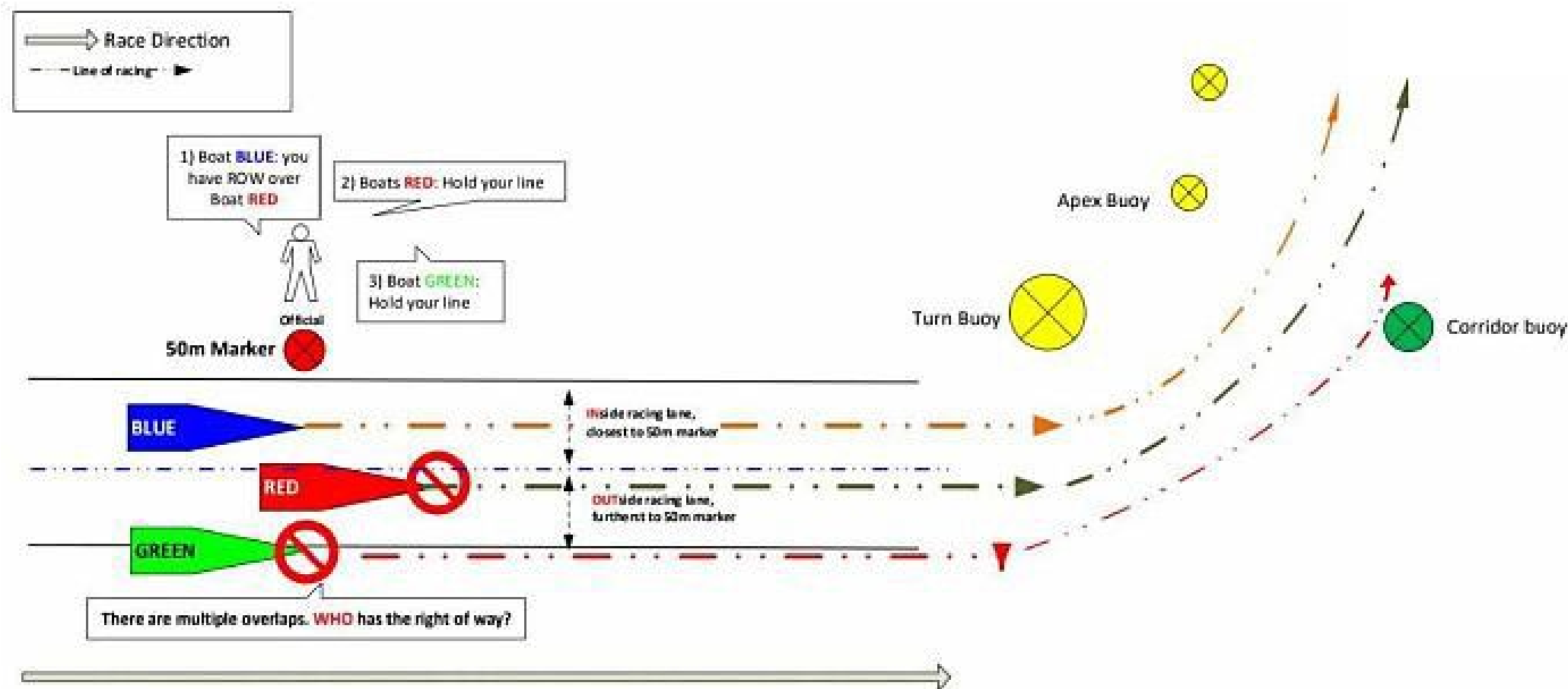
Note:

- Steers must listen to Umpire's instruction at 50m mark before the turn
- All other IDBF and SDBA race rules apply

2KM RING RACE

50m Right Of Way (ROW)

R10.5.2 Establishing Right of Way (ROW) (Aug 19) An overtaking boat gains right of the inside racing line when it has established an overlap with the boat being overtaken at the 50m marker buoy. The overlap is defined as the head of a dragon boat level with the steering arm of the boat being overtaken.



2KM RING RACE

50m



ROW over 2



50m



ROW over 2



50m



ROW over 1&3



ROW over 3



50m



ROW
over 1



2KM RING RACE

2000m Penalty Summary

Penalties range between 5–15 secs to disqualification

- Add up of small (5 secs) penalties for missing buoys
- DQ for missing 3 > buoys

Penalty for altering course to make it difficult to be overtaken (Purposely blocking)

- Up to 30 secs

Disqualification may be given for not stopping when collision happens

2000m Right of Way Summary

- Teams with the right of way can enter the turn corridor
- Others need to give way to teams with right of way
- Right of way is determined at the 50m mark before the turn.
- Steers to listen and look out for umpire instructions

2KM RING RACE

KEY AREAS TO NOTE

- Note on Staggered Starts
- Identify ROW at 50m Mark
- Hold the line
- Understand turn corridor ruling



PESTA SUKAN

PLAY FAIR *AND*
ENJOY !