



DUFF&PHELPS



























DWB REGATTA TEAM MANAGER MEETING



Tonight's Updates

- Lane Draw
- Course Review
- Marquee Map
- Prizes, Food, Beverage, and more!
- U18 Guardian Consent, PFD, Crew (all under 18, male or female)

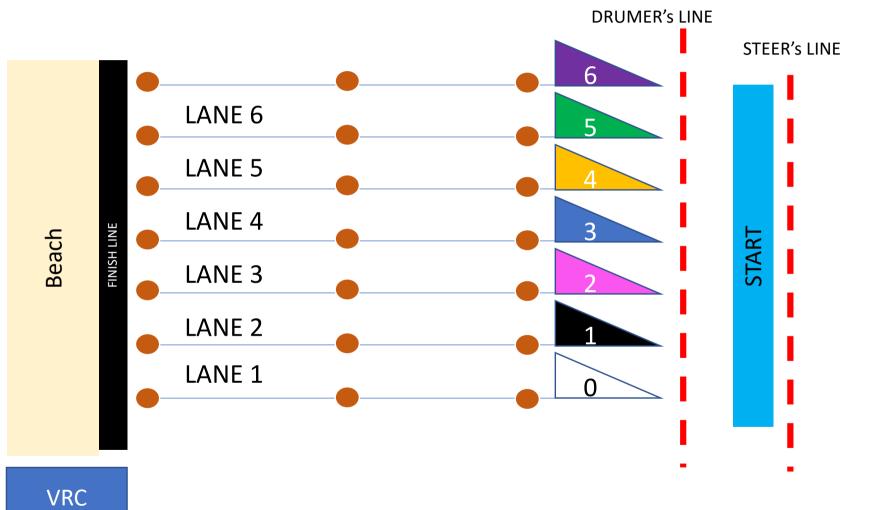
All Info will sent and posted

- Lane Draw and Schedule will be emailed
- Results on Race Day (Scoreboard and Pikapage)
- All Updates will be posted: https://vrcpaddleclub.com/dwb-regatta

THANK YOU to the Clubs and Sponsors!

RACE COURSE





MARQUEE MAP



Tower 1

Deep Water Bay Road 1 2 3 4 Beach Entrance 7 8 9 10 11

26 27

VRC

B C D

Deep Water Bay Road

HARDSTAND							
Α	Royal X						
В	YES SHE CAN						
С	Lamma Dragons DC Cobras						
D							
Е	BNP						
F	Tin Shui Wai Methodist						
G	AWA						

BEACH							
1	Discovery Bay Pirates	9	Seagods	19	VSA		
2	Morgan Stanley	10	Seagods	20	NAVY		
3	Morgan Stanley	11	Loreley	21	So French		
4	HSBC	12	German Dragons	22	Top Express		
5	SLPC	13	CIS	23	VPOWER		
6	Buzz	14	DSOBA Pa Ho Dee	24	SMUGz		
7	Crédit Agricole	15	HK Japanese DB	25	Spanish Dragons		
8	Lane Four	16	Sea Cucumbers	26	Tai Tam Tigers		
		17	Flying Kiwis	27	United Dragons		
			Hungarian Dragons	28	Stormy Dragons		

REGATTA PRIZES



- Trophy's for all Category Winners
- Medals for Cup Category Winners
- Roasted Pig for Gold Cup Champions of Open, Women, and Mixed

Sponsored Prizes

- Mixed Gold Cup Champions KOS Sunglasses
- Gold Cup Open and Women Champions F45 Team Training Session
- Gold Cup 1st Runner Up Mix Stretch Asia stretch kits
- Under 18 Champions Bamboa Bamboo Gift

Deep Water Bay PARTY ZONE

FOOD

- Free Water Refill Station
- Blossom Coffee
- TAVA Mediterranean Fare
- Le Meridian Cyberport Breakfast and Lunch and drinks, ice cream
- Sam Miguel Beer

FUN

- Paddle for the Planet Sign Up
- Pure Yoga
- THINK Surf Ski station
- KOS Sunglasses
- Sunkissed fashion bags
- Avra ocean lifestyle products
- VRC Open Day Information
- 20th DWB Regatta Shirt Sales
- Music all day

RULES

- 1. General Information
- 2. Safety
- 3. Crew and Crew Composition
- 4. Marshalling, Embarking and Proceeding to the Start
- 5. Starting Procedure
- 6. Race Conduct
- 7. Finish
- 8. Equipment
- 9. Protest

Race Rules: General



1. General

- In the event of a discrepancy between the English and Chinese versions of these rules, the English version shall take precedence.
- Any crew that fails to observe these Rules and Regulations herein may be disqualified.
- A crew must follow the directions of the Race Officials from the time it is called to the Crew Assembly Area, until it leaves the Crew Assembly Area after its race.
- Each crew must have a Team Captain, who must be present in the Crew Assembly Area during the time that the crew is under the control of the Race Officials. The Team Captain will be responsible for liaising with Race Officials and will represent the crew at the prize presentation ceremony.
- The entry fee paid is non-refundable should the crew decide to withdraw from the races or should the races be cancelled for reasons beyond the Organiser's control.
- The Organiser reserves the right to refuse the entry of any crew in the races at its sole discretion.
- No competitor will be allowed to participate if, in the absolute discretion of the Race Officials, they are, or appear to be, intoxicated. Notwithstanding the above, the identification of competitors who are unfit to compete due to intoxication or any other condition who places the competitor or any other party at risk is the responsibility of the competitor's team, and the race organization disclaims any responsibility to identify such conditions.

Race Rules: Safety



2. Safety

- Each competitor must be able to swim at least 100 metres wearing light clothing. It is the responsibility of the person entering a crew to make sure that all members of the crew comply with this rule.
- Each competitor is solely responsible for his or her own safety during races and no responsibility will be accepted by the Organiser or any other individual or organisation connected directly or indirectly with the races for any death, injury, damage or loss incurred or borne by competitors or members of a team.
- Each team leader will be required to ensure that the waiver form is completed before registration of his team is permitted on race day.
- Personal floatation equipment may be worn by competitors but this does not relieve the competitor and the person entering the crew from complying with Rule 2.1.
- Personal floatation devices must be worn by Junior paddlers.
- The drummer should be positioned on the drummer's seat only.

Race Rules: The Crew and Crew Composition



3. The Crew and Crew Composition

- Each boat may carry up to 20 paddlers and not less than 16 paddlers. Each boat must also carry one drummer and one steersman. A non-paddling crew captain may also be carried.
- No man may participate in a women's crew, except as steersman and/or drummer.
- The open crew may have women paddlers, steersman and/or drummer.
- For mixed crews there must be a minimum of 8 women paddlers in the boat, and a maximum of 12.
- Paddlers in the Under 18 category must be under 18 on 1st January of race year.
- Paddlers in the Under 18 category may be asked, at any point, for proof of age by Crew Marshalls. Please ensure your crews all have valid ID.
- Each crew should wear a distinctive uniform while under control of the race officials.
- The race officials, in case of unfavourable weather and/or sea conditions, may announce a mandatory lowering of the number of paddlers in each boat.

Race Rules: Marshalling, Embarking and Proceeding to the Start



4. Marshalling, Embarking and Proceeding to the Start

- A crew must be assembled in the Crew Assembly Area and be ready to board 30 minutes before the time of its race. It is the responsibility of each crew to report at the appropriate time; late arrival may result in disqualification.
- A crew must board in accordance with the instruction of the Crew Marshals.
- A crew is not permitted to choose which boat to use and must use the boat allocated to it by the Organiser.
- Each boat will carry a number indicating the lane in which it is to race. A crew must race in the lane allocated to its boat. Lane #1 is the lane closest to the shore.
- After a crew has embarked, it must immediately leave the boarding pontoon and proceed to the starting area.
- A crew proceeding to the start must keep clear of the course and not interfere with any race in progress. Boats
 proceeding to the start must keep close to the shore and not encroach on the race course. Any crew that enters the
 course risking a collision may be disqualified.

Race Rules: Starting Procedure



5. Starting Procedure

- A crew should enter the assigned race lane from behind the starting line.
- A crew in the starting area must obey the instructions of the Starter, umpires and other race officials under the control of the starter.
- A crew must take up its correct position in the starting area in the lane allocated to it.
- Any crew persistently refusing to heed the Starter's instructions will receive a warning which is equivalent to a false start.
- When the Starter is satisfied that the crews are correctly aligned, s/he will alert all crews with the starting command "ARE YOU READY", followed by "ATTENTION". A horn will then be sounded to signify the start of the race. Paddles may be below the water surface before the start signal, and the front and back guide ropes must be held by the Drummer and Steerer respectively until the start signal is sounded.
- N.B. It is the responsibility of each team captain to make sure that each crew member, is familiar with the starting procedure. The starting signal is the horn.
- In the event that the Starter considers that any boat has crossed the line or any crew has started before the horn sounds, the Starter will sound the horn again to signify a false start and all crews must stop and return immediately to the start. The race will be restarted. The Starter will issue a warning to any crew that causes a false start.
- Whilst under starters orders, teams are not allowed to blow whistles or make other noises or provocations to promote false starts. Teams deemed to be participating in such practice may be disqualified.
- Any crew that fails to return immediately to the start after a false start or that causes two false starts in the same race may be disqualified.
- Should a crew due to its own activities fail to line up correctly at the appropriate time, the start will not be delayed and
 the Starter may start the race without reference to the crew. This crew may be ranked according to its finishing placing,
 however if it is judged by the Starter or other Race Official to have gained any advantage by its actions it will be relegated
 to last placing in that race.

Race Rules: Race Conduct



6. Race Conduct

- The proper course for each boat is a straight line within its allocated lane from its starting position to a corresponding point on the finish line. Generally speaking and under normal circumstances, each boat must finish in its allocated lane and must not interfere with other boats. A boat must finish in its allocated lane if by leaving its lane it would interfere with other boats. If a boat leaves its allocated lane but there is no interference with other boats which materially affects the result of the race, the Race Officials may decide to take no action and the placing of that boat may be confirmed.
- Once the boat has cleared the Starting Area, which is deemed to be 50 metres from the Start Line, the Drummer is
 encouraged to beat the Drum throughout the race.
 The drummer should hold drumstick(s) in hand throughout the race.
- The paddlers and drummer shall sit and remain in their designated seats throughout the race.
- Umpire boats will follow each race to observe the course taken by each boat.
- In the event of a boat failing to keep to its proper course and thereby interfering with the course of another boat which is on its proper course, or in the event of a collision between two or more boats, the Race Controller may, after consultation with an Umpire, disqualify the offending boat or order one or more boats to re-row the race, or both, where, in the Race Controller's opinion, the result of the race has been materially affected.
- If, in the opinion of an Umpire or the Race Controller, a boat has been swamped or capsized deliberately by the crew, the Organiser reserves the right to eject the crew from the competition, refuse such crew's entry in future races and impose a penalty of HK\$5,000 on the organisation entering the crew.
- If, in the opinion of the Race Controller, an Umpire or any Crew Marshal, a boat is damaged, deliberately by the crew, the Organiser reserves the right to impose a penalty of HK\$5,000 on the organisation entering the crew. The Organiser also reserves the right to require such organisation to pay for the costs of repairs to the damaged boat.

Race Rules: Finish



7. The Finish

- The finish line will be defined approximately by buoys. The exact finish line will be the Finish Tower at the VRC balcony and a fixed location on the far side of Deep Water Bay.
- The finishing order of a race and the time taken by each boat will be determined by the Finish Judges whose decision shall be final.
- After each race, crews must immediately clear the finishing area, turn to the left and approach the pontoon carefully and be ready to accept the boat marshal's instructions for disembarking.
- In the event of a dead-heat, if it affects advancement to the next round or positions in any race other than the Cup finals, the time of the concerned crews in their previous race will be used to determine the outcome with the crew having the fastest time in the previous race being given the higher rank of the dead-heat crews. Re-racing will only take place if there is a dead-heat affecting the top three places in the Cup Finals. In that case only the teams involved in the dead-heat will re-race and such re-race shall take place immediately.

Race Rules: Equipment



8. Equipment

- All boats used by competitors shall be provided by the Organiser. The allocation of boats to individual crews shall be at the sole discretion of the Organiser. The Organiser will not be responsible for any failure of equipment during a race and each crew is advised to carefully check the boat and paddles allocated to it before racing.
- No modifications or additions to the boat or the equipment within the boat may be made or carried by any competitor or crew. In particular:
- Any pad or device for the paddler to sit on should be of flexible material to the extent that it should be able to be folded over double and should not be thicker than 2 inches uncompressed.
- No equipment for removing water from the boat is permitted except plastic hand-held bailers with which the water is picked up and scooped out of the boat by crew member. No pumps of any kind are permitted.
- No electrical, electronic radio amplifying equipment of any kind is permitted in the boat.
- Crews are permitted to use their own paddles should they choose to do so.
- Crews are recommended to provide their own bailers.

Race Rules: Protest



9. Protests

- In the event of a crew wishing to lodge a protest against the conduct of another crew during racing, only the Team Captain of an alleged disadvantaged crew can lodge a protest with the Race Controller in the Race Control Area but it must be within 10 minutes after the end of that race.
- In the event of a crew wishing to lodge a protest against results of a race, the Team Captain alone must lodge the protest with the Race Controller in the Race Control Area within 10 minutes after the posting of the results of the race in question. If more than one team representatives approach the Race Controller the protest will be dismissed.
- No protests will be allowed concerning equipment.
- The decision of the Race Controller on a protest shall be final. In arriving at his decision, the Race Controller may interview Race Officials and any of the team members involved and may examine any other evidence available to him.