



中國香港龍舟總會
HONG KONG CHINA DRAGON BOAT ASSOCIATION

香港龍舟錦標賽2022 (2000米)

領隊會議

日期：2022年12月28日(星期三)

時間：1900時

會議內容

1. 參賽隊數
2. 場地簡介
3. 集合時間
4. 水站
5. 帳篷租賃
6. 場地規則
7. 惡劣天氣
8. 連場作賽安排
9. 防疫安排
10. 競賽條例及比賽規則
11. 線道抽籤
12. 比賽資料
13. 答問時間

參賽隊數

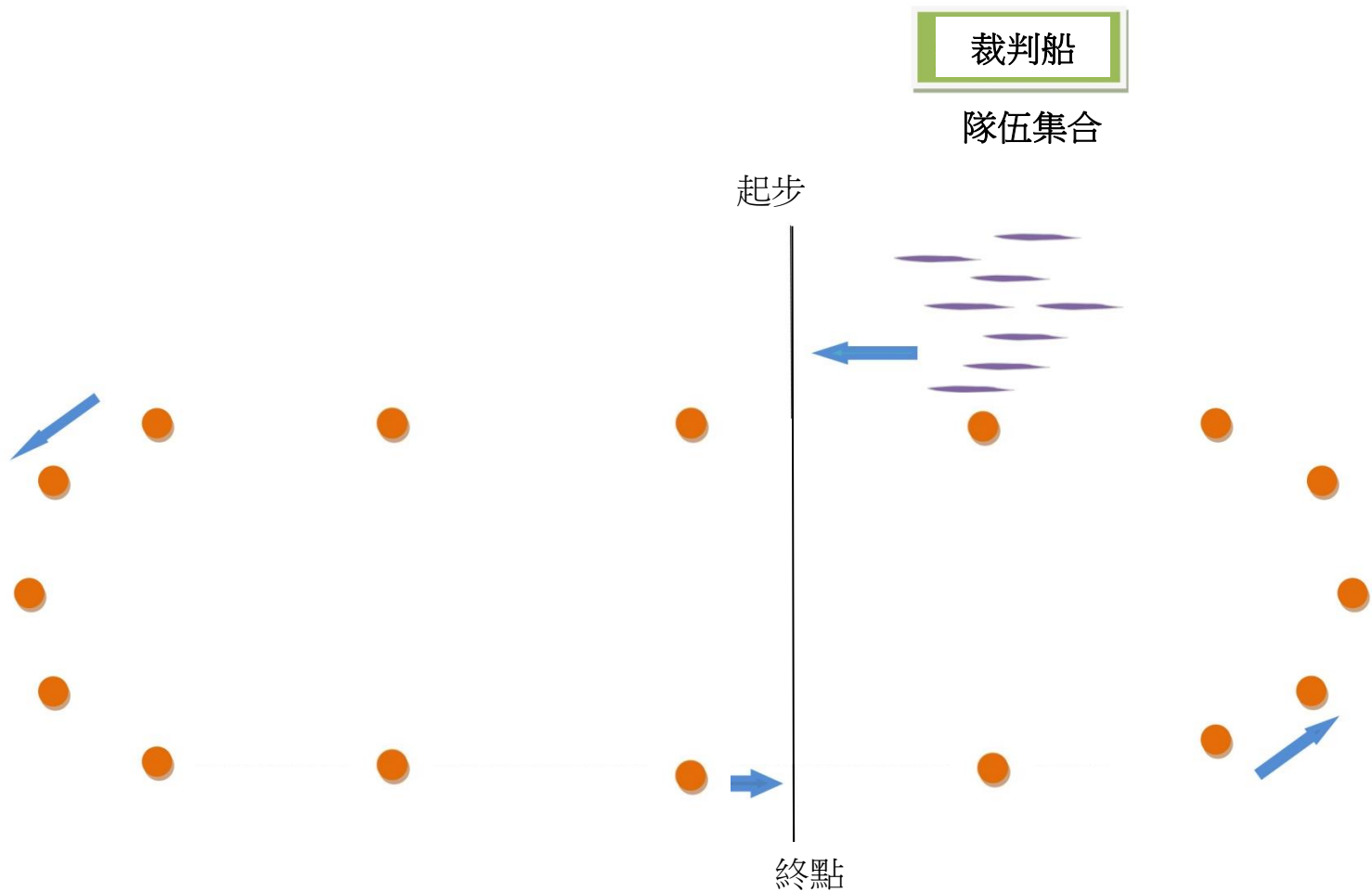
2000M 項目	參賽隊數
精英組公開錦標賽 Premier Open Championships	4
精英組女子錦標賽 Premier Women Championships	4
精英組混合錦標賽 Premier Mixed Championships	10
先進甲組公開錦標賽 O40 Senior A Open Championships O40	3
先進乙組公開錦標賽 O50 Senior B Open Championships O50	4
先進丙組公開錦標賽 O60 Senior C Open Championships O60	4
中學公開錦標賽 Secondary Open Championships	3
總數 Total:	32

場地簡介 – 2000米賽場



2000米賽道

馬場



賽事控制中心

中國香港龍舟總會

場地簡介



集合時間

- 比賽前90分鐘或之前：

- a. 符合「疫苗通行證」之參賽者均獲發防水手帶，領隊 / 隊伍負責人請提示參賽者到大會報到處領取手帶。參賽者如需進出會場，均需出示手帶。*(或有修改，一切根據政府最新公布為準)
- b. 領隊必須到大會報到處核實運動員出賽名單。

- 比賽時間30分鐘前

賽隊必須帶備身份証正本或副本到檢錄處集合，不接受任何電子版本。

水站

- 大會將於比賽場地設置水站，請各運動員自備水樽。

帳篷租賃

- 按金: HK\$600(現金)
- 需自行裝拆
- 不接受現場申請
- 歸還帳篷(沒有損壞)可退回按金 \$600
- 注意：帳篷不可懸掛任何物品(特別是背包及手提袋)

場地規則

- 請保持場內清潔
- 比賽場地全面禁止吸煙
- 請勿攀爬鐵馬
- 請愛護植物及切勿踐踏草地
- 由於訓練中心外的停車場將於活動期間比較繁忙，故建議參賽者使用公共交通工具到場

場地規則

- 請小心保管個人財物
- 檢錄處、賽事控制中心及登岸浮台均不得擅自進入
- 在比賽場地進行非法搭建或非法霸佔公眾地方或破壞場地設施 / 園林者，實屬違法，有機會被檢控
- 所有違法的隊伍將會自動取消參賽資格，一切費用恕不發還

惡劣天氣安排

- 如比賽當日上午七時或以後天文台開始或仍然懸掛三號颱風或以上、黑色或紅色暴雨警告等訊號，所有賽事將會取消。
- 如比賽當日天文台懸掛雷暴警告、強烈季候風訊號、一號颱風或黃色暴雨警告訊號，各賽隊仍需依時報到。賽事舉行與否，均以賽事委員會作最終決定及安排。
- 基於安全理由，在賽事中途遇到任何情況或惡劣天氣，賽會有權取消或延遲任何賽事。

成績公布

- 比賽成績將可在場掃描QR Code以查詢成績或以WhatsApp廣播形式傳送給各隊代表。

防疫安排

- 進入石門訓練中心人士:
 - a) 遵從「疫苗通行證」指示
 - b) 使用快速抗原檢測包(RAT)進行檢測，持有有效的陰性結果及通知領隊
- 工作人員會為參加者量度體溫及檢查疫苗通行證。
- 符合「疫苗通行證」之參賽者均獲發防水手帶，領隊 / 隊伍負責人請提示參賽者必須於比賽前90分鐘或之前到大會報到處領取手帶。

防疫安排

- 由領隊確認各隊員之健康狀況，及由領隊提交隊伍健康申報表
- 每隊隊長需在場外集合所有隊員，方可進入石門訓練中心。
- 賽隊必須按比賽時間於30分鐘前到賽隊集合處集合。
- 除在龍舟上，參加者均須全程佩戴口罩。

防疫安排

- 場內請保持適當社交距離(1.5米)，不多於12人一組，場內禁止群眾聚集。
- 參賽人士需遵守政府定下之第599章的相關條例。

****如運動員拒絕遵守大會防疫安排及指示，大會有權取消該隊伍之所有成績。****

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則



Summary of Amendments for
HKCDBA Competition Regulations and Rules of Racing (5th Edition) and
Race By-law/

IDBF Competition Regulations and Rules of Racing

中國香港龍舟總會本地修訂競賽條例及比賽規則(第5修訂版)及
本賽事附例/

國際龍舟聯合會競賽條例及比賽規則撮要

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Team Composition 隊伍的組合

Team Manager 領隊

- ◆ Each team must have a Team Manager, who must be present at the Crew Assembly Area during the time that the crew is racing and is under the control of Race Officials. The Team Manager will be responsible for liaising with Race Officials. (Local Rules CR 3.3)
- ◆ 每支參賽隊須有一位領隊，於該隊正在作賽並受賽事職員監管期間，須留在賽員集合處內，並負責與賽事職員聯絡。(本地競賽條例 CR 3.3)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Gender/Age of Steerer/Drummer 鼓手/舵手之性別/年齡

- ◆ Except Ladies' Categories, age and gender of steerers or drummers of all other race classes and categories will not be restricted. Paddlers, drummers and steerers in Ladies' Categories must comply with restrictions regarding age and gender as specified in IDBF Rules and Regulations. However, all members of the crew on a racing boat must be 12 years old or over. (Local Rules CR 3.6)
- ◆ 除女子組賽事外，在其他所有組別擔任鼓手或舵手之人士可不限性別及年齡。女子組之划手、鼓手及舵手則依照 IDBF規定之性別及年齡限制執行。但本地各級比賽，船上所有賽員，必需年滿12歲。（本地競賽條例 CR 3.6)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Crew and Team Composition 隊伍的組合

Crew Numbers 每隊人數

- ◆ A Small dragon boat may carry up to 10 paddlers or not less than 8 paddlers. Each boat must carry one drummer and one steerer. (Local Rules CR 3.1)
- ◆ 小龍最多可載划手 10 名或不少於 8 名划手，另須有鼓手、舵手各一名。
◦ (本地競賽條例 CR 3.1)

Mixed Team Composition 混合組

- ◆ A Mixed Small Dragon Boat carry at least 4 female paddlers, up to a maximum of 6. (Local rules CR 3.7)
- ◆ 小龍混合組最少有4 名女划手，最多只可達6 名女划手。(本地競賽條例 CR 3.7)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Conduct of Crew 賽隊操守

Paddler 划手

- ◆ All paddlers shall perform the whole race in sitting position on the paddlers seat; either stand-up or squat down position is prohibited. Any competitor offending this rule will result in disqualification of the whole team. (Local Rules R2.1)
- ◆ 所有賽隊之划手在比賽過程中必須坐於座位上划船，不得以站立式或半蹲式划船。違者，該賽隊可被取消資格。(本地比賽規則 R2.1)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

The Steerer 舵手

- ◆ During the race, the job of the steerer is primarily steering for direction and stabilizing the boat. The steerer is prohibited to assist paddling or use the rudder for sculling to accelerate the boat speed. Failure to conform this rule will result in disqualification of the team. (Local Rules R2.2)
- ◆ 所有賽隊之舵手於比賽過程中使用尾舵，除調校航向及穩定艇隻外，不能用尾舵或/及划槳幫助推進以增加龍舟速度。違者，該賽隊可被取消資格。(本地比賽規則 R2.2)

The Drummer 鼓手

- ◆ The drummer shall sit on the designated drummer's seat throughout the race. The drummer must actively beat the drum with reasonable rhythm throughout the race, except inside the 50m equipment zone. That is, the drum must be clearly seen to be struck with a drum stick on the drum skin. Failure to conform this rule will result in warning or disqualification of the team. (Local Rules R2.3)
- ◆ 鼓手應坐在鼓手座位上。除了起步首50米可寬限外，一旦開始比賽，鼓手即應開始全力並有節奏地擊鼓，即在鼓皮上敲擊，直至比賽結束。違規賽隊將被警告或取消資格。(本地比賽規則 R2.3)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Paddles 划槳

- ◆ Athletes shall be permitted to use their own paddles provided that they conform to the IDBF Racing Paddle specification(202a) and bear the IDBF approval mark. However, these paddles may still be checked by random inspection. If athletes prefer to use paddles otherwise, they shall take them all for proper checking and get approval from the Race Official at the “Paddle Checking Area” in Marshal Area at least one hour before the race. (Local Rules CR5.2)
- ◆ 參賽隊伍可使用已得到國際龍舟聯會(IDBF)認證的202a規格標準槳比賽，但賽會仍會作抽查。參賽隊如想使用未得到認證的划槳，務必於比賽前一小時把該等划槳全數送達檢錄處內之「驗槳區」供裁判驗證。
(本地競賽條例 CR5.2)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Marshalling and Identification Check 集合時間及查證

- ◆ A crew must be reported to the crew assembly area 30 minutes before the time of its race and be ready to embark the boat. Crew identity checks may be carried out by Race Officials at any time and crew members must be able to produce identification upon request. (Local Rules R3.1)
- ◆ **Crew members must produce identity cards or student cards (Secondary School category) for marshalling check (Bylaws of this race)
- ◆ 賽隊必須按比賽時間**30分鐘前**，到賽隊集合處集合並準備登船。裁判/將會在賽隊集合處檢查運動員證，如有需要，運動員必須出示任何大會指定的證件。（本地比賽規則 R3.1）
- ◆ **參賽者必須出示身份証或學生証（中學組）作檢錄（此比賽附例）

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Changes to Crew Numbers 隊員人數變更

- ◆ Once a crew has loaded in a boat and left the boarding pontoon, changes of crew members including additions to the number of racers in the boat, will not be permitted unless expressly agreed to by the Chief Boat Marshal, prior to the boat leaves the pontoon. Such changes shall be only by exception. Any crew change including addition of racers due to unexplained lateness or absence will not be above the exception. The decisions made on any exceptional change must be notified immediately, to the Chief Official by the Chief Boat Marshal. (Amendment IDBF R 5.7) (Local Rules R3.2)
- ◆ 隊員的替換或增加人數必須在船離開浮碼頭前得到浮碼頭裁判長的同意。隊員上船離開浮碼頭後，將不予批准。除非有例外，但不包括因不明原因缺席所導致的人員變更。如有此情況發生，浮碼頭裁判長必須立即向總裁判長報告。(IDBF R 5.7)(本地比賽規則 R3.2)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Starting area and Starting Procedures 起步區及起步程序

Starting Area 起步區

- ◆ It is the responsibility of the Boat Captain and Team Coach to make sure that each crew member is familiar with the starting procedures. All crews shall assemble behind the Start Line, or in a specially designated start area, at least 3 minutes before their Start Time. (Local Rules R4.1)
- ◆ 隊長及教練必須確保所有運動員熟知起步程序。全體隊員必須在比賽開始前至少3分鐘前在起點線後方或起步區集合。(本地比賽規則 R4.1)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Late Arrivals 遲到

- ◆ The Starter may warn a crew arriving late in the start area or the crew delaying its arrival at the start line after the assembly time. If such a warning is given, it shall have the same effect as one given for a False Start, for that race. The Starter may start a race without reference to absentees.(Local Rules R4.2)
- ◆ 對於在規定時間過後才到達起步區，或在召集時沒有到達起點線就位的賽隊，發令員有權發出一一次正式警告，該警告與偷步警告效力相同。在規定時間過後，發令員有權不理會是否有隊伍仍未到達起步區而依時發出比賽起步號令。(本地比賽規則 R4.2)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Starting Signals 起步信號

- ◆ **When the Starter is satisfied that all teams are ready, the starting signals of word “ATTENTION” followed by the word “GO”. Once the word “GO” is given, the start of race is carried out. Starter should made instruction to the drummer/steerer to release the bow rope/handrail after the 「GO」 signal, depending on actual situation (Amendment to rules of this race)
- ◆ **當發令員認為各賽隊已準備就緒，即喊「ATTENTION」，跟著發出「GO」口令。「GO」口令一發出，比賽正式開始。
鼓手/舵手可以在「ATTENTION」口令後放開頭繩/把手，但發令員可以按實際情況指示鼓手/舵手在「GO」口令/信號發出後才可鬆開頭繩/把手。（本賽事修訂比賽規則）

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Race Conduct 比賽守則

Collisions 撞船

- ◆ In the event of a collision between 2 or more boats the Chief Official may disqualify the offending boat(s). No matter whether result of the race has been materially affected, the Organizer will not re-race the competition. All teams have obligation to avoid collision. ((Amendment to rules of this race)
- ◆ 遇有兩艘或以上龍舟相撞，犯規船隻可被總裁判取消比賽資格。無論撞船事件對比賽結果有否造成實質性影響，大會一律不作重賽安排。各隊有義務避免撞船。(本賽事修訂比賽規則)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Finishes終點

Crossing the Finish Line 衝過終點線

- ◆ A boat has finished the race when the foremost part of the boat (The nose of Dragon Head) crosses the Finish Line with the same number of Racers in it as started the race. (Local Rules R6.1)
- ◆ 龍舟最前部分(龍鼻)穿過終點線，人數與出發時相同，則算完成了比賽。(本地比賽規則 R6.1)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Racing Protests 比賽抗議

◆ In the event of a team wishing to make a protest following a race, concerning the conduct of another team, the Team Manager must lodge the protest with the Chief Official. Such a protest must be addressed to the Competition Committee and made within fifteen (15) minutes of the end of the race. A protest against a race result must be made no later than 15 minutes after the result is officially posted. (Local Rules R8.2)

◆ 若有賽隊欲在賽後就另一隊伍的行為提出抗議，應由領隊在賽後十五分鐘內通過總裁判長向競賽委員會提出。如對比賽成績提出抗議，抗議的時間為比賽結果正式公布後的十五分鐘內為限。（本地比賽規則 R8.2）

Protest Fees 抗議費

◆ At the competitions, all protests shall be made in writing and shall be accompanied by a fee of HK\$500. The fee shall be refunded if the protest is upheld. (Local Rules R8.3)

◆ 賽事中，所有抗議均應以書面形式提出，同時繳納伍佰港圓作抗議費。若抗議有效，此費將退還。（本地比賽規則 R8.3）

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Appeal 申訴

- ◆ The decision on dispute/protest as informed to the Team Manager(s) is appealable. The Team Manager with the acknowledgement may appeal to the Jury against the decision of the Competition Committee. Such appeal shall be addressed and handed in to the Chairman of the Jury no later than twenty (20) minutes after the Team Manager(s) has been informed, in writing, by the Competition Committee of any disqualification or dispute involving their teams. (Local Rules R8.4)
- ◆ 領隊收到競賽委員會爭議或抗議決定後，可就決定結果向仲裁委員會提出申訴。賽隊如被取消比賽資格或不滿競賽委員會就其隊伍所涉爭議或抗議做出的裁決，該領隊應在接到競賽委員會書面通知後的二十分鐘內向仲裁委員會主任提出申訴。(本地比賽規則 R8.4)

Appeal Fees 申訴費

- ◆ All appeals shall be made in writing and shall be accompanied by a fee of HK\$1,000. The fee will be refunded if the appeal is successful. (Local Rules R8.5)
- ◆ 凡提出申訴，均應以書面形式提出，並須同時繳納壹仟港圓作為申訴費。若申訴有效，此費將獲退還。(本地比賽規則 R8.5)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Long Distance Races 長途賽

Any race over 2000 meters in length, including those of circular or retrace nature.
(R7.1 Local Rules)

任何2000米或以上的比賽，包括環繞賽或折返賽。(本地比賽規則 R7.1)

The Racing Lane and Line of Racing 競賽航線

- ◆ A crew's occupation of the inner side (left side) of the course will NOT result in penalty. However, when a crew is being overtaken or is likely to be overtaken and alters its course and makes difficulties for the other boat, a penalty of 5 to 30 seconds may be awarded. If such impeding materially affects the result, the crew may be disqualified. (R7.2 Local Rules)
- ◆ 參賽隊不會因佔用內線 (即航道左側) 而受罰，但某隊如在被超前或有可能被超前時，龍舟因突然改變航線而令別隊受干擾，可被判罰時5至30秒；如實質上已影響賽果，有關隊伍可被取消比賽資格。
(本地比賽規則 R7.2)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Long Distance Races 長途賽

Overtaking 超船

- ◆ Overtaking can be carried out to the left or right of the boat (port or starboard side) of the boat being overtaken, including the turns.
- ◆ 一隊龍舟可於任何時候從左邊或右邊超越別船，包括彎位區段。
- ◆ No matter in the straight sections or the turns, a boat to be overtaken must maintain its course once the **Head of the overtaking boat is level with or has passed the Steerer in the boat being overtaken**, and must not steer in a manner that is likely to cause a collision with another boat.
- ◆ 無輪直道還是彎道區段，若一隊的「舵手」已被別隊「龍頭」追平或超前，就必須主動保持合理航線以避免碰撞；
- ◆ When the **Steerer of the overtaking boat is level with or has passed the Drummer in the boat being overtaken**, then that boat is deemed to have been “overtaken”. The overtaken boat must then **give way** and maintain its station. (R7.3 Local Rules)
- ◆ 如一隊的「鼓手」已被別隊「舵手」超前，該隊被實質上視為已被超前，則必須避讓 (give way)。(本地比賽規則 R7.3)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Long Distance Races 長途賽

Turning 轉彎

- ◆ When more than one boat are approaching the turn, all boats shall maintain their station through the turn, that is, maintain the relative position of its own boat with the first inner buoy marking the turn.
- ◆ 若兩隊或以上一同入彎，在彎道區段各隊應一直保持入彎前一刻本身與賽道之相對位置，直到離開彎道區段為止；但若改變航線而不令別隊受任何干擾則除外。
- ◆ A crew that turns inside of a Turn Buoy (that is a buoy is passed to starboard) shall face a Time Penalty of 10 seconds, per offence. A crew that turns consecutively inside of 2 Turn Buoys may be disqualified. (R7.4 Local Rules)
- ◆ 凡沒有繞過指定浮標，每次可被判罰加時最多10秒作懲罰。若某隊在同一次轉彎時連續兩次沒有繞過指定浮標而明顯得益，總裁判長有權取消其比賽資格。(本地比賽規則 R6.1)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Long Distance Races 長途賽

Starting Procedures and Formats 起步安排

- ◆ The Organizer can decide to start each boat at intervals of either fifteen or thirty seconds, in the format of “staggered start”. Mass start can also be adopted. Starting commands should be the same as straight course races. (R7.6 Local Rules)
- ◆ 主辦單位可決定為環繞賽每15秒或30秒出發一艘龍舟，其他長途賽也採可用「同時起步」方式。口令跟直道賽相同。(本地比賽規則 R7.6)

COMPETITION REGULATIONS & RULE OF RACING

競賽條例及規則

Long Distance Races 長途賽

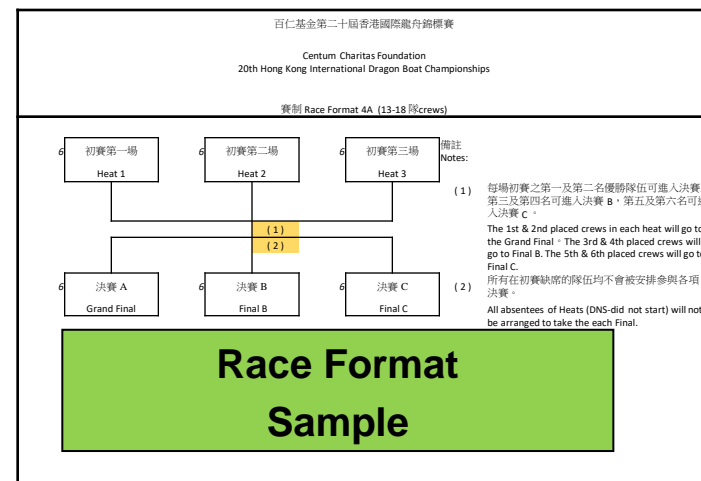
2000M Ring Race 2000米 環繞賽

- ◆ All crews shall assemble at the start area near the Start Boat opposite to the Race Control Center;
- ◆ 所有賽隊須到達賽事控制中心對開海面，近發令船起步集合處集合；
- ◆ Starter on start boat will start each boat at intervals of 15 seconds;
- ◆ 發令裁判在起步船上，將每隔 15 秒出發一艘龍舟；
- ◆ Each crew after start and just pass the Start Line, the timing system will be activated;
- ◆ 每隊賽隊出發後經過起點線的一刻，計時系統便會獨立啟動；
- ◆ Each crew passes through the ARC of the racing course by 3 times and goes straight forward to the Finish Line at NEAREST SIDE to the Race Control Center, the timing system will then be stopped. The race is counted to be completed.
- ◆ 每隊賽隊經過賽場上的灣位(ARC) 3 次後，沿著直道衝過靠岸賽事控制中心前的終點線，計時系統便會獨立停止，比賽完成。

比賽資料

● 賽事時間表線道抽籤 及 比賽賽制

請在總會網站下載：
www.hkcdba.org



賽道編排:

Race Lane Allocation:

1. 各隊初賽之線道安排將在 26-9-2018 以抽籤方式分配。

1. Lanes for Heats will be arranged by the drawing held on 26-9-2018.

2. 各隊決賽之線道之安排將依各隊之初賽名次分配如下:

2. Lanes for the Finals will be allocated according to the ranking in Heats as follows:

決賽 A 賽道分配 Lane Allocation for Grand Final	1	2	3	4	5	6
初賽 2 第一名 2nd in Heat 2	初賽 3 第一名 1st in Heat 3	初賽 1 第一名 1st in Heat 1	初賽 2 第二名 2nd in Heat 2	初賽 1 第二名 2nd in Heat 1	初賽 3 第二名 2nd in Heat 3	
決賽 B 賽道分配 Lane Allocation for Final B	1	2	3	4	5	6
初賽 2 第四名 4th in Heat 2	初賽 3 第三名 3rd in Heat 3	初賽 1 第三名 3rd in Heat 1	初賽 2 第三名 3rd in Heat 2	初賽 1 第四名 4th in Heat 1	初賽 3 第四名 4th in Heat 3	
決賽 C 賽道分配 Lane Allocation for Final C	1	2	3	4	5	6
初賽 2 第六名 6th in Heat 2	初賽 3 第五名 5th in Heat 3	初賽 1 第五名 5th in Heat 1	初賽 2 第五名 5th in Heat 2	初賽 1 第六名 6th in Heat 1	初賽 3 第六名 6th in Heat 3	

注意事項

所有參賽運動員必須穿著助浮衣

答問時間



謝謝!