

AustCham

SINGAPORE

Your Australian Business Connection



**10km DRAGON BOAT CHALLENGE
STANDARD RULES OF RACING**

Emergency Plan

- Racing Crew may bring drinking water/food into the dragon boat
- Racing Crew may call/seek the attention of any of the Race Umpires, in an emergency
- Ambulance will be stationed in Kallang River (Nursery beach)
- Evacuation of a medical casualty from the Racing Crew may be by power boat, depending on the situation



The Start

- a) The Start Line shall be Merdeka Bridge (facing Kallang Basin)
- b) All dragon boats shall assemble behind Merdeka Bridge
- c) All teams will draw will their respective Racing Numbers
- d) Time interval between teams will be **15 seconds apart**
- e) Finishing time will be adjusted according to Team's respective start time

Start Penalty:

< $\frac{1}{2}$ length of dragon boat crossed start line: **plus 5 seconds**

> $\frac{1}{2}$ length of dragon boat crossed start line: **plus 10 seconds**



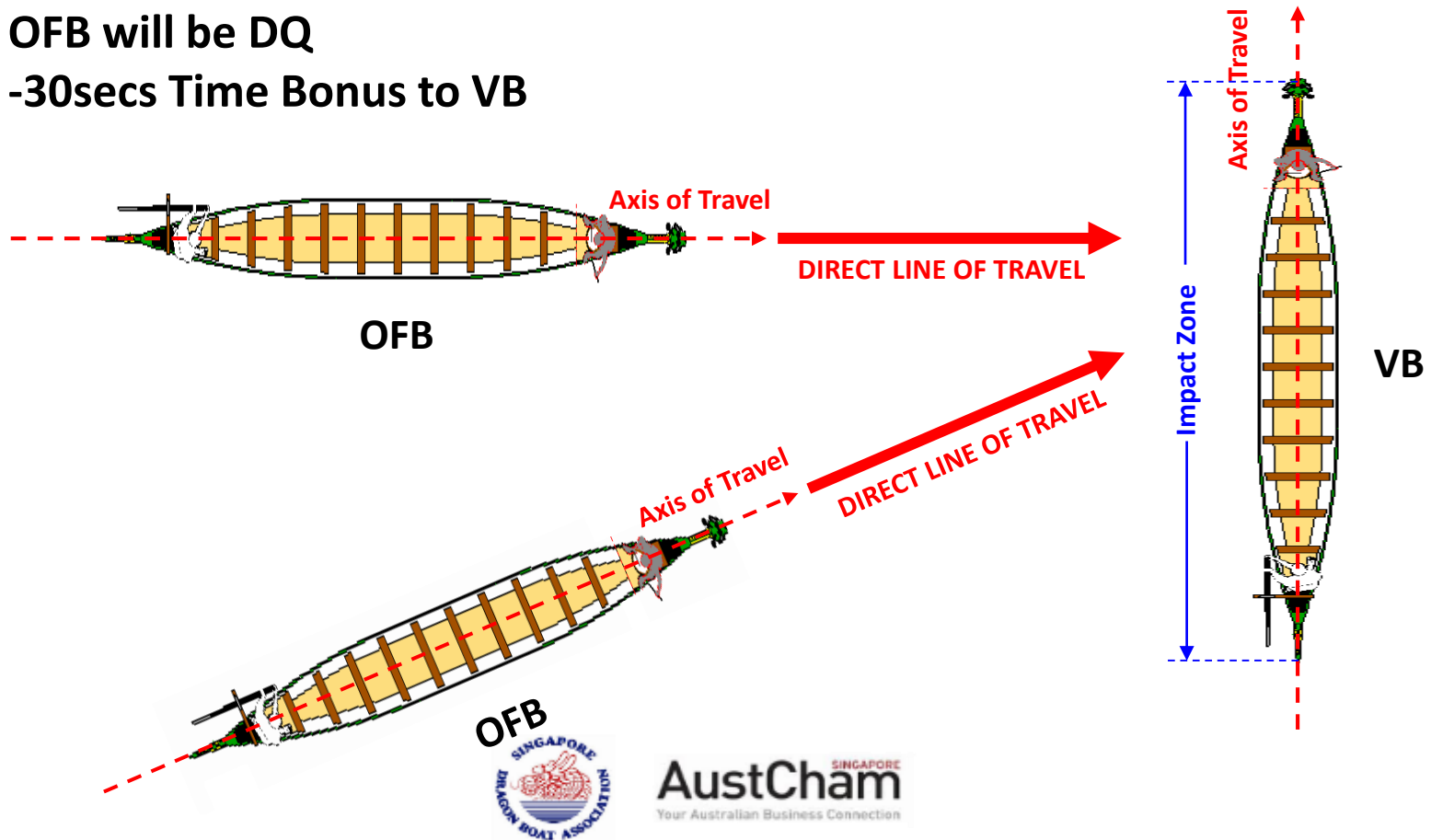
< TYPICAL START LINE > MERDEKA BRIDGE



COLLISION

10km Dragon Boat Challenge Definition:-

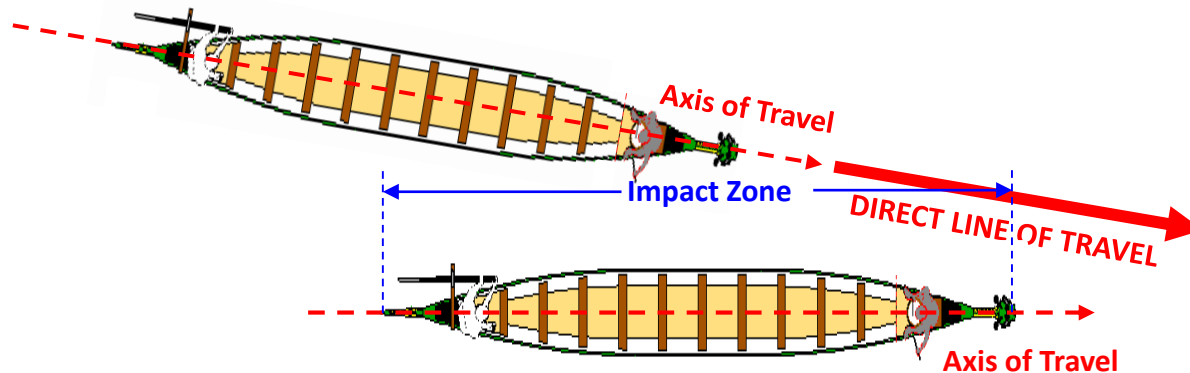
- When a dragon boat hit another, impact zone being bow to sides
- Axis of travel of the Offending Boat (OFB) is in direct line of travel into the Victim Boat (VB) impact zone
- OFB will be DQ
- -30secs Time Bonus to VB



SIDESWIPE

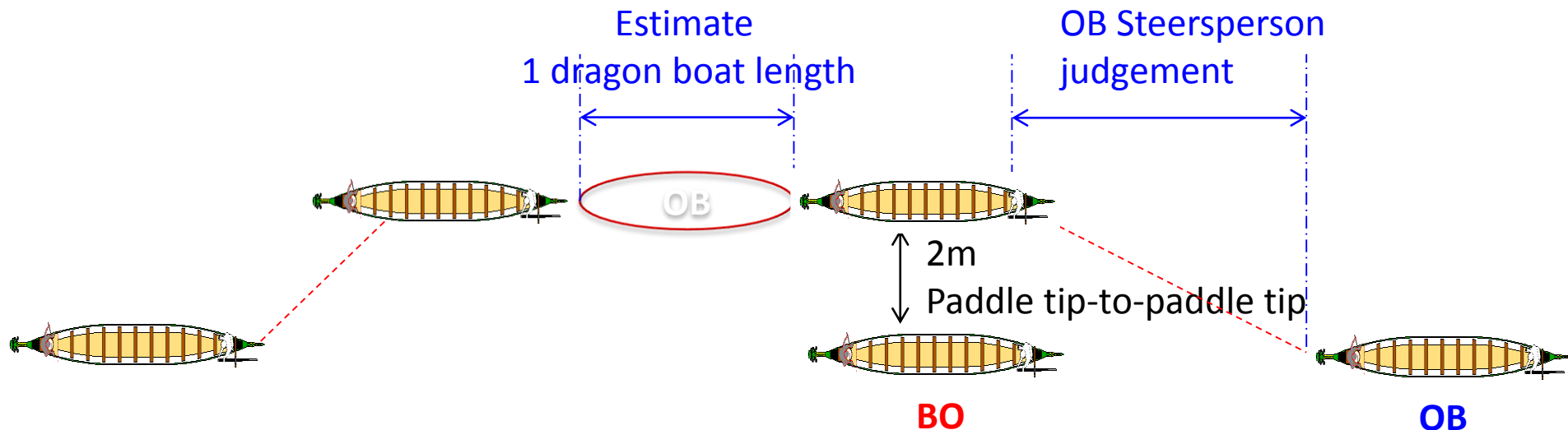
10km Dragon Boat Challenge Definition:-

- When a dragon boat hit another, impact zone being sides WITH sides AND/OR
- Striking of paddles between two(2) dragon boats
- Axis of travel of the Offending Boat (OFB) is NOT in direct line of travel into the Victim Boat (VB) body impact zone
- +20 secs Time Penalty to OFB
- -20 secs Time Bonus to VB
- If OFB causes 2nd Sideswipe, the OFB will be DQ



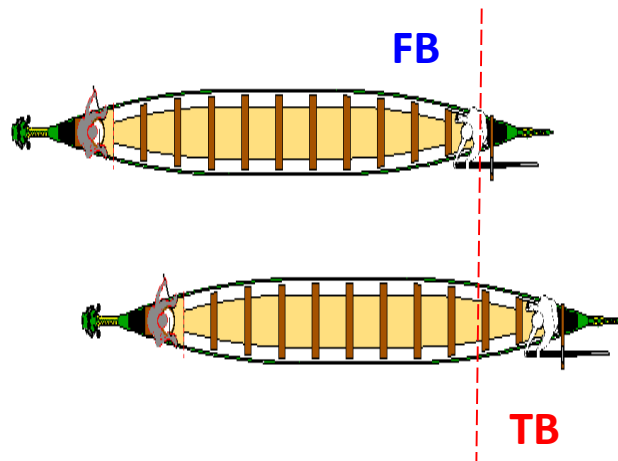
OVERTAKING

1. Can overtake either on the right or left
2. Overtaking Boat (OB) must maintain 2m clear from Boat Overtaken (BO), measured from paddle tip to paddle tip
3. BO must give clear water to OB coming back into race course after being passed



RIGHTS AT TURNS

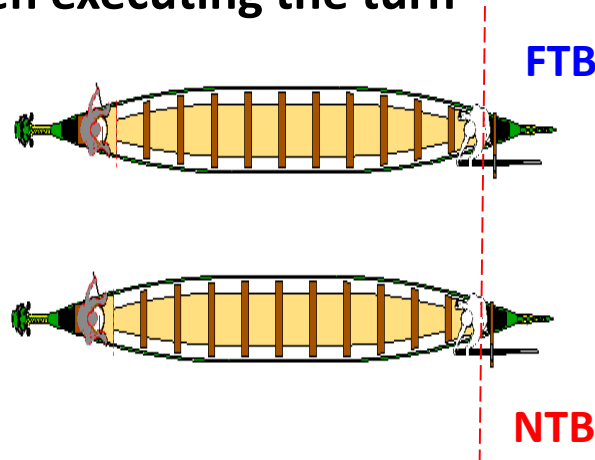
1. **In a Front Boat (FB) and Trailing Boat (TB) situation**
2. The FB has the right to turn first
3. The TB must give clear water for the FB to turn first
4. Any collisions/sideswipe that happened will be liable on the TB
5. All Steersperson are advised to exercise sound judgement in the interest of safety when executing the turn



DEFINITION OF TB:-
THE DRAGON BOAT IN THE
REAR IS MINIMUM ONE SEAT
BEHIND THE STEERSPERSON OF
THE DRAGON BOAT IN THE
FRONT

RIGHTS AT TURNS

1. **If both dragon boats are aligned (no FB and TB situation).**
2. The dragon boat nearest to the turn (the Near Turn Boat – NTB) has the right to turn first
3. The dragon boat further from the turn (the Far Turn Boat – FTB) must give clear water to the NTB to turn
4. Any collision or sideswipe that happened will be liable on the FTB
5. All Steersperson are advised to exercise sound judgement in the interest of safety when executing the turn



DEFINITION:-
THE STEERSPERSON OF BOTH
DRAGON BOATS ARE SIDE BY
SIDE

LEFT TURN MARKER



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MAN OVERBOARD

1. As a result of a collision, sideswipe, capsize or swamping
2. All dragon boats are required to hold water hard to avoid collision
3. Avoid drastic evasive maneuvering as this may cause further collisions and/or sideswipes with other dragon boats
4. All Steerspersons are advised to be vigilant and constantly look out for obstacles in the dragon boat line of travel
5. -10 secs Time Bonus for racing crews that have to Hold Water Hard to avoid a collision



CAPSIZE / SWAMPING

1. Stay with the capsize or swamped dragon boat
2. The nearest Race Umpire will come to your assistance (once it is safe for them to approach)
3. If able to right the dragon boat and re-board, you will be allowed to continue with the race
4. Otherwise, the crew will be rescued and the dragon boat towed to the nearest safe landing point
5. Any bonus times will be dependent on the cause of the capsize and/or swamping



INFRINGEMENTS

Standard 10 secs time penalty

- Cutting of corners at Turns
- Any other Technical and/or Non-Safety infringements..

DQ

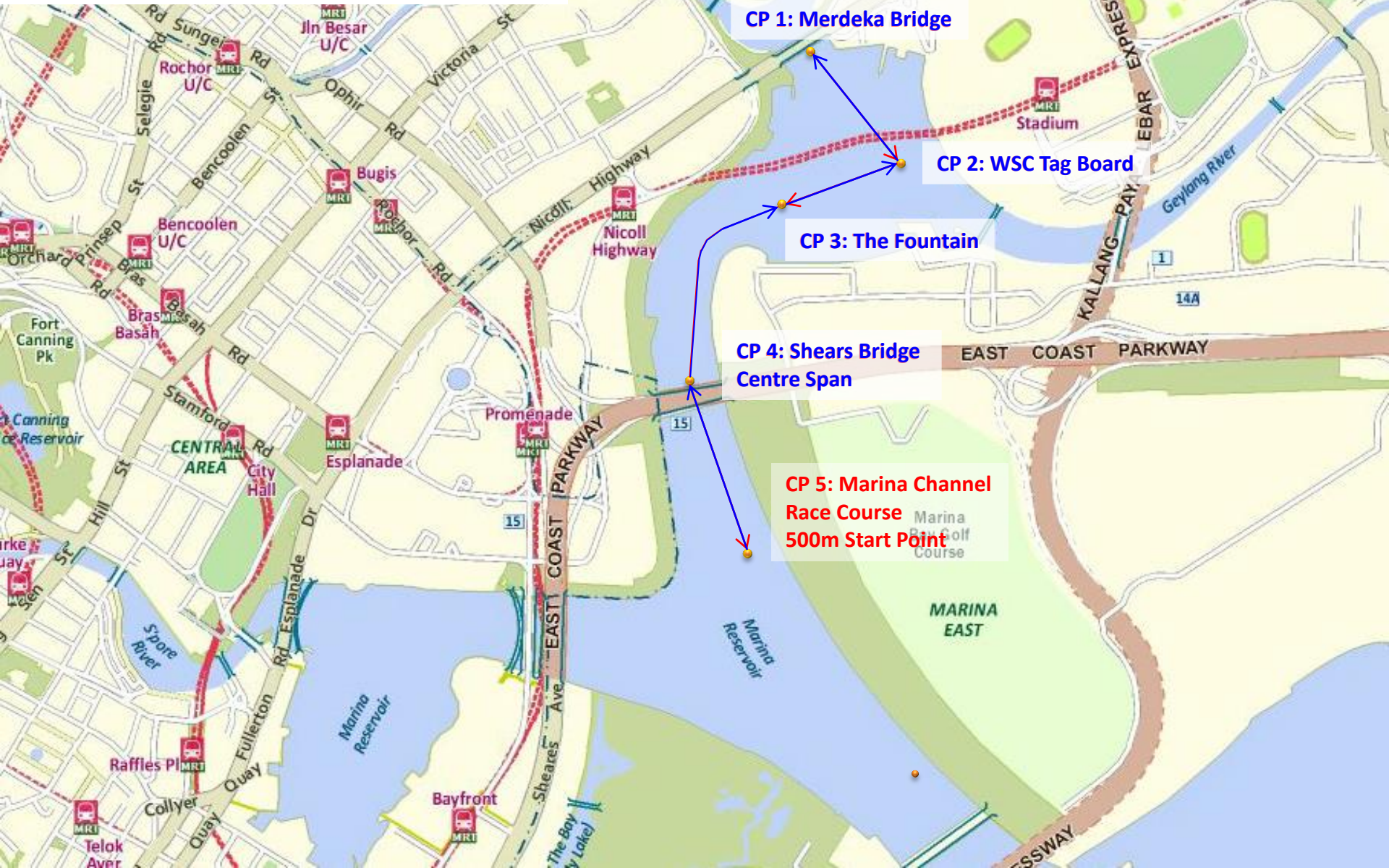
- If in the opinion of the Race Umpires, a Team was found not to exercise control to avoid collisions or capsizes or serious injuries to the crew of the Victim Boat

NOTE: THE INFRINGEMENT IS DEEMED TO HAVE OCCURRED IF IT WAS SEEN AND REPORTED BY A RACE OFFICIAL UNLESS A COLLISION OR SERIOUS INJURIES OCCURED



TRAVELING ROUTE

– 5KM

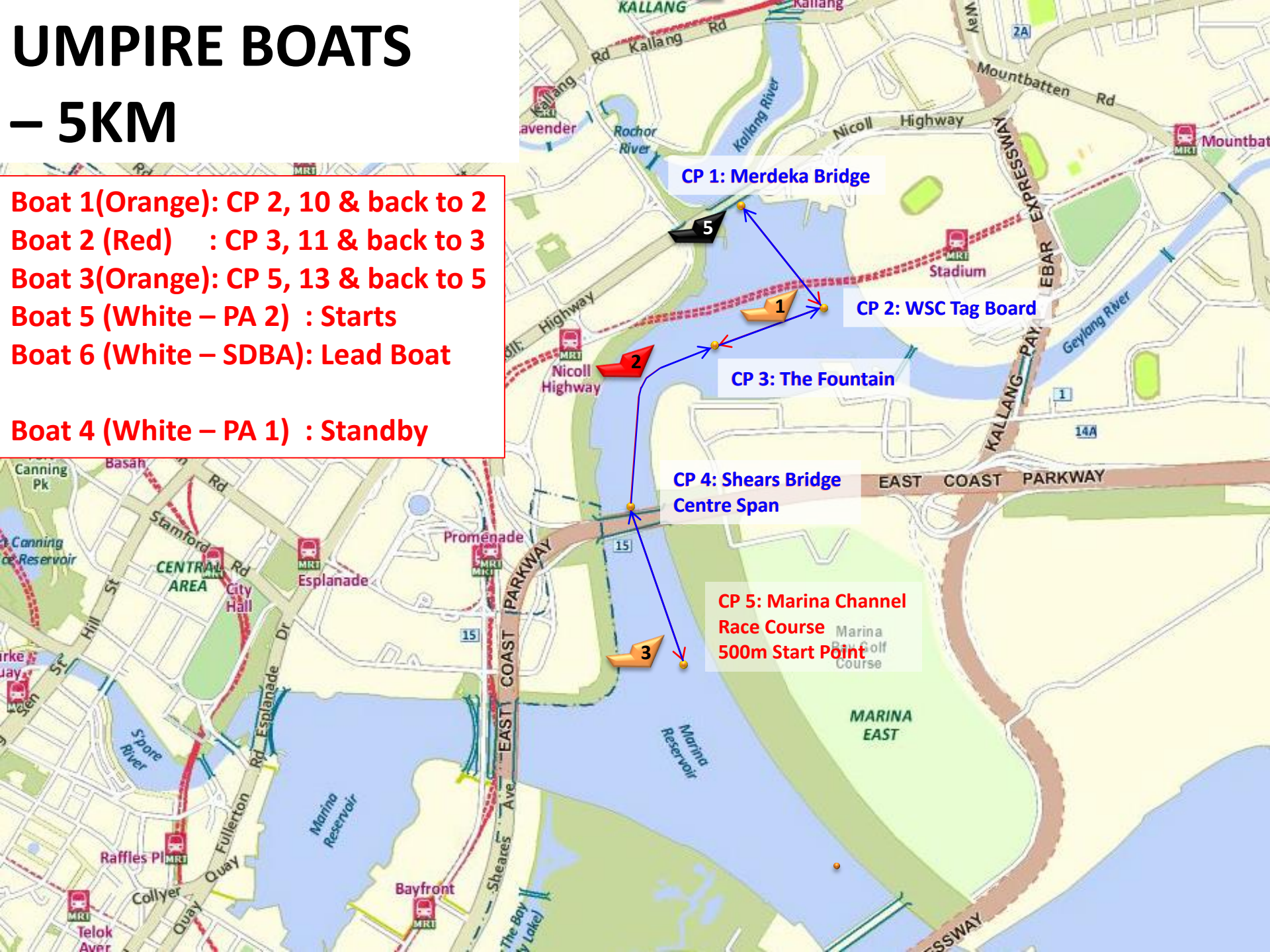


UMPIRE BOATS

– 5KM

Boat 1(Orange): CP 2, 10 & back to 2
Boat 2 (Red) : CP 3, 11 & back to 3
Boat 3(Orange): CP 5, 13 & back to 5
Boat 5 (White – PA 2) : Starts
Boat 6 (White – SDBA): Lead Boat

Boat 4 (White – PA 1) : Standby



TRAVELING ROUTE

– 10KM



UMPIRE BOATS

– 10KM

Boat 1(Orange): CP 2, 10 & back to 2
Boat 2 (Red) : CP 3, 11 & back to 3
Boat 3(Orange): CP 5, 13 & back to 5
Boat 4 (White – PA 1) : CP 6 & 7
Boat 6 (White – PA 2) : CP 8 & Starts
Boat 6 (White – SDBA): Lead Boat





< START LINE >
MERDEKA BRIDGE

< ROUTE 1 >

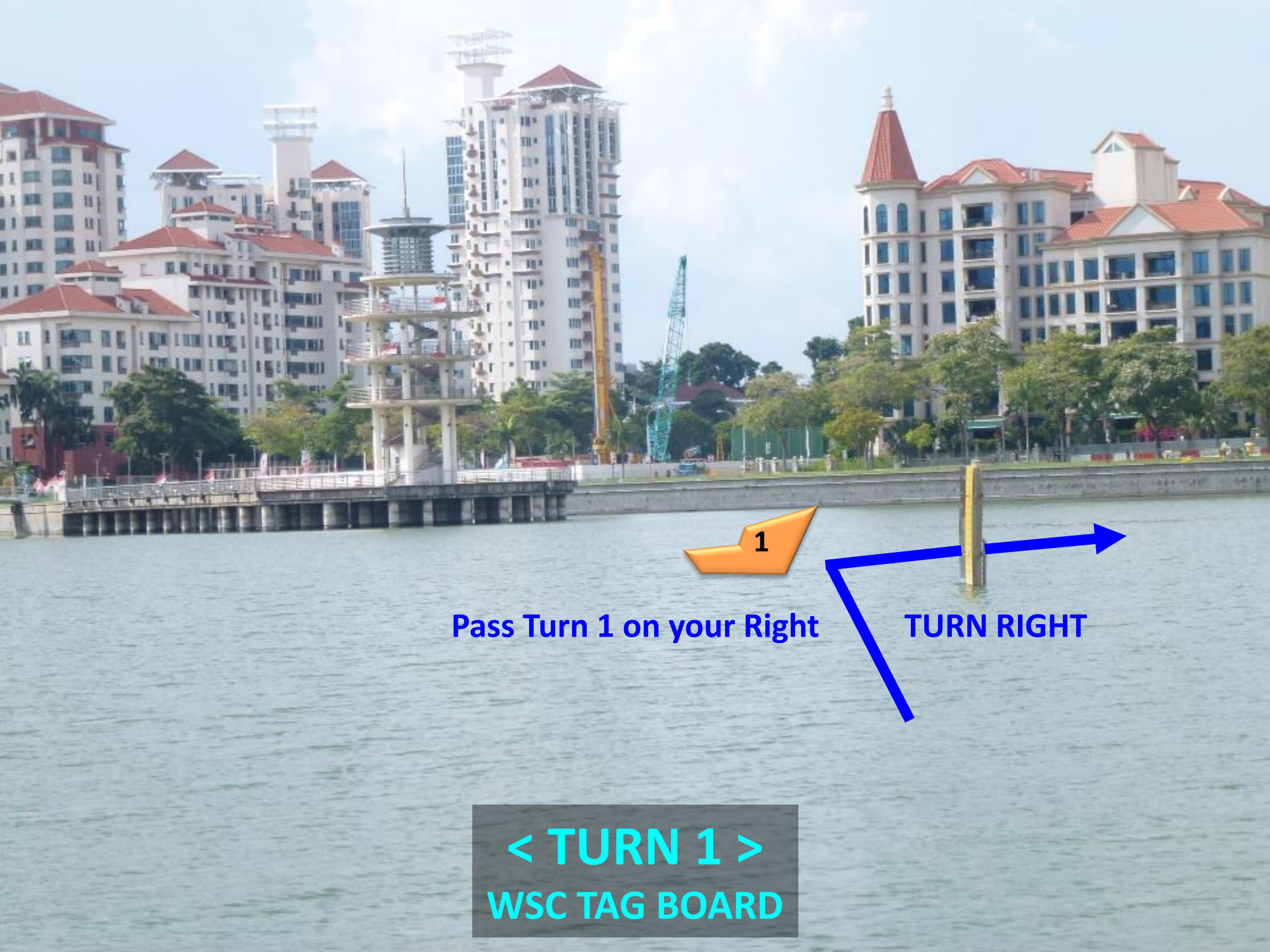
MERDEKA BRIDGE TO WSC TAG BOARD

Aim at Cosy Bay Tower

**Look out for
Orange power boat**

Travel outside of the Kallang Basin 500m race course





Pass Turn 1 on your Right



< TURN 1 >
WSC TAG BOARD

< ROUTE 2 >
WSC TAG BOARD TO FOUNTAIN





TURN LEFT



Look out for Red power boat

Pass Turn 2 on your LEFT

**< TURN 2 >
THE FOUNTAIN**

< ROUTE 3 >
FOUNTAIN TO SHEARS BRIDGE CENTRE SPAN



< ROUTE 4 >
SHEARS BRIDGE CENTRE SPAN
TO
MARINA CHANNEL RACE COURSE 500m



Travel outside of the Marina Channel race course

Look out for a
Orange powerboat

CUT LEFT &
AIM AT THE
LEFT SIDE OF
THE ROW OF
FLOOD GATES

Pass Buoys on your LEFT

< TURN 3 >
MARINA CHANNEL RACE COURSE 500m

< ROUTE 5 >

**MARINA CHANNEL RACE COURSE 500m to
NO ENTRY BUOY @ GARDENS BY THE BAY EAST**

Aim at the Yellow Buoy nearest to shore



**Look out for a
White powerboat**



Pass Turn 4 on your Right

TURN RIGHT

< TURN 4 >

NO ENTRY BUOY @ GARDENS BY THE BAY EAST

< ROUTE 6 >
NO ENTRY BUOY @ GARDENS BY THE BAY EAST
TO
NO ENTRY BUOY @ MARINA BARRAGE



**Aim at the Yellow Buoy
at far-shore**



Pass Turn 5 on your Right

TURN RIGHT

< TURN 5 >

NO ENTRY BUOY @ MARINA BARRAGE

< ROUTE 7 >
NO ENTRY BUOY @ MARINA BARRAGE
TO
MOORING BUOYS @ SINGAPORE FLYER



Aim at the Yellow Buoy on the Left

**Look out for a
White powerboat**



5

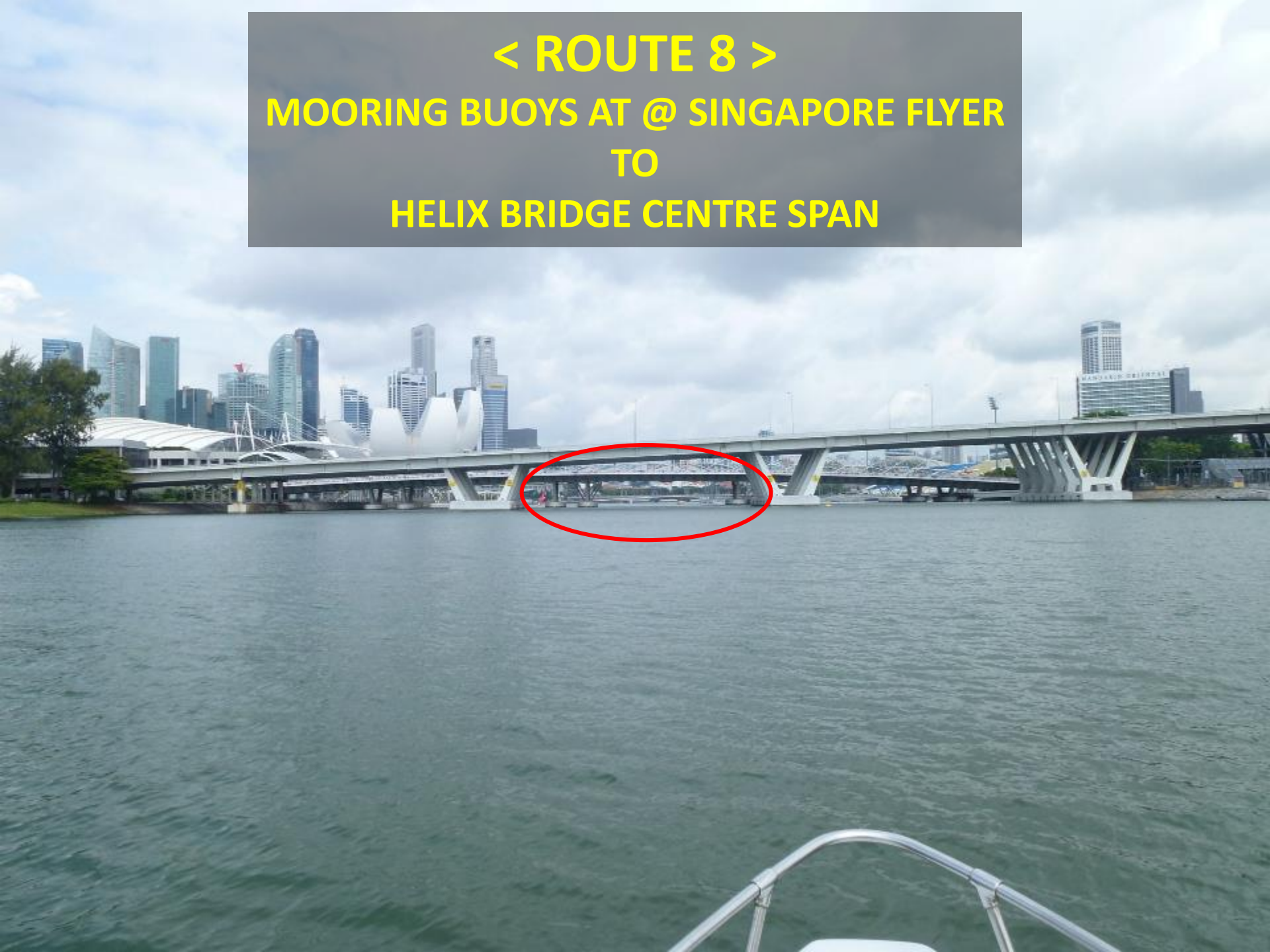
TURN LEFT

Pass Turn 6 on your LEFT

< TURN 6 >

MOORING BUOY @ SINGAPORE FLYER

< ROUTE 8 >
MOORING BUOYS AT @ SINGAPORE FLYER
TO
HELIX BRIDGE CENTRE SPAN



< ROUTE 9 >
HELIX BRIDGE CENTRE SPAN
TO
SAILING BUOY @ MERLION

Aim at Merlion

**Lookout for
the Orange
power boat**



< TURN 7 >
MOORING BUOY @ MERLION

< ROUTE 10 >
SAILING BUOY @ MERLION
TO
SAILING BUOY @ FULLERTON BAY HOTEL



Pass Turn 8 on your Left
Aim at Promontory/Customs House

Lookout for the Red power boat

< TURN 8 >
SAILING BUOY @ FULLERTON BAY HOTEL



TURN LEFT



Pass Turn 8 on your Left

< TURN 8 >
SAILING BUOY @ FULLERTON BAY HOTEL

Lookout for the
Red power boat

< ROUTE 11 >
SAILING BUOY @ FULLERTON BAY HOTEL
TO
SAILING BUOY @ DBSMR JETTY

Aim at DBSMR Jetty

Pass Turn 9 on your Left





TURN LEFT

Pass Turn 9 on your Left

< TURN 9 >
SAILING BUOY @ DBSMR JETTY

< ROUTE 12 >
SAILING BUOY @ MBS JETTY
TO
SAILING BUOY @ MBS SANDS THEATRE

Aim at The Float

Pass Turn 10 on your Right

TURN RIGHT

**Lookout for
the Orange
power boat**

< TURN 10 >
MOORING BUOY @ MBS SANDS THEATRE


< ROUTE 13 >
SAILING BUOY @ MBS SANDS THEATRE
TO
HELIX BRIDGE CENTRE SPAN



< ROUTE 14 >
HELIX BRIDGE CENTRE SPAN
TO
MOORING BUOYS @ SINGAPORE FLYER

Aim at the Mooring Buoy furthers from Singapore Flyer





Pass Turn 11 on your Right

TURN RIGHT

< TURN 11 >
MOORING BUOYS @ SINGAPORE FLYER

< ROUTE 15 >
MOORING BUOYS @ SINGAPORE FLYER
TO
NO ENTRY BUOY @ MARINA BARRAGE



Aim at the No Entry Buoy nearest to Marina Barrage



TURN LEFT

Pass Turn 12 on your LEFT

< TURN 12 >

NO ENTRY BUOY @ MARINA BARRAGE

< ROUTE 16 >
NO ENTRY BUOY @ MARINA BARRAGE
TO
NO ENTRY BUOY @ GBBE



**Aim at the Yellow Buoy
at far-shore**



TURN LEFT

Pass Turn 13 on your LEFT

< TURN 13 >
NO ENTRY BUOY @ GBBE

< ROUTE 17 >
NO ENTRY BUOY @ GBBE
TO
MARINA CHANNEL RACE COURSE 500m



Aim at Shears Bridge Left Span



Pass Turn 14 on your Right

TURN RIGHT

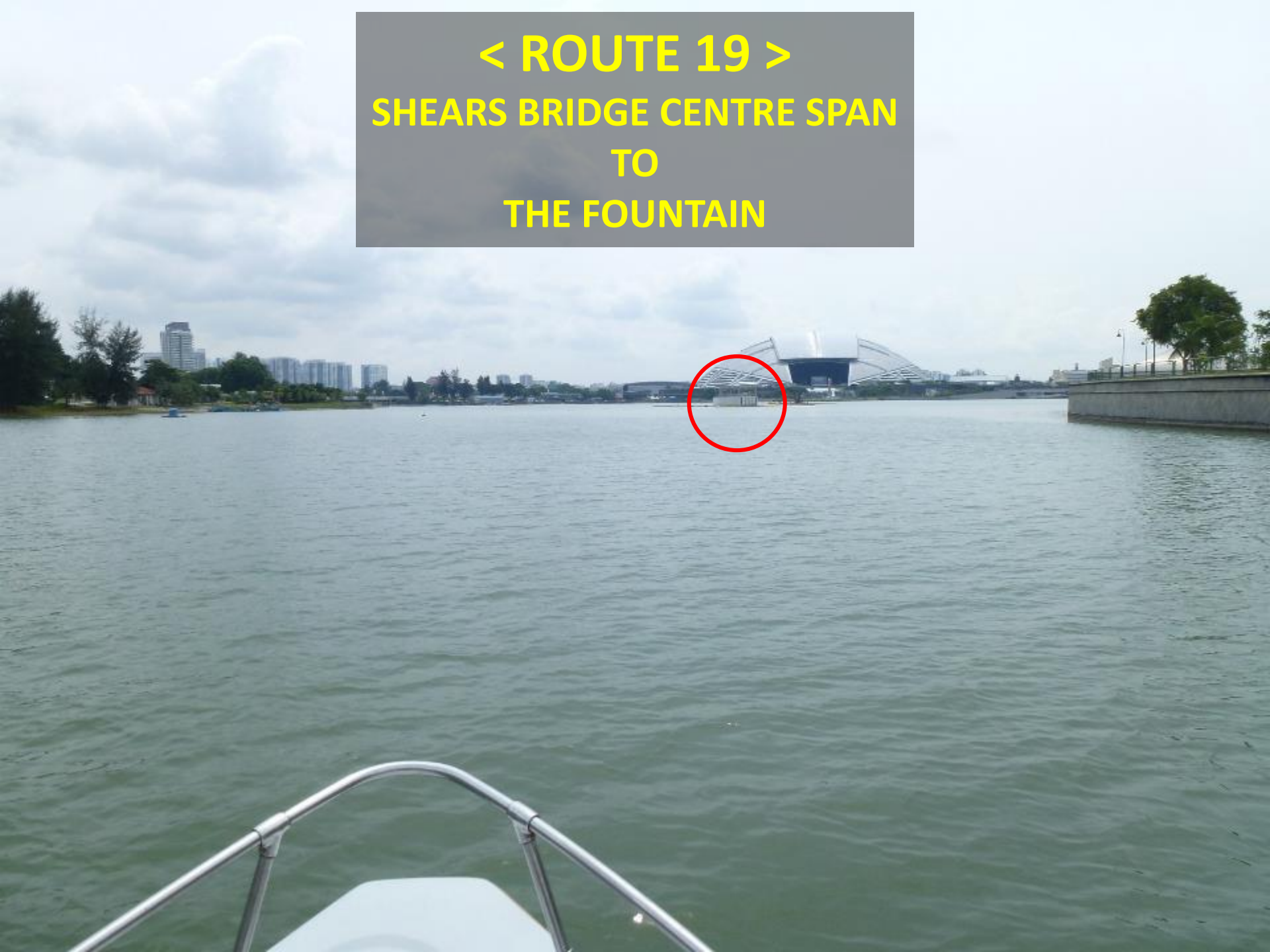
< TURN 14 >

MARINA CHANNEL RACE COURSE 500m

< ROUTE 18 >
MARINA CHANNEL RACE COURSE 500m
TO
SHEARS BRIDGE CENTRE SPAN



< ROUTE 19 >
SHEARS BRIDGE CENTRE SPAN
TO
THE FOUNTAIN



A photograph of the Singapore National Stadium, a large, modern building with a distinctive white, ribbed, dome-like roof. The stadium is situated behind a body of water. In the foreground, a blue arrow originates from the left, points diagonally up and to the right, then turns horizontally to the right, ending in a large arrowhead. The text "TURN RIGHT" is positioned at the start of the arrow, and "Pass Turn 15 on your RIGHT" is positioned along the horizontal segment. At the bottom center, a dark grey box contains the text "< TURN 15 > THE FOUNTAIN" in cyan. The sky is overcast with grey clouds.


TURN RIGHT

Pass Turn 15 on your RIGHT

**< TURN 15 >
THE FOUNTAIN**

< ROUTE 20>
THE FOUNTAIN TO WSC TAG BOARD

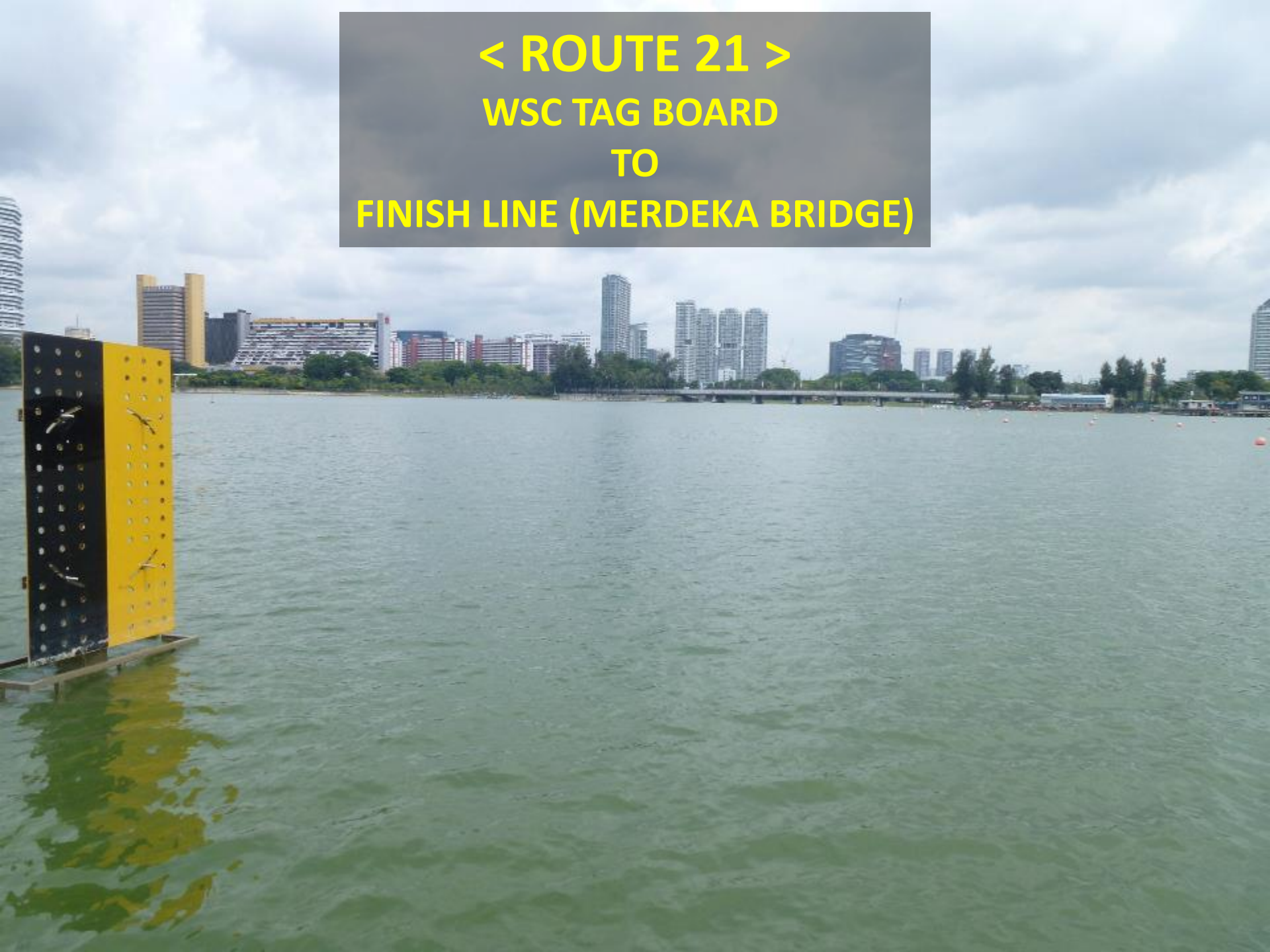




TURN LEFT **Pass Turn 16 on your LEFT**

< TURN 16 >
WSC TAG BOARD

**< ROUTE 21 >
WSC TAG BOARD
TO
FINISH LINE (MERDEKA BRIDGE)**





< FINISH LINE >
MERDEKA BRIDGE