HURLEY REGATTA RACE RULES

RACE RULES FOR WEBSITE AND PROGRAMME

# ALL RACES

1. Stations count from the Bucks shore to the Berks shore and are marked with stake boat and buoys. See site plan (end of this document).

2. Teams must finish with all crew on board.

1. Competitors must ensure that they are in the correct boat and on the correct station as shown in the programme.
2. All craft must return to the start at the end of each race.

**FOOTWEAR**

Hard / Heavy shoes must not be worn while competing.

**BUOYANCY AIDS**

Participants are asked to please please please provide their own (level 50N or higher, CE and EN ISO 12404-5:2020 certified) … however we do have a few buoyancy aids we can lend out if needed.

**SWIMMERS**

All entrants must have a moderate level of swimming ability and able to swim at least 50m and are able to tread water comfortably for up to 5 minutes while awaiting rescue in the event of capsizing. If there is doubt as to swimming ability, a buoyancy aid must be worn and race marshals made aware before entering onto the water. It is at the marshals’ discretion to deny a participant from entering a race due to reported swimming ability.

**BAD LUCK**

Any fault with boat or equipment after the Start is deemed “Bad Luck”.

**PROGRAMME**

In order to adjust to the development of events on the day, the committee reserve the right to alter the programme at short notice.

**In all matters the decision of the Judges and Committee are final.**

RACE RULES FOR DISTRIBUTION TO MARSHALLS, JUDGES, AND COMPETITORS. LAMINATED COPIES DISPLAYED ON RACE DAY.

Please note that the race parameters for age ranges and buoyancy aids have been agreed following lengthy discussions based on the capsize risk we believe the craft in question to be, and to make the event as inclusive as possible for children and adults alike. The prerequisite is that all participants have a moderate level of swimming ability, can tread water and that we the committee have provided sufficient on water rescue craft and personnel.

|  |
| --- |
| **Races groped by craft type in alphabetical order (novelty races in separate table below):** |
| Bath Race BATHS – Buoyancy Aids must be worn by all participants. **Mixed Ages: Team of 4. 2 adults, 2 children. Children 10 – 17 yrs, adults 18yrs and up.**   1. All Bath Races are a straight race to the finish. 2. Baths that sink will be removed from the course by the boat return team and will not be allowed to continue. 3. All baths must be returned to the start.   **Adults: Team of 4. 16yrs and up.**   1. All Bath Races are a straight race to the finish. 2. Baths that sink will be removed from the course by the boat return team and will not be allowed to continue. 3. All baths must be returned to the start. |
| CANADIAN CANOES - Buoyancy Aids must be worn by all children and are optional for adults.  **Little and Large. Team of 2. 1 adult and 1 child. Children 5 – 17yrs. Adults 18yrs and up.**   1. Teams must paddle past the finish line turn **clockwise** round **their own** turning buoy then paddle upstream to the finish to end the race. 2. Teams will be disqualified if they turn round any other buoys. 3. All Canadian Canoes must be returned to the start.   **Damsel in distress. Team of 2. 1 damsel and 1 adult. Damsel 10yrs and up. Adults 18yrs and up.**   1. The Damsel does not have a paddle. 2. Each Knight will paddle his Damsel out to the correct stake-boat. 3. The Knights will then paddle down to Start 2 as designated by the starter, (about 50 yards downstream) and take up their correct stations facing upstream. 4. The Knights will paddle **upstream** and rescue their Damsels and then paddle **straight** down to the Finish. 5. All Canadian Canoes must be returned to the start.   **Double Men’s. Team of 2. Adults 18yrs and up.**   1. Teams must paddle past the finish line turn **clockwise** round **their own** turning buoy then paddle upstream to the finish to end the race. 2. Teams will be disqualified if they turn round any other buoys. 3. All Canadian Canoes must be returned to the start.   **Double Women’s. Team of 2. Adults 18yrs and up.**   1. Teams must paddle past the finish line turn **clockwise** round **their own** turning buoy then paddle upstream to the finish to end the race. 2. Teams will be disqualified if they turn round any other buoys. 3. All Canadian Canoes must be returned to the start.   **Double mixed. Team of 2, 1 man, 1 woman. Adults 18yrs and up.**   1. Teams must paddle past the finish line turn **clockwise** round **their own** turning buoy then paddle upstream to the finish to end the race. 2. Teams will be disqualified if they turn round any other buoys. 3. All Canadian Canoes must be returned to the start.   **Single Men’s. 1 paddler. 18yrs and up.**   1. Straight race to the finish. 2. All Canadian Canoes must be returned to the start.   **Single Women’s. 1 paddler. 18yrs and up.**   1. Straight race to the finish. 2. All Canadian Canoes must be returned to the start. |
| Cobra Kayak Races  COBRA KAYAK - Buoyancy Aids must be worn by all children and are optional for adults.  **Little and Large. Team of 2. 1 adult and 1 child. Children 5 – 17yrs. Adults 18yrs and up.**   1. Straight race to the finish. 2. All Cobra Kayaks must be returned to the start.   **Junior double. Team of 2. Children 10 – 17yrs.**   1. Straight race to the finish. 2. All Cobra Kayaks must be returned to the start.   **Adult double. Team of 2. Adults 18yrs and up.**   1. Straight race to the finish. 2. All Cobra Kayaks must be returned to the start.   **Singles 10 – 13yrs. 1 Paddler. Children 10 – 13yrs.**   1. All Cobra Kayak Races are a straight race to the finish. 2. All Cobra Kayaks must be returned to the start.   **Singles 14 – 17yrs. 1 Paddler. Children 14 – 17yrs.**   1. All Cobra Kayak Races are a straight race to the finish. 2. All Cobra Kayaks must be returned to the start.   **Singles Adult. 1 Paddler male or female. 18yrs and up.**   1. All Cobra Kayak Races are a straight race to the finish. 2. All Cobra Kayaks must be returned to the start. |
| Dinghy Races  DINGHY - Buoyancy Aids must be worn by all children and are optional for adults.  **Cox Single Dinghy. 1 adult rower, 1 cox. Cox: 5yrs and up, adult 18yrs and up.**   1. Straight race to the finish. 2. All Dinghy’s must be returned to the start.   **Single Dinghy - Juniors. 1 rower. Children 10 - 17yrs.**   1. Straight race to the finish. 2. All Dinghy’s must be returned to the start.   **Single Dinghy – Men’s. 1 rower. Adult 18yrs and up.**   1. Straight race to the finish. 2. All Dinghy’s must be returned to the start.   **Single Dinghy – Women’s. 1 rower. Adult 18yrs and up.**   1. Straight race to the finish. 2. All Dinghy’s must be returned to the start. |
| Dragon Boat Race  Dragon Boat Race - Buoyancy Aids must be worn by all participants.  **Mixed ages. Teams of 10 and 1 helmsman. Children 10 – 17yrs, adults 18yrs and up.**   1. All Dragon Boat Races are a straight race to the finish. 2. All Dragon Boats must be returned to the start. 3. Paddlers will be given a brief practice paddle with instruction from the helmsmen prior to their race. 4. Races are timed and the two or three (tbc depending on entry numbers) fastest teams go through to the finals. 5. Due to the time-consuming nature of these races and the practice paddle, Dragon boat participants will be excluded from entering some of the other races to balance our race scheduling plan. |
| Giant Paddle Board Races  GIANT PADDLE BOARD - Buoyancy Aids must be worn by all participants.  **Mixed ages. Teams of 4. 2 adults and 2 children. Children 10 – 17yrs, adults 18yrs and up.**   1. All Giant Paddle Board Races are a straight race to the finish. 2. All Giant Paddle Boards must be returned to the start.   **Childrens. Team of 4. Children 10 – 17yrs.**   1. All Giant Paddle Board Races are a straight race to the finish. 2. All Giant Paddle Boards must be returned to the start.   **Adults. Team of 4. Adults 18yrs and up.**   1. All Giant Paddle Board Races are a straight race to the finish. 2. All Giant Paddle Boards must be returned to the start. |
| Inflatables Race  INFLATABLES - Buoyancy Aids must be worn by all participants.  **Inflatables race. Singles or Teams (separate classes). 2 people or more on one inflatable counts as a team. Children 10 – 17yrs. Adults 18yrs and up.**   1. Straight race to the finish. 2. Start line to be determined by race start marshal on the day. 3. Mass start on water for singles and teams. 4. All participants provide their own inflatable (swimming pool appropriate fun inflatable). Inflatable boats are not allowed. Paddles are not allowed. Inflatable animals, beds, chairs, sofas, etc. are permitted. 5. Participants are allowed to wear wet-suits and are encouraged to have a change of warm clothing for after the race. 6. All inflatables must be removed from the river on finishing. |
| Katakanu Races  KATAKANU - Buoyancy Aids must be worn by all under 18s, optional for adults.  **Mixed Ages. Teams of 6. At least 2 adults. Children 5 – 17yrs, adults 18yrs and up.**   1. All Katakanu Races are a straight race to the finish. 2. All Katakanus must be returned to the start.   **Adults. Teams of 6. 16yrs and up.** |
| RAFT RACE – separate race rule document  **Mixed Ages. Teams of 4. At least 2 adults, all adults is also acceptable. Children 10 – 17yrs, adults 18yrs and up.**   1. Straight race to the finish. |
| Standard Stand Up Paddle Board Races  STANDARD PADDLE BOARDS - Buoyancy Aids must be worn by all participants.  **Stand Up Paddle Board 10 – 13yrs. 1 Paddler. Children 10 – 13yrs.**   1. Standing is encouraged but not essential. 2. Straight race to the finish. 3. All Stand Up Paddle Boards must be returned to the start.   **Stand Up Paddle Board 14 – 17yrs. 1 Paddler. Children 14 – 17yrs.**   1. Standing is encouraged but not essential. 2. Straight race to the finish. 3. All Stand Up Paddle Boards must be returned to the start.   **Stand Up Paddle Board Men’s. 1 Paddler. Adult 18yrs and up.**   1. Standing is encouraged but not essential. 2. Straight race to the finish. 3. All Stand Up Paddle Boards must be returned to the start.   **Stand Up Paddle Board Women’s. 1 Paddler. Adults 18yrs and up.**   1. Standing is encouraged but not essential. 2. Straight race to the finish.   All Stand Up Paddle Board must be returned to the start. |

|  |
| --- |
| **Novelty Races (All on Giant Stand Up Paddle Boards)** |
| **TUG-O-WAR (Novelty)** – Buoyancy Aids must be worn by all participants. **Giant Stand Up Paddle Board. Team of 4. 18yrs and up.**   1. Crafts: Giant Paddle Boards. Teams of 4. 2. The craft are connected together with the TUG-O-WAR rope. 3. The teams will paddle away from the other team until one team is pulled backwards to a point to be decided by the Starter. |
| Giant Stand Up Paddle Board Game  **WACK ATTACK GLADIATORS** - Buoyancy Aids must be worn by all participants.  **Giant Stand Up Paddle Board Wack Attack 10 – 13yrs. 2 Opponents. Children 10 – 13yrs.**   1. Over deep water – position to be indicated by race officials. 2. Two opponents with an inflatable bat/pool toy each standing on the same paddle board hit one another until someone falls off. 3. Wrestling / punching etc. will lead to disqualification. 4. The winner is the last remaining person on the board. 5. If both participants fall off the Paddle Board Simultaneously / in quick succession, the first one back on the Paddle Board standing wins.   **Giant Stand Up Paddle Board Wack Attack 14 – 17yrs. 2 opponents. Children 14 - 17yrs.**   1. Over deep water – position to be indicated by race officials. 2. Two opponents with an inflatable bat/pool toy each standing on the same paddle board hit one another until someone falls off. 3. Wrestling / punching etc. will lead to disqualification. 4. The winner is the last remaining person on the board. 5. If both participants fall off the Paddle Board Simultaneously / in quick succession, the first one back on the Paddle Board standing wins.   **Giant Stand Up Paddle Board Wack Attack Adults. 2 opponents. Adults 18yrs and up.**   1. Over deep water – position to be indicated by race officials. 2. Two opponents with an inflatable bat/pool toy each standing on the same paddle board hit one another until someone falls off. 3. Wrestling / punching etc. will lead to disqualification. 4. The winner is the last remaining person on the board. 5. If both participants fall off the Paddle Board Simultaneously / in quick succession, the first one back on the Paddle Board standing wins. |

**Race Route / How to turn around your turning buoy - Clockwise** 