



Mercer County Dragon Boat Festival

Mercer County Park, Princeton, NJ

2K RULES OF RACING

1. Racing shall take place in a counter-clockwise direction. Crews are not permitted to race on the inside of the buoys marking the left hand edge of the Racing Lane, except when overtaking after completing a turn.
 2. It is incumbent on the Steersman, when not overtaking another boat to maintain a distance of at least six (6) meters from the buoys on the boat's left (port) side, thus allowing crews who may be overtaking on the port side to have as much clear water as possible, in which to overtake. Crews taking other Lines of Racing to overtake must maintain a distance of 2 meters between boats. If a crew ignores the intention of the 2-metre rule and in so doing causes any other boat(s) to steer an unreasonably wide course to maintain their Line of Racing or avoid a collision, then a Time Penalty of 5-10 seconds may be awarded by the Chief Official. When a crew that is being overtaken alters its course and makes difficulties for the overtaking boat, the same Time Penalties may be awarded by the Chief Official.
 3. When a boat is overtaking another boat, it is the duty of the overtaking boat to give clear water to the boat it is overtaking. Similarly, the boat being overtaken is not allowed to alter its course to make difficulties for the overtaking boat(s). Overtaking will be carried out to the left of the boat being overtaken except when the width of the Racing Lane allows crews to overtake in clear water to the right of the boat.
 4. When approaching a turn, the crew being overtaken must give way and allow "clear water" to the overtaking crew. A crew overtaking on the right (outside) of another boat must hold their line and keep "clear water", with the boat they are overtaking until the approaching turn has been negotiated, after which time they can complete the overtaking maneuver.
 5. A boat about to be overtaken must not alter its Line of Racing once the Head of the overtaking boat is level with or has passed the Steersman (Helm) in the boat being overtaken. When the Steersman of the overtaking boat is level with or has passed the Drummer in the boat being overtaken, then the overtaken boat must give way and maintain its line. When overtaking or being overtaken, Steersmen must maintain clear water between the paddles of their own boat and other boats in the race, 2 meters of clear water between boats should be maintained.
- If, in the opinion of the Chief Official any racing maneuver by an overtaking crew or a lack of clear water between boats has endangered the safety of another crew, or materially affected the result of the race, the offending crew shall receive a time penalty or disqualified from the race. If a crew's race time has been adversely affected by the actions of another crew, the Chief Official may award when a Course Official has confirmed that time has been lost through an obstruction or impediment of the crew concerned, a Time Bonus of up to 20 seconds.
6. The Turning Point buoys shall be passed to port (left) in an anti-clockwise direction. In making a turn the inside boat shall follow as closely as possible, the course marked by the buoy(s) at the Turning Point. When more than one crew is making a turn, at the same Turning Point, then a crew on the outside line must leave room for a crew on an inside line. The Course Officials must see clear water between boats.
 7. A crew on an inside line must not make difficulties for a crew holding an outside line by, for example, steering wide around the Turning Point. If in the opinion of the Chief Official a crew has not attempted to steer in a safe manner around a turn, then Time Penalties may be awarded against the offending crew(s).
 8. When a crew has completed its final turn and is in the last 500m straight of the race, it may cross into the main Racing Course and take any Racing Line down the last 500m. Overtaking on either side of another boat is permitted during the last 500m provided that clear water is given to any other boat on the Racing Course.



Mercer County Dragon Boat Festival

Mercer County Park, Princeton, NJ

9. Impeding / Collisions

If during the course of the race a boat impedes or collides with another boat the Chief Official shall apportion blame. If the Chief Official decides that a boat has impeded the forward motion of another boat, or that the crew in the impeded boat had, by necessity, to stop paddling; then a Time Penalty of up to thirty (30) seconds may be awarded to the impeding crew. A Time Bonus may also be awarded to the impeded boat.

10. Starting Procedures

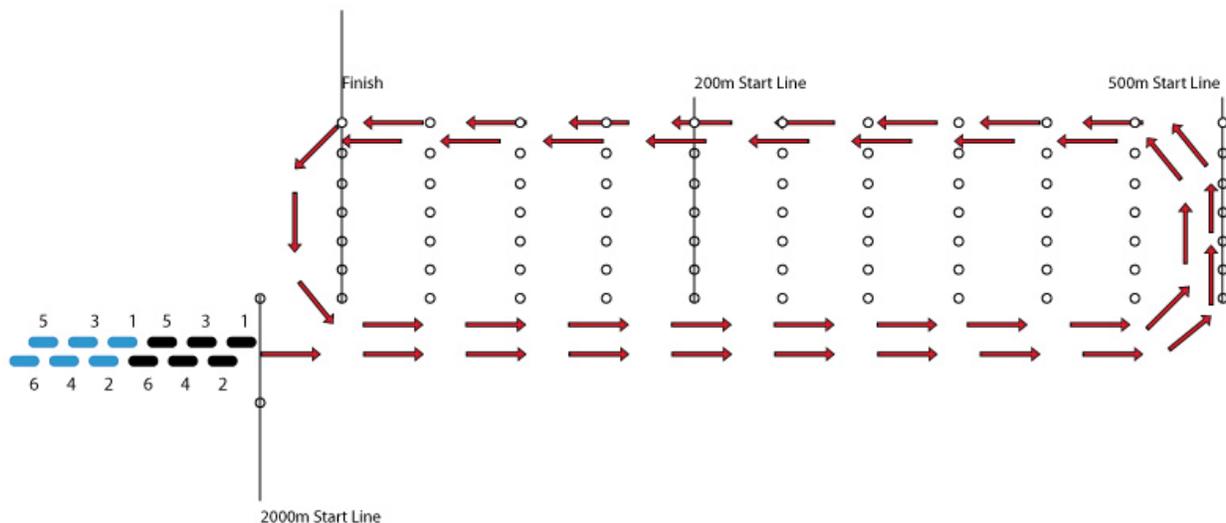
Boats shall normally be started at intervals. A 'staggered' start using a countdown from five (5) seconds and 'Go' shall be used. The time interval between crews will be fifteen (15) seconds. Boats will be allowed to be moving at the start. Your start time is based on the gun time, not when the boat crosses the start line. Time penalties will be assessed if you cross the line before the 15 second interval.

If conditions allow all boats will be lined up, one behind the other, slowest crew first opposite the main Racing Lane, behind the Start Line. They will move to the start when called in turn.

11. Late at the Start

Failure to be at the Start Line on time will not prevent the Starter from starting the next crew in the line.

12. Race Course



1. All boats must start outside of the start buoy. Align boats as displayed to ensure timely arrival at Start Line.
2. Turning buoy will be marked with double buoys. It will be the 50m mark from the 500m race.
Crew must also round outside of the red turning buoy at the apex of the turn.
3. Boats may finish anywhere along the Finish Line.

Notes:

1. Race up the course in Lane 7.
2. Turns 1 and 3 are after the 50m mark used for the 500m distance.
3. Race down the course on the inside of Lane 1.
4. Turn 2 is at the Finish Line used for the 500m distance.
5. The course is exactly 2000m in length.