

General Competition rules

1. Steersmen will be randomly selected. The use of bribery or performance enhancing products for steersmen is illegal under international rafting law. In the event of such misadventure a judging panel will decide on the outcome. However, the judging panel is aware that bribery may happen.

Steersmen are to be neutral and non bias at all times. Their specific role is to steer, maintain safety and call instructions, not to assist with paddling.

2. No intentional physical contact (raft to raft, paddle to paddle, person to person, person to paddle/raft) is allowed at any stage of a race. This includes ramming.

3. Intentional blocking of teams wishing to pass is illegal. Intentional blocking is defined as the intentional changing of direction intended with the aim of impeding the progress of another raft.

4. In the event of a team member being unable to continue due to injury, the team may only continue once the injured party has been handed over to the satisfaction of the safety/medical personnel. *You may have a replacement crew member; the replacement must be verified through the judging panel.*

5. Outside assistance (by persons other than team members) is prohibited during the race with the exception of dangerous situations. The penalty for this is disqualification from the run.

6. Teams must, if requested, assist the operations personnel in carrying rafts back to the start or loading the trailers for transport. Arrangements will be stated at the previous captain's meeting. All gear must be returned to the raft on race completion.

7. Flips are no reason for disqualification as long as the raft has been re-flipped and all team members are inside the raft when crossing the finish line. Failing to have the raft re-flipped, and all team members inside the raft when crossing the finish line, results in a disqualification from the run.

8. A race disqualification will be given to any team trying to cheat the start signal. If a false start occurs the start must be repeated. Any team that receives a second warning is automatically disqualified. The vacant starting position will not be filled by another team. **The start of races will have the call 5-4-3-2-1-GO, you are to begin paddling on GO.**

9. Faster placed crew times will determine starting positions in all knockout races. In a case where there is a tie in time, even when considering previous races, teams are to select their starting positions by *paper-scissors-rock*.

10. The whole boat with crew must cross the entire line to claim a win. In the event of a 'photo' finish where a clear winner cannot be identified, *paper-scissors-rock* will decide.

11. Protests wishing to be made by any team must be done within 20 minutes of incident occurring or of posting of results (depending on incident being protested). Legitimate protests will only be accepted by team captain to head judging panel. Judging panel has overall discretion of protests.

12. All paddlers must wear appropriate helmet and PFD (Life jacket) during all disciplines of racing. Non-compliance will result in disqualification. Footwear is highly recommended, but not required.

13. Rafts, paddles and life jackets will be supplied to competitors; however you are responsible for the care of the equipment.

14. Inappropriate use or neglect of rafts and gear, causing damage, will be the responsibility of the offending team to replace or repair.

15. **PAPER-SCISSORS-ROCK: Battle Rules:**

A race official must observe the battle

One member from each crew will be nominated to do battle

The right hand clenched like a fist, will be placed in front of the battler's body whilst a fierce glare into the opponent's eyes will be required

Each battler will count in sync 1,2,3 whilst dropping the fist. On the third count/drop of the hand the battler will show their hand to be either:

PAPER: Flat hand, palm facing down to the ground

SCISSORS: Forefinger & Index finger showing a horizontal victory sign imitating a pair of scissors

ROCK: Hand remains clenched

PAPER covers Rock:	PAPER wins
ROCK blunts Scissors:	ROCK wins
SCISSORS cuts Paper:	SCISSORS wins

BEST OF THREE WINS

Observing race official has the right to recall a round.

Verbal or physical abuse of race official or opponent could result in a disqualification and defeat.

17. The judge's panel decision is **FINAL**.

Time Trial / Sprint

a. The starting order of the time trial will be drawn out of a hat.

b. There will be two time trial runs for each crew, the fastest time will be selected to determine overall ranking.

c. Teams late for their start will forfeit their run.

d. In the event of two or more crews setting an equal time, each crew will have a nominated member go head 2 head at paper, scissors, rock (best of three)

e. All safety gear must be returned to the raft immediately after each run. Failure to do so may result in a penalty.

Head-to-head (H2H) Knockouts

- a. The H2H should be held on a section of river where scouting the course is viable
- b. There will be two down stream slalom gates one situated at the top of the rapids and one at the bottom of the rapids. Your crew must choose **ONE** gate to enter through during each H2H run.
- c. Your steerer will determine if you have successfully entered through the gate. Failure to enter through the gate correctly will result in disqualification in that race.

CORRECT GATE ENTERING DEFINITION

- **Every attempt must be made for all six crew members to get there heads through the gate.**
- **Intentional movement of the gates by using arms or paddles to assist the crew entering through the gate will be deemed as a failed attempt.**

Your steerer's decision will be final.

- d. Teams late for their start will forfeit their run.

Spectator Code of Conduct

- a. Spectators are encouraged to attend the comp and make as much noise as possible to cheer on the crews
- b. The use of bubuzela's, whistles, cow bells etc are permissible, please be aware of other peoples personal space if using such noise making machines!
- c. Spectators must stay out of the River whilst races are happening as it may interfere with the competitors and also endanger the spectator

IMPORTANT NOTE:

This event is a fancy dress competition, please be aware of costumes which could inhibit your paddling and swimming ability. All costumes need to be able to have a life jacket and helmet worn over them.

HAVE FUN