

River Rush BoaterX (Grade 3) Race

Fuelled by Gull



Date: Sunday 20 October, 2019
Venue: Vector Wero Whitewater Park, 770 Great South Road, Wiri, Auckland
Cost: \$30.00 per individual (\$NZD)
Entries Close: Monday 30 September at 11.59pm – online registrations close

Eligibility

- Open to everyone of all ages (Categories: Open)
- Competitors must have Vector Wero Grade 3 Certification to race
- Capacity – 32 Male and 16 Female
- Competitor cannot enter the Tamariki Fun Race on the Tamariki River (Grade 1-2)

Event Information

BoaterX Race Organiser: Auckland Rapids Festival

Race Director: Shaun Higgins

Costs

- Competitors are required to pay the entry fee of \$30.00 per competitor (\$NZD)
- Non-refundable / Full payment required to complete registration

Entries Close

- Monday 30 September 2019 at 11.59pm
- Entries to the competition held by Auckland Rapids Festival will be made and only accepted online:
 - All registrations are completed online via the Auckland Rapids Festival website

General Rules

- Please obey all marshals and briefings
- All competitors are reminded that they compete at their own risk and absolve the event director, all marshals, helpers and volunteers from any blame or claim
- Officials and a river safety staff will be located along the river with radio coverage to event organisers in case of emergency
- All participants are reminded that they compete at their own risk and absolve all officials, helpers and volunteers from any blame or claim

Equipment Rules

- Certain hard-shell kayaks (that meet the ICF approved boat list and the Vector Wero User Agreement Requirements) are accepted. Gear will be checked off during the pre-start of the time trial and spot checked throughout the race
- Athletes buoyancy jacket and helmet must comply with Vector Wero User Agreement requirements. Paddles are not permitted to have any sharp edges on the paddle blade. If when



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checked by the Pre-start Controller the paddle is considered to have sharp edges then these must be covered accordingly.

Race Format

- Time trials will be held to rank athletes for the first phase of the competition.
- The fastest athletes from will progress to the heats phase.
- If there are less than 24 athletes in the time trials, the fastest athlete from a maximum of competitors will progress to the quarter final phase.
- In time trials, where athletes receive a NO SCORE, DNF, or DNS, they are not ranked and listed alphabetically in the following order NO SCORE, DNF, then DNS.
- From each phase the 1st and 2nd placed athletes in each race will progress to the next phase and the others will be eliminated as per the bracket table (page 3)
- In the first phase of the competition the athlete with the fastest time trial result may choose their starting position followed by the second fastest, then the third fastest. The last place is taken by the fourth fastest result. This starting position selection process continues until the final phase.
- If the event is not completed due to cancellation, the race director can in these exceptional circumstances establish the final results of the competition based on the last completed phase of the event (e.g. time trials, heats or semi-finals).
- In this instance Athletes time trial times should be used to rank remaining Athletes to determine a winner.
- Firstly, the wining Athletes of the previous phase are ranked according to their time trial time, then the second placed athletes etc. until all athletes are ranked.
- The course will be approved without demonstration runs by the Race Director with consideration for: balance, the time for course completion, athlete safety and that the start is well constructed and positioned.



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Heats	Quarterfinals	Semi-finals	Final
HEAT 1 (H1) 1st in time trial (1) 16th in time trial (2) 17th in time trial (3) 32nd in time trial (4)	Quarterfinal 1 (QF1) 1st in H1 2nd in H1 1st in H2 2nd in H2		
HEAT 2 (H2) 8th in time trial (1) 9th in time trial (2) 24th in time trial (3) 25th in time trial (4)		Semi-final 1 (SF1) 1st in QF1 2nd in QF1 1st in QF2 2nd in QF2	
HEAT 3 (H3) 5th in time trial (1) 12nd in time trial (2) 21st in time trial (3) 28th in time trial (4)	Quarterfinal 2 (QF2) 1st in H3 2nd in H3 1st in H4 2nd in H4		
HEAT 4 (H4) 4th in time trial (1) 13th in time trial (2) 20th in time trial (3) 29th in time trial (4)			Final (F) 1st in SF1 2nd in SF1 1st in SF2 2nd in SF2
HEAT 5 (H5) 3rd in time trial (1) 14th in time trial (2) 19th in time trial (3) 30th in time trial (4)	Quarterfinal 3 (QF3) 1st in H5 2nd in H5 1st in H6 2nd in H6		
HEAT 6 (H6) 6th in time trial (1) 11th in time trial (2) 22nd in time trial (3) 27th in time trial (4)		Semi-final 2 (SF2) 1st in QF3 2nd in QF3 1st in QF4 2nd in QF4	
HEAT 7 (H7) 7th in time trial (1) 10th in time trial (2) 23rd in time trial (3) 26th in time trial (4)	Quarterfinal 4 (QF4) 1st in H7 2nd in H7 1st in H8 2nd in H8		
HEAT 8 (H8) 2nd in time trial (1) 15th in time trial (2) 18th in time trial (3) 31st in time trial (4)			



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START

- The four (4) boats in the race start at the same time.
- When starting from a launch ramp, the ramp must be approved by the Race Director
- The ramp should be equipped with an automatic starting mechanism that allows a simultaneous start. In this case the Athletes should start with both hands on the paddle.
- In the case where a start ramp is not used then the start may be from a suitable large eddy, ensuring the start is as fair as possible to all participants in the competition.
- The start command will be: "READY - GO". Between the order of READY and the starting signal the athletes must remain stationary.
- If any athlete starts before the starting signal they must stop and will receive a no score (NO SCORE). The Start Judge will determine a false start.
- Athletes may move to the start platform once the previous race commences.

GATE NEGOTIATION

- The gate line is the line from the outside of the gate to the bank on the same side.
- The following conditions must be satisfied for a gate to be considered correctly negotiated:
 - The whole head and both shoulders of the athlete must cross the gate line in accordance with the correct side of the gate and the course plan.
 - Part of the boat must cross the gate line at the same instant as the whole head crosses the line.
 - All gates must be negotiated in accordance with the direction established by the course map.
 - Athletes are permitted to touch the gates with their body or any part of their equipment.

PENALTIES

- Athletes will receive a no score (NO SCORE) for the following actions:
 - non-negotiated gate in any phase of the competition,
 - false start.
- Athletes will receive disqualified (DSQ-R) for the following actions:
 - Athletes are not permitted to push or hold back other athletes or kayaks with their hands or paddles.
 - Kayak to kayak contact is permitted but athletes are not permitted to ram their boats into another athletes body.
 - Athletes are not permitted to deliberately reach across another Athletes body with their paddle.
- Athletes will receive a did not finish (DNF) for the following actions:
 - Capsize
 - crossing the finish line upside down
 - The following actions will not be penalised
 - touching the gates with any part of the body or equipment.



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Prizes:

Male

Male	Open
1 st	\$600
2 nd	\$400
3 rd	\$200

Female

Female	Open
1 st	\$600
2 nd	\$400
3 rd	\$200



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