







10th Hong Kong Rowing Coastal Championships

Sunday 21st January 2024

Guidelines to Competitors

The Championships is an open-water race in coastal rowing boats. The following sets out guidelines for competitors.

- 1. Race Course
- 2. Crew Captains Meeting
- 3. Procedures on Race Day
- 4. Route from Boat Marshall to the Waiting Area / Start Line
- 5. Race Start
- 6. Race Finish
- 7. Route from Race Finish to the Boat Parking Area
- 8. Rules of Racing
- 9. Racing: Interference & Overtaking
- 10. Penalties
- 11. Forced Withdrawal
- 12. Stoppage of Race
- 13. Medal Ceremonies

































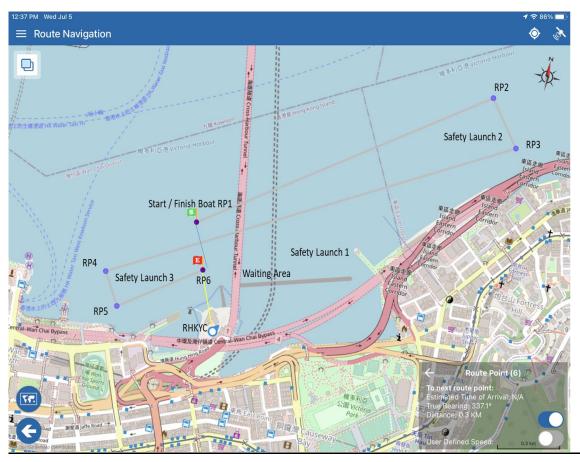






Race Course

HONG KONG ROWING COASTAL CHAMPIONSHIPS COURSE 2023



Route Point (1)

Latitude: 22° 17.258' N Longitude: 114° 10.846' E - START -

Route Point (2)

Latitude: 22° 17.676' N Longitude: 114° 11.505' E Distance: 1.4 KM True Bearing: 55.6°

Route Point (3)

Latitude: 22° 17.579' N Longitude: 114° 11.586' E Distance: 0.2 KM True Bearing: 142.5°

Route Point (4)

Latitude: 22° 17.109' N Longitude: 114° 10.653' E Distance: 1.8 KM True Bearing: 241.4°

Route Point (5)

Latitude: 22° 17.039' N Longitude: 114° 10.698' E Distance: 0.2 KM True Bearing: 148.9°

Route Point (6)

Latitude: 22° 17.159' N Longitude: 114° 10.886' E Distance: 0.4 KM True Bearing: 55.6°

The 4.0 km course will be used for all races.

- The Start Line is the line between the Start / Finish boat (RP1) and buoy (RP6), outside the RHKYC.
- Boats begin by heading east from the Start Line.
- Competitors must turn in a clockwise direction around the buoy furthest from City Garden (RP2), then the buoy nearest to City Garden (RP3).
- Crews will then head westwards back past Kellett Island passing between the Start / Finish boat and buoy RP6, towards the Wan Chai Ferry Pier.
- Just before the Wan Chai Ferry Pier, crews must turn in an anti-clockwise direction around the buoy furthest from the shore (RP4), then the buoy nearest to the shore (RP5) before returning













2/10

























east back to the Finish Line which is between the Start / Finish boat and buoy (RP6) outside the RHKYC.

- Competitors will go past both typhoon shelter exits from the Causeway Bay Typhoon Shelter. This is a busy area with marine traffic moving in and out of the shelter at speed. All competitors need to be very alert to this traffic and all other traffic in the harbour. A safety boat will be stationed close to these exits but crews are responsible to be alert and avoid accidents.
- The buoy RP6 used to mark the start line and finish line will be a temporary race buoy.
- The colour and size of the marker buoy's will be made clear in the updates at registration on the day.
- There are other buoys (both permanent and temporary) close to the line of the course which
 do not form a part of the official race course. They are not directly on the line of the course, but
 competitors should nevertheless be aware of them and steer accordingly to avoid colliding with
 them.
- The course could be subject to change according to the conditions on the day. Racing will only be cancelled if there are exceptionally adverse conditions on the day.

2. Crew Captains Meeting

There will be a Crew Captain's Meeting on Friday 1st September at 08:00pm. You can attend in person or join by zoom. All essential information relating to the race and safety will be provided in this meeting. Crew Captains from each crew are required to attend. Others are welcome. Updates relating to the event and any required assistance will be available at the Registration Counter on the day.

3. Procedures on Race Day

3.1 Basic procedures that should be followed on the race day: -

Arrive at the race venue at least 1 hour before your race time shown on the race schedule (Note: coxwain must arrive earlier in time for weighing – see below).



Register at the registration area when you arrive













3/10

























Coxswain will be weighed on tested scales not less than 1 hour and not more than 2 hours before their first race in each event.

Crews should warm up using the ergometers provided. Because of the use of shared boats there will be no official warm-up area on water.



Crews must report to the Boat Marshalls in the boating area 30 minutes before the start time of their race. They must be changed and ready to race. Crews must launch at least 10 minutes before the start of their race.

Crews should board their allocated boat and push off from the pontoon as quickly as possible, because the pontoons will be very busy.



When proceeding out to the Waiting Area / Start Line, crews must follow any instructions given by the Race Officials. If the previous race has finished, the Starter may instruct crews to proceed to the Start Line directly

(Refer to point 4. Route from Boat Marshall to the Waiting Area / Start Line)



Crews must go to the Start Line when called by the Starter. It is each crew's responsibility to be at the Start on time (at least 3 minutes before the Start). The Starter may start the race without reference to late crews.

(Refer to point 5. Race Start)



After the finish of the race, crews must go directly back to the pontoon to hand the boat to crews for the next race. If your boat is not being taken over by another crew it is your responsibility to move it to its storage space. Boat marshalls will help you.

(Refer to point 7. Route from Race Finish to Boat Parking Area)

Help yourself and others by getting the boats back to the pontoon as quickly as possible after you finish your race.



Check the race results and your next race time if you have qualified for the Finals. Note that in some events, the qualification for the Final might be based on fastest time between crews in different heats.















4/10

























4. Route from Boat Marshall to the Waiting Area / Start Line

- 4.1 As indicated in the map below, boats will launch from the RHKYC pontoon. Exact launching locations for your boat class will be advised at the Registration.
- 4.2 Crews should report to the Boat Marshalls at least 30 minutes before the start of their race, and must launch at least 10 minutes before the start of their race.
- 4.3 After launch, you should proceed directly to the Waiting Area and wait to be called to the Start Line as indicated in the map below. Listen for the instructions from the Starter and from race officials.
- 4.4 Crews going to the Waiting Area must be very alert to avoid other crews returning after the finish of their race, in particular at the typhoon shelter entrance.







































5. Race Start

- 5.1 Boats should line up behind the Start Line. It is the responsibility of each crew to ensure that it does not obstruct or interfere with any other crew waiting to start and to ensure that no part of its boat or oars is over the start line when the Start signal is given.
- 5.2 Crews may be given a time penalty for clashes or interference with other crews and for causing a false start.

5.3 The **Start procedure** is as follows:

- 1. Crews must be in the vicinity of the Start Line and under the control of the Starter 3 minutes before the designated Start time of their race.
- 2. Crews must ensure that no part of their boat is over the Start Line at the time the Start signal is given. The Starter will not give any instructions to crews in this regard prior to the Start signal. After giving the 3-minute, 2-minute and 1-minute signals (see below), the Starter may start the race at the given time without reference to the position of any crew. It is the sole responsibility of each crew to be behind the Start Line when the Start signal is given.
- 3. Three minutes before the start time, the Starter shall sound 3 clear, short blasts with a hooter and then announce "THREE MINUTES!". (At the expiry of the 3 minutes after this signal the Start will be given even if some boats are not ready.)
- 4. Crews must not interfere with other crews near the Start Line and must not cause a false start. There will be no instructions given to crews concerning alignment.
- 5. Two minutes before the Start time, the Starter shall sound 2 clear, short blasts with a hooter and then announce "TWO MINUTES!".
- 6. One minute before the Start time, the Starter shall sound 1 clear short blast with a hooter and then announce "ONE MINUTE!".
- 7. At the Start time the Starter shall give the signal to start by sounding one long blast with the hooter and simultaneously dropping to one side the Start flag (red with white cross).
- 8. The Starter will be located on the Start / Finish boat alongside the Start Line.

False Start: A crew commits a false start when any part of its crew, boat or equipment is on the course-side of the Start Line at the time the Start signal is given. A crew committing a false start shall be allowed to continue with the race but shall be awarded a time penalty of 1 minute. In the case of a mass false start, the Starter may decide to allow the race to continue or may stop the race and restart, with or without awarding penalties.











6/10

























6. Race Finish

- 6.1 The Finish line will be the line between the Start / Finish boat and buoy RP6 outside the RHKYC.
- 6.2 Boats must finish in between the Start / Finish boat and buoy RP6 and a hooter will sound as each boat crosses the finish. If you do not pass between the Start / Finish boat and buoy RP6, you will be deemed to have **not** completed the course.
- 6.3 A crew, which for any reason does not complete the full course as designated by the Organizing Committee, including the correct rounding of each of the turning markers, will be deemed to have not finished the race. The result of such crew shall be recorded as DNF (Did Not Finish).

7. Route from Race Finish to the Boat Parking Area

As indicated in the map below, competitors are required to return to the RHKYC Pontoon to hand over their boat for the next race as quickly as possible. Crews returning to the RHKYC must be very alert to avoid other crews proceeding out to the start of their race, in particular at the typhoon shelter entrance.







































8. Rules of Racing

The HKCRA Rules of Racing shall apply. HKCRA Rules of Racing – Rules for Coastal Rowing Competitions

(http://www.rowing.org.hk/wp-content/uploads/2023/07/HKCRA-Rules-2023-Formatted-Updated.pdf)

9. Racing: Interference & Overtaking

All crews shall compete in accordance with the above rules. If a crew does not comply with the rules, including if it impedes or interferes with another crew or gains any advantage thereby, it may be sanctioned by the Umpires.

9.1 Interference

A crew causes interference to another crew if it changes course to prevent another crew from passing, if it does not give way when required under the Rules of Racing, or if it causes a severe collision with another crew through not giving way when required by these Rules.

9.2 Severe Collisions

A crew causes a severe collision when one or more of the following occur:

- damage to a boat
- personal injury
- forcing another boat off the race course or to miss a turning marker
- a rower is struck by the blades of another boat

In the event of severe collision, the Umpire shall decide who is at fault and may impose a 60 second time penalty on the crew responsible. A crew may be excluded in cases of a blatant disregard for the safety of other rowers.

9.3 Overtaking

It is the responsibility of a crew overtaking another crew to avoid a severe collision with the crew being overtaken; a crew which is being overtaken must not obstruct the course of an overtaking crew.

If a crew being overtaken obstructs or causes a severe collision with the overtaking crew by changing its course or in any other manner, the Umpire may sanction the crew causing obstruction or severe collision by awarding a time penalty of 60 seconds, or may exclude the crew or take other appropriate measures under the rules.



































9.4 Rounding of a Turning Marker

At the turning marks no crew is permitted to collide with or obstruct another crew while turning around a turning marker. If two or more crews are at risk of collision or obstruction, all crews must take due and reasonable care to avoid collision or obstruction. If a crew causes or irresponsibly contributes to a collision or obstruction in whatever manner, the Umpires may sanction the crew by awarding a time penalty, or may exclude the crew or take other appropriate measures under the rules. It is the responsibility of all crews not to collide with other boats.

In order to be placed in the final ranking for the event, all crews must round all turning markers and must complete the full course.

10. Penalties

- 10.1 The Umpires may sanction a crew for any contravention of the rules. Sanctions may include reprimand, time penalty, exclusion, disqualification.
- 10.2 The standard time penalty for a false start is 1 minute.
- 10.3 The standard time penalty for causing a severe collision, obstruction or interference is 1 minute.
- 10.4 The Umpires can use their discretion and apply an alternative time penalty if they think fit.

11. Forced Withdrawal

The Umpires reserve the right to require a boat to withdraw from a race if the boat is slow to the degree that the race schedule would be delayed by the boat continuing or if there would be a risk to safety from the boat continuing.

12. Stoppage of Race

The Umpires and / or Organizing Committee reserve the right to stop a race for reasons of safety.

13. Medal Ceremonies

Gold, silver and bronze medals will be presented to the first 3 ranked crews in each Final. Medal ceremonies will take place on the Lawn Area of RHKYC following the morning session for Finals held in the morning and following the afternoon session for the remaining Finals. Details will be available at the Registration Desk. All medal crews should be present at least 5 minutes before the respective ceremonies begin.



































SPECIAL REMINDER TO ALL CREWS - NO SINGLE-USE PLASTIC BOTTLES

SINGLE-USE PLASTIC BOTTLES ARE NOT ALLOWED IN RHKYC PREMISES. BRING YOUR OWN REUSABLE BOTTLES. WATER WILL BE AVAILABLE.

Hong Kong, China Rowing Association December 2023

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