

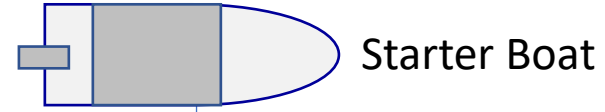
THE STARTS

Drummer Hold Buoy Start or Float Start

In case of strong crosswind:
Snap Start

SET-UP #01: DRAGON HEADS ARE IN-LINE

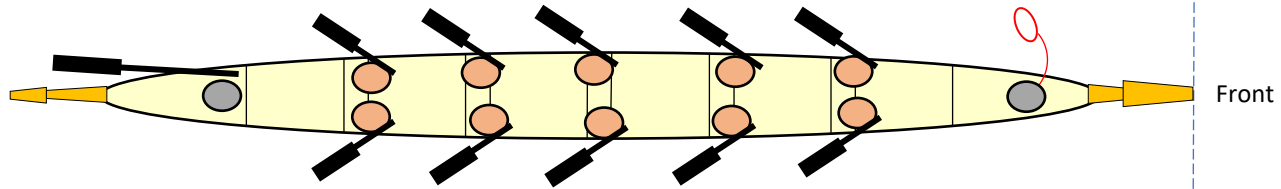
Note: For Float Start, do not have to hold the buoy



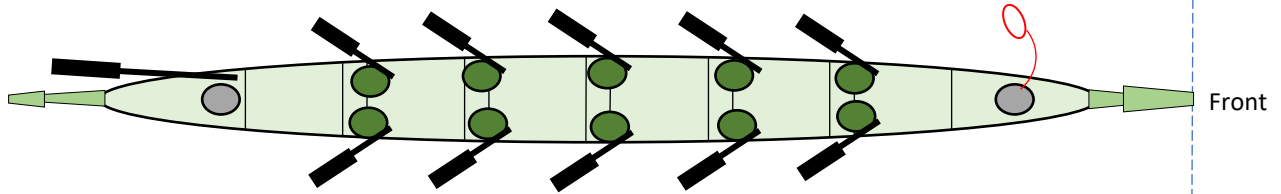
Line in reference to a fixed datum point on shore

↑ This side is open water

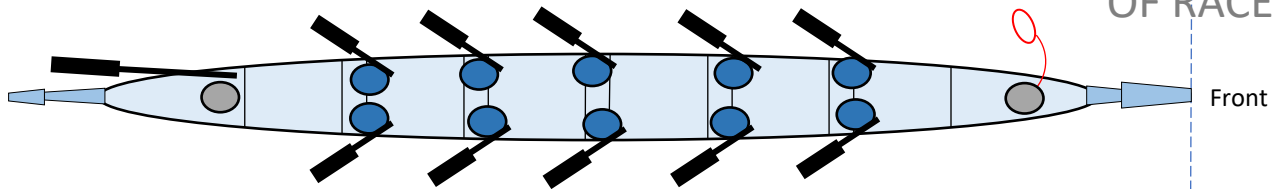
LANE 4



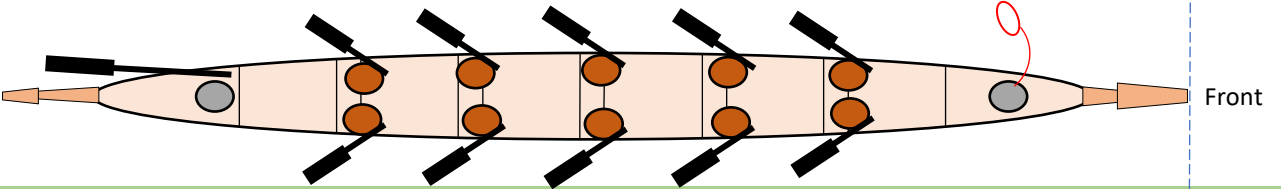
LANE 3



LANE 2



LANE 1



DIRECTION OF RACE



↓ This side nearer to shore

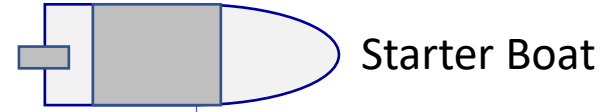
- **Drummer hold buoy in their right hand**
- **The Steer must align the boat and keep the boat pointing straight down the race course**
- **The Drummer must raise your left hand if the boat is not ready to start**
- **Drummer can only release buoy at "Air Horn" or "Go"**

HOLD BUOY/FLOAT START

SET-UP #02: GAP BETWEEN DRAGON HEADS

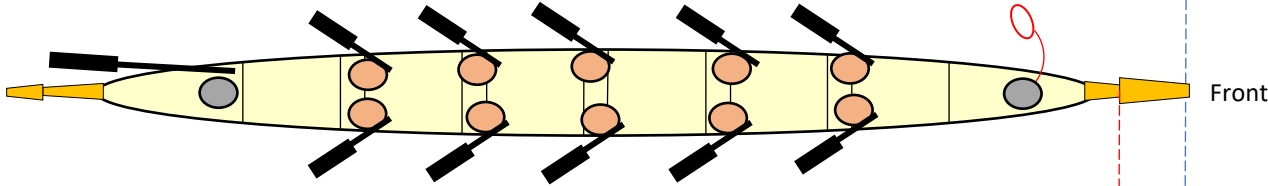
Note: For Float Start, do not have to hold the buoy

↑ This side is open water



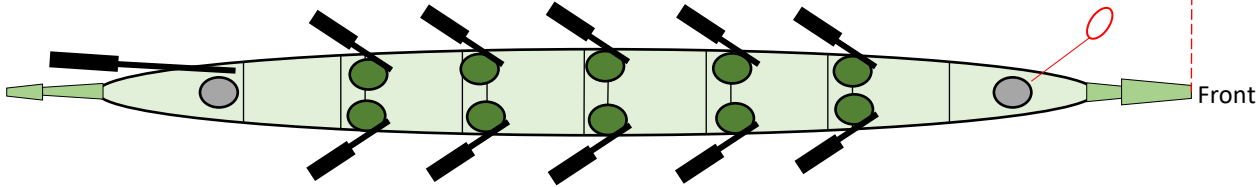
Line in reference to a fixed datum point on shore

LANE 4



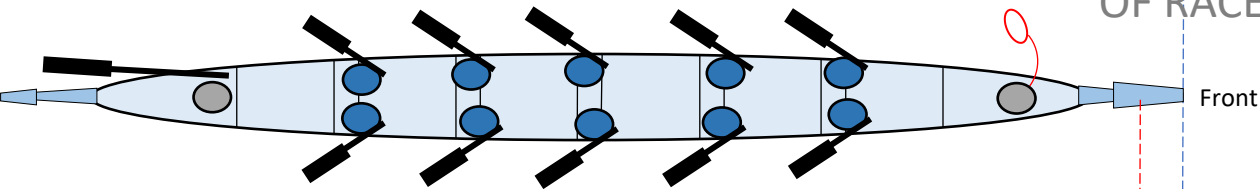
Max. 1m gap

LANE 3



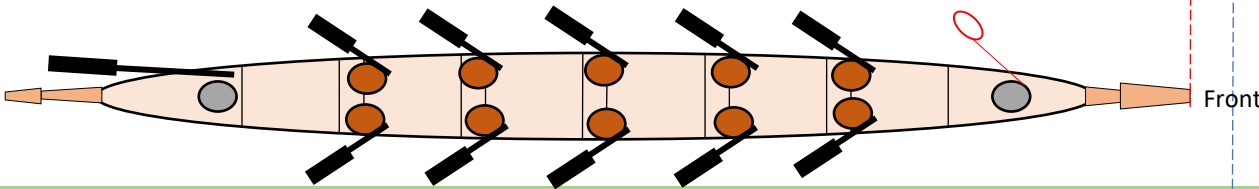
DIRECTION OF RACE

LANE 2



Less than 1m gap

LANE 1



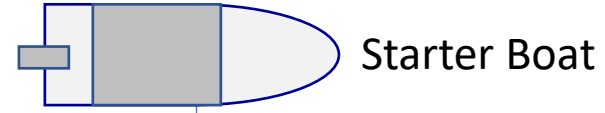
↓ This side nearer to shore

- **Drummer hold buoy in their right hand**
- **The Steer must align the boat and keep the boat pointing straight down the race course**
- **The Drummer must raise your left hand if the boat is not ready to start**
- **Drummer can only release buoy at "Air Horn" or "Go"**

HOLD BUOY/FLOAT START

STEP 1: SNAP START SET-UP

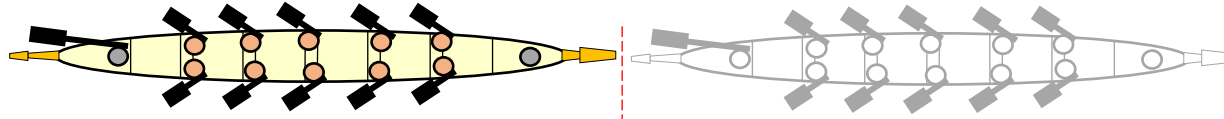
Note: this is a Drift Start so no need to hold the buoy



↑ This side is open water

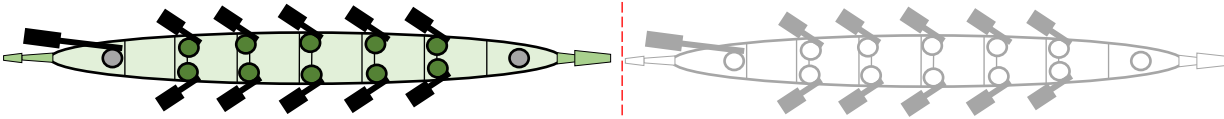
Line in reference to a fixed datum point on shore

LANE 4



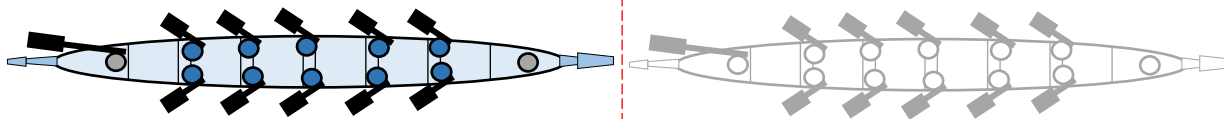
Min. 1 boat length from Start Line

LANE 3

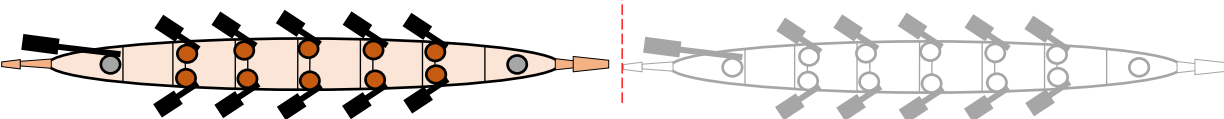


DIRECTION OF RACE

LANE 2



LANE 1

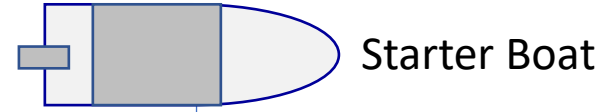


↓ This side nearer to shore

- Starter will get all boats to move min. 1-boat length behind start line
- Starter will instruct boats to slowly paddle forward to the start line
- The goal is to get all the dragon heads to be EITHER in-line or one dragon head gap at the start line
- Adjust the speed of your drift accordingly to keep abreast of the others

STEP 2: CHECK YOUR DRIFT

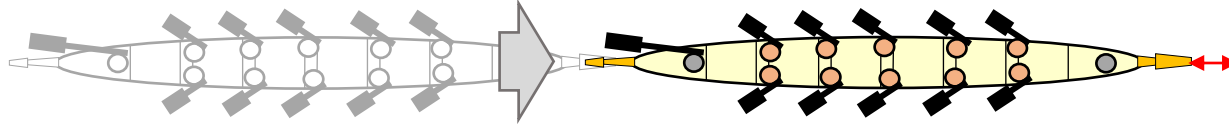
Note: this is a Drift Start so no need to hold the buoy



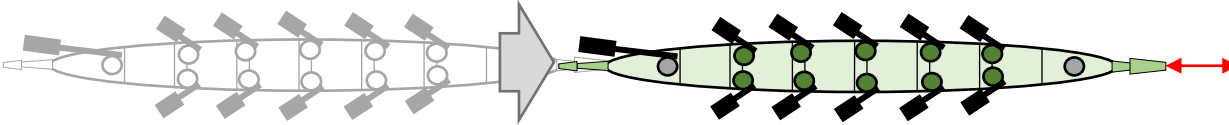
↑ This side is open water

Line in reference to a fixed datum point on shore

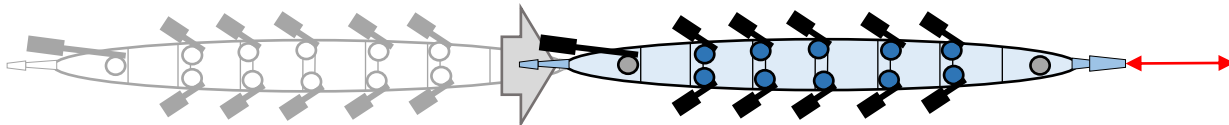
LANE 4



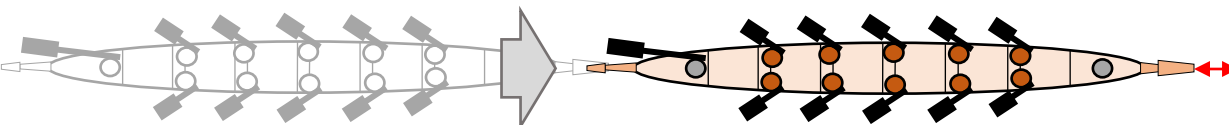
LANE 3



LANE 2



LANE 1



DIRECTION OF RACE



↓ This side nearer to shore

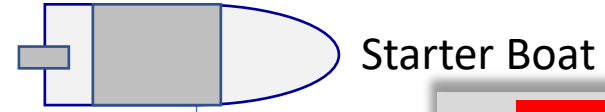
- During the Drift Forward, Starter may instruct individual boat(s) to EITHER move faster, slower or even hold water
- Just before the start line, Starter may call for "ALL BOATS HOLD WATER"
- This will be followed by the command "ARE YOU READY" (no more paddling)

SNAP START

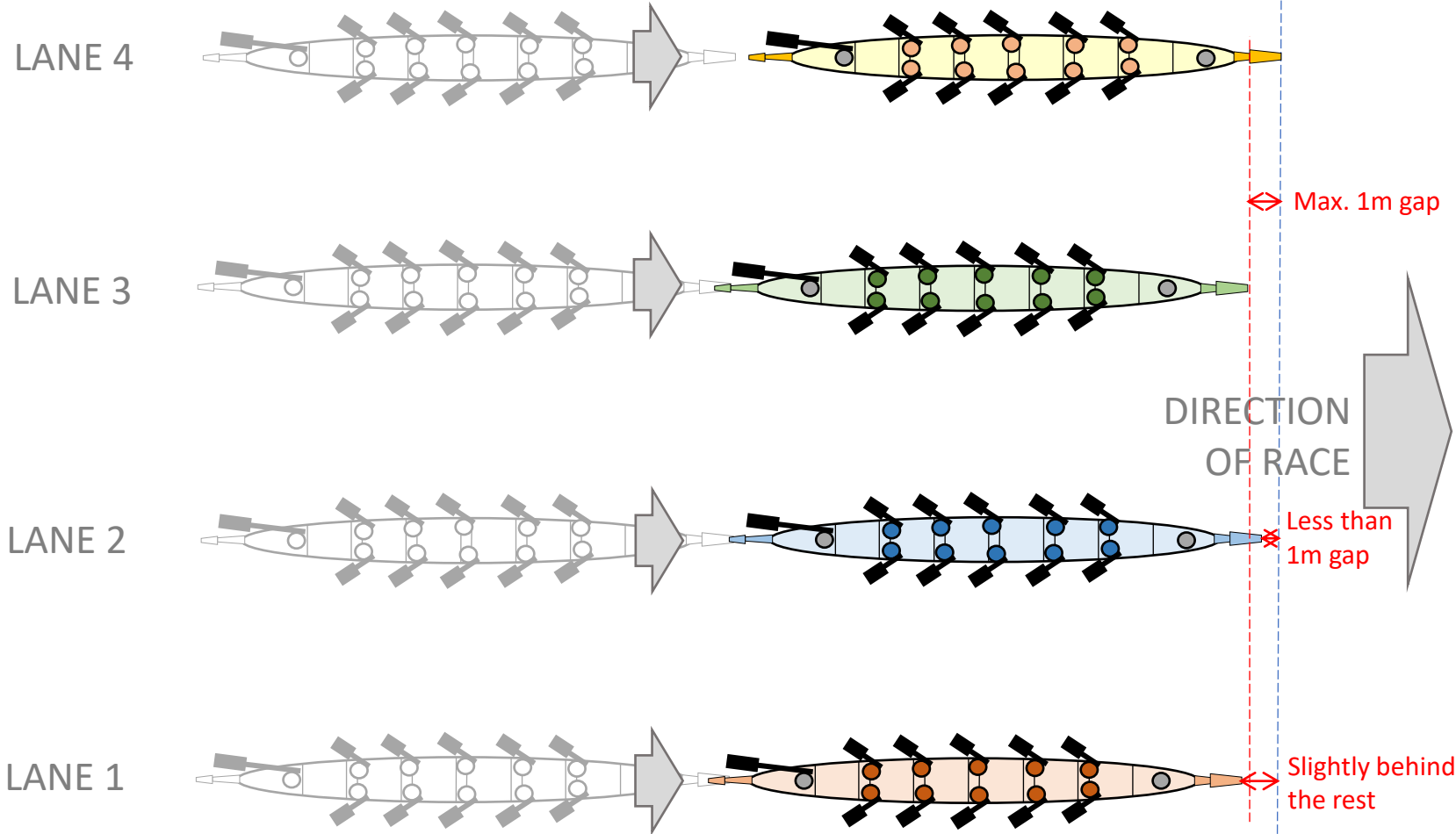
STEP 3: SNAP START!

Note: this is a Drift Start so no need to hold the buoy

↑ This side is open water



Line in reference to a fixed datum point on shore



↓ This side nearer to shore

- The command “ARE YOU READY” (no more paddling) will be given:
 - All dragon heads in line are achieved
 - Max. 1m gap between dragon heads are achieved
- This will be followed by the commands “ATTENTION” and “AIR HORN or GO”
- Starter may cancel the start with the command “EASY” if:
 - One boat is either too ahead OR too behind of the rests

SNAP START