

2018 Massive Murray Paddle Race Instructions

- 1) **Starting location:** On Days 1 to 4 every craft will start from the same location for that day. You will paddle as much as you need to accomplish your own personal distance goals and stop at one of the check points or the finish. On the final day, craft paddling the full distance will start from Murrabit; craft paddling less than the full distance and wishing to finish at Swan Hill will start from Check Point C. There is no option to start from A or B (but you may pull out at A or B).
- 2) **Starting times:** There will be four or five starts (“waves”) each day depending upon the number and speed of participants: 7:00 am, 7:30 am, 8:00 am, 8:30 and 8:50 am, except on Day 5 the fourth and fifth waves will start at 8:15 and 8:30 am. You will be assigned to one of these waves based on your craft type and estimated paddling speed. You will be in the same start wave each day, unless reassigned to another wave by race administration. Craft starting at Check Point C on the last day will start at a time to be determined, between ~12:15 and 12:45 pm.
- 3) **Arrive early:** You need to be at the start at least 30 minutes before your allotted start time; earlier still would be better. This is to give you time to set up your boat, be checked onto the water and line up. We will call up boats to get on the water 30 minutes prior to each start time. We will stop loading boats onto the water five minutes before each start time; if you haven’t got on the water in time you will have to wait until the next start.
- 4) **Time penalties:** Competitors who start before their allotted time (by jumping the start or starting in an earlier wave without approval of the race director) will have a 15 minute penalty applied to their recorded race time.
- 5) **Paddler Plans:** Relay teams and paddlers who aren’t paddling the full distance each day need to complete a “Paddler Plan” and provide this to race administration at the start of each day. This plan lets us know who is on the water throughout the day.
- 6) **Large starts:** Some starting waves may have 50 or more boats. Line up where you are comfortable; if you don’t like choppy water then line up behind the front line and take it easy off the start.
- 7) **Start command:** You will be given a 2-minute and 1-minute warning before each start. The start command will be “Ready / Go”.
- 8) **Race rules:** the detailed race rules are available separately but can be summarized quite simply: race fairly and in the spirit of the event.
- 9) **Wash-riding:** You are permitted to wash ride any other competitor in the race, regardless of craft type or the start they were in. You are not permitted to wash ride any craft that is not in the race.
- 10) **Rescue:** You must provide assistance to any paddler in distress. If you see someone in trouble ask them if they need assistance. Please provide the officials with the number of the boat you assisted and the time you assisted them and we will provide a time adjustment.
- 11) **Cut-off times:** Craft that have not passed a check point by the cut-off time will be withdrawn and must leave the water at that checkpoint. Paddlers who are withdrawn can re-join the event the next day.
- 12) **Race results:** Race times will be provided on Webscorer.com at the end of each day. Times will be reported on an actual and handicap basis.

2018 Massive Murray Paddle Race Instructions

Starting times

The table below provides an approximate guide for starting times. **However, starting times will be allocated based on the estimated paddling speed of each crew, rather than the crew's class, to provide a good racing experience for all event participants.** Slower crews will be given the maximum time to complete the event within the allowed time.

Wave Number	Marshalling time	Start time	Estimated paddling speed (km/hr)	Typical classes (this is an approximate guide only, actual start time for each crew will depend on paddling speed)
1	6:30 am	7:00 am	<10.0	Single canoes/outriggers, SUPs
				RKS1/RKM1/TK1
				Junior relay – recreational craft
2	7:00 am	7:30 am	10.0-11.0	Double canoes/outriggers
				Dragon boats/surf boats
				RK2/TK2 full distance
3	7:30 am	8:00 am	11.0-12.0	Junior relay – racing craft
				K1/SS1/ORS1/RKL1/UNR1 full distance
				RK2/TK2 relay
4	8:00	8:30 am	12.0+	K1/SS1/ORS1/RKL1/UNR1 relay
				K2/SS2/ORS2/RKL2/UNR2 full distance
				K3/K4 full distance
5	8:30 am	8:50 am	13.0+	As above, if required by participant numbers and crew paddling speed
				e.g. K2/double ski/RKL2/UNR2 relay
				K3/K4 relay

Notes:

1. Marshalling time denotes the time paddlers will be called up to get on the water. Paddlers who aren't on the water 5 minutes before their allotted start will need to wait for the next start.
2. Estimated paddling speed is the average speed over the day, including the effect of current.
3. **Women's, junior and veteran crews will generally start in an earlier wave than the corresponding Open crews.**