

Race Guide - Iron Cockatoo Cup - 5 June 2022

Thanks for being a part of the 2022 Iron Cockatoo Cup, Race 2 of the 2022 PNSW Harbour Series, proudly hosted by the Pacific Dragons.

Please refer to the PNSW Harbour Series Rules 2022 available here:

<https://nsw.paddle.org.au/wp-content/uploads/sites/36/2022/02/PNSW-Harbour-Series-Rules-2022.pdf>

Race Day Procedures

This event is conducted at Salton Reserve, St Georges Crescent, Drummoyne. Please note the following race day procedures and refer to the below maps.

- Competitors are to drop-off their craft and park in the side streets or at the Birkenhead Point Shopping Centre carpark.
 - *Please do not park in the Drummoyne Sailing Club carpark (unless you are a member).*
- Please respect local residents and keep noise to a minimum.
- **Race Check-in:** 7:15am to 8:15am
 - At **Race Check-in**, there will be **two queues** to separate people based on if you have entered **Long Course** or **Short Course**.
- **Race Briefing:** details will be provided via email and **on site at 7:50am**
- If you did not compete in Race 1, **new race numbers will be issued** at Race Check-in.
 - These must be affixed on the side of your craft (excluding SUPS) so they are visible to finish line staff.
 - Failure to do so may result in your time not being recorded.
- **Ensure you have the minimum safety equipment** as per the Harbour Series Race Rules. No exceptions will be granted.
- You must enter the water via the check point on the beach indicated by the **orange Pacific Dragons flag**.
 - This is to check you have the minimum required equipment and to record your race number.
- Gather for your race start in the holding area and wait to be called forward by one of the IRBs.
- **The start line will be between 2 buoys and the Start Boat which will be in line with Snapper Island and Birkenhead Point.**



- Paddlers are required to stay behind the buoys until the race has been called to the start.
- Race starts will commence as follows:
 - 8:25am Division 1 – Open Long Course (Wave 1)
 - 8:27am Division 2 – Intermediate Long Course (Wave 2)
 - 8:30am Divisions 3 & 4 – Short Course (incl SUP) (Wave 3)
 - **Do Not break the Start.** You must remain behind the IRB bringing your start to the start line. The IRB will move to the yellow buoy at the start line (opposite the start boat). Anyone breaking the start will incur a 2 minute penalty.
 - **The Start procedure will be as follows**
 - a. **Green flag** will be raised 2 minutes prior to each start
 - b. **Red flag** will be raised 1 minute prior to each start
 - c. An **AIR HORN** will sound the race start
- **Do Not paddle through moored boats** at any time on the race course. Anyone noted doing this by race officials will be DQ'd.
- You must Give Way to other waterway users.
- Please remember that you are required to assist any paddlers in difficulty throughout the race.
- If you see any of the safety boats wave a red flag on course, the race has been stopped and you must proceed as directed by the safety boat.
- The race course turns will be marked by large Harbour Racing **yellow buoys**. Turn **RIGHT** around a **YELLOW** buoy. There are two yellow buoys placed on either side of Cockatoo Island.
- There is a **minimum progress cut-off point for the Long Course**.
 - If you have not reached the eastern turn buoy at Cockatoo Island during lap 2 at a time determined acceptable to the organisers (given conditions on the day eg wind), you will be asked to proceed straight to the finish line (ie. complete the Short Course 2nd lap).
- **The Finish Line will be between two black and white chequered buoys.**
 - There is no need to call your race number as you cross the line unless asked to do so by one of the Finish Line officials/timer.

When you finish racing, please enjoy our BBQ and race result announcements.
Please do not linger in the sailing club car park as you pack up.

THANKS FOR JOINING US AND WE HOPE YOU HAVE A GREAT RACE!



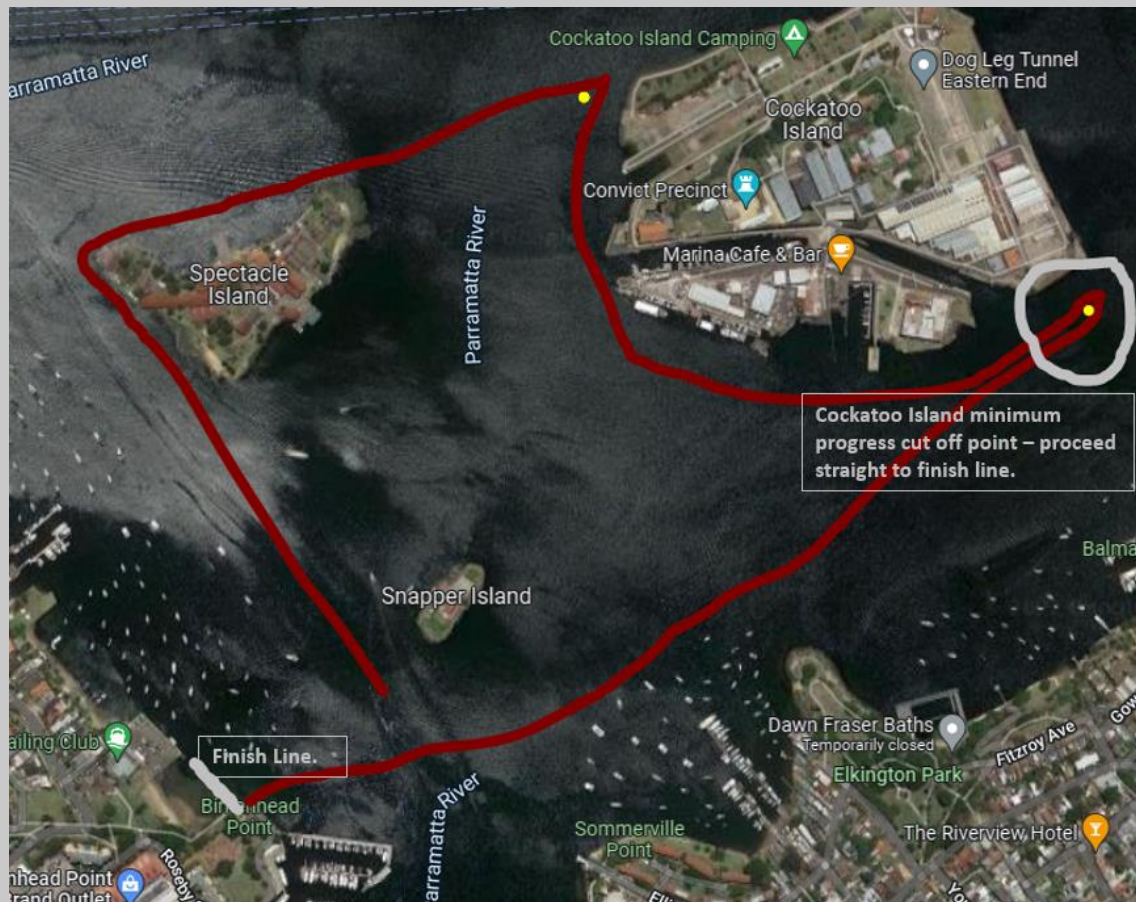
MAP 1 – CRAFT DROP OFF / REGISTRATION / WATER ENTRY



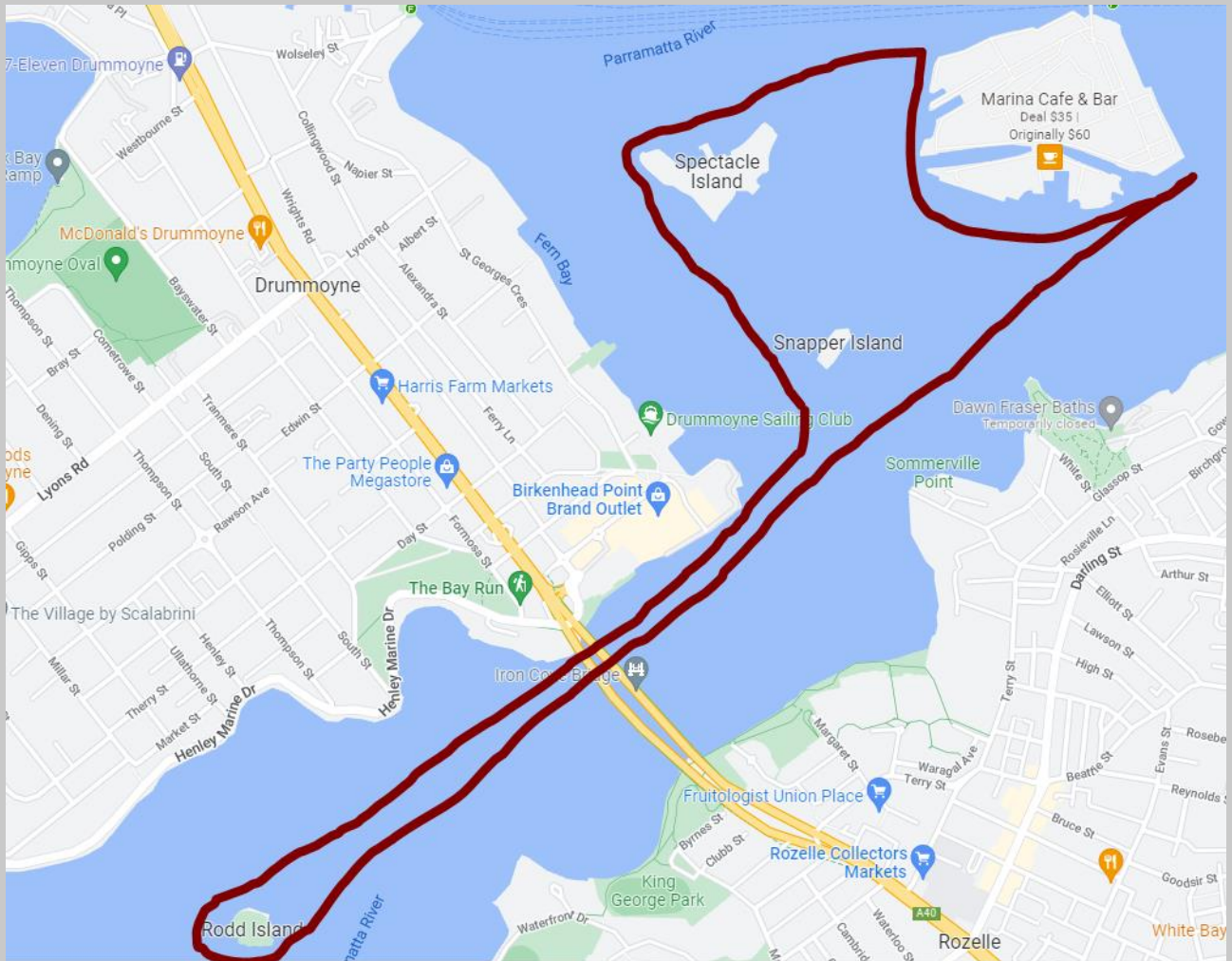
MAP 2 – START LINE PROCEDURE & FINISH LINE



MAP 3 – MINIMUM PROGRESS CUTOFF



MAP 4 – SHORT COURSE (Lap 1) & LONG COURSE (2 full laps)



MAP 5 – SHORT COURSE (Lap 2)

