



In it for life

SURF SPORT

COMPETITION MANUAL

8th Edition (V2)

START.

Surf Life Saving patrols have existed in New Zealand for over 100 years. Patrols are equally matched by our strong history in Surf Sports competition.

Before Surf Life Saving New Zealand was formed, officiating at competitions was a responsibility of clubs, and later districts.

“History recalls the many difficulties confronting the officials carrying out this very important function.

Records of the competitions for the Nelson and Wigram Shields between 1915



and 1932 indicate that at times the decisions of Honorary Judges were not always accepted with that degree of sportsmanship that could have been expected and desired.” - Factual History of Surf Life Saving in New Zealand 1910 - 1932, N A Ingram

Today Surf Life Saving New Zealand provides athlete development programmes, coach and official accreditation, a national Events programme and international competition.

For Lifeguards, coaches and officials, taking part in Surf Sports will open up a whole new world to you.

To protect our community
in the water.

The original (source) document for this Manual is the electronic version located on SLSNZ'S website (www.surflifesaving.org.nz). The electronic version is SLSNZ's authorised reference document and is maintained with all authorised amendments. SLSNZ may issue amendments when necessary to supplement this written publication. Amendments will issued in accordance with the SLSNZ constitution and will be available from SLSNZ's website.

This Manual was produced in collaboration with Surf Life Saving Australia (SLSA), to where possible, achieve a common set of Event rules and conditions. Their contribution is gratefully acknowledged.

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The Surf Sports Manual is subject to amendments issued since it's release in October 2012.

CONTENTS.

INTRODUCTION		04
SECTION 1	[General Competitive Conditions]	11
SECTION 2	[Lifesaving Competitions]	39
SECTION 3	[Swimming Events]	71
SECTION 4	[Surf Boat & Canoe Events]	89
SECTION 5	[Surf Ski & Surf Board Events]	111
SECTION 6	[Multi-Discipline Events]	127
SECTION 7	[Beach Events]	149
SECTION 8	[Pool Rescue Events]	165
SECTION 9	[IRB Events]	169
SECTION 10	[Protests, Disputes, Discipline]	187

INTRODUCTION.

PURPOSE

The Rules in this Manual are designed to assist in the conduct, control and management of all Competitions held by or under the control of SLSNZ to provide a safe and fair framework within which surf lifesaving competitions are regulated and conducted.

This Manual supersedes and replaces all previous SLSNZ Competition Manuals with effect from October 2012. The Manual may be amended by the Board at any time. Amendments will be issued in accordance with the Constitution and Regulations and will be available on the SLSNZ website.

SLSNZ will detail specific entry requirements, responsibilities and accountabilities within the Circular or any Entry Form. These specific entry requirements are deemed to be incorporated into this Manual.

Any breach or failure to comply with the Rules in this Manual will be dealt with in the manner set out in Section 10.

Clubs may use the Rules set out in this Manual for competitions held by them or on their behalf, and in doing so:

- (a) May adapt or amend the Rules for their own purposes;
- (b) Must inform all participants that the Rules applied are the Rules of the Club;
- (c) Acknowledge and agree that the use of the Rules set out in this Manual are not to be construed as an approval, endorsement or sanction of the Club's competitions by SLSNZ;
- (d) Must by resolution of its committee, agree that all references to SLSNZ in the Manual means "the Club", where relevant and applicable;
- (e) Understand that the Club must have its own referees,

- officials and competition appeals authority if the Rules are used as a whole; and
- (f) Acknowledge and agree that SLSNZ takes no responsibility for the implementation of such Rules by the Club.

These Rules are issued in accordance with the Regulations, and are consistent with, but subject to, the Constitution, the Regulations and all policy directives of the Board. The Rules in this Manual (and any term in them) are to be interpreted in accordance with the Constitution and Regulations. To the extent that there is any inconsistency between this Manual and the Constitution or Regulations, the Constitution and Regulations (in that order) will prevail.

AGREEMENT TO BE BOUND BY THE MANUAL

Each Member and other persons who agree to be bound by this Manual through the Entry Form or other written agreement, acknowledges and agrees that in entering an Event, he or she:

- (a) Is bound by the Constitution, the Regulations and this Manual;
- (b) Must comply with and observe the Constitution and Regulations, this Manual and any determination or resolution which may be made or passed by the Board;
- (c) Will comply with the SLSNZ Code of Conduct and Anti-Doping Policy, which are available on the SLSNZ website;
- (d) Understands that only Members of SLSNZ or other persons who agree in writing to be bound by the Manual may compete or participate (including officiating) in SLSNZ Events;
- (e) Understands that surf lifesaving can be inherently dangerous. Serious accidents can and often do happen which may result in Participants being injured or even killed. By entering Events all Participants are assumed to have voluntarily read

and understood this warning and accept and assume the inherent risks in surf lifesaving;

- (f) Understands:
- That surf lifesaving Competitions and the conduct of, and participation in, Events can and will be affected by the surf conditions.
 - That there is often an element of the “luck of the prevailing conditions” in entering and competing in Events.
 - A protest or appeal on an incident is not available to them when the incident is caused by the prevailing conditions.
 - That the Event Referee and/or relevant official(s) have absolute discretion as to whether an incident has been caused by the luck of the Competition or the prevailing conditions;
- (g) Will release SLSNZ from all Claims that they may have or may have had arising from or in connection with their membership and/or participation in any Event; and
- (h) Will keep indemnified SLSNZ to the extent permitted by law in respect of any Claim by any person including another Member arising as a result of or in connection with their participation in any Event.

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Content in the Manual may not be modified nor may any modified content be presented from the Manual as official SLSNZ material.

Defined Terms

“Arena Referee” means the official who is responsible to the Event referee for the control of a specific arena.

“Board” means the Board of SLSNZ as defined in the Constitution.

“Chief Scrutineer” means the official responsible for ensuring all equipment used complies with the equipment specifications.

“Claim” means and includes any action, suit, proceeding, claim, demand, damage, penalty, cost or expense however arising including but not limited to negligence but does not include a claim against SLSNZ under any right expressly conferred by the Constitution or any Regulations.

“Circular” means a document described as such which is sent out by SLSNZ to Clubs prior to a Competition listing the entry criteria and rules of that Competition.

“Club” means a club as defined in the Constitution.

“Competitive Season” means 1 July to 30 June inclusive.

“Competing unfairly” includes, but not limited to:

- Competing without entry or for another Club without clearance or transfer;
- Competing without being a Member of SLSNZ, having the appropriate SLSNZ Award, or proficiency or patrol hour obligation eligibility;
- Impersonating another Competitor;
- Attempting to defeat the ballot or draw for Events or positions;

- Competing twice in the same individual Event;
- Competing twice in the same Event in different teams;
- Using equipment in competition not meeting the SLSNZ Equipment Specification Policy;
- Purposely interfering with a course to gain an advantage;
- Jostling or obstructing another competitor or handler so as to impede their progress;

“Competition” means the total competition, which may be made up of Events , races and other supporting activities.

- (a) Any national, provincial, inter-Club or other SLSNZ competition held by or under the auspices of SLSNZ as set out in the Event Calendar;
- (b) A Competition shall be deemed to start at the commencement of the official opening, manager’s meeting or pre-Event briefing immediately preceding the proceedings of the Competition (whichever is the earlier) and shall end at the conclusion of the official closing, prize giving or official SLSNZ function for the Competition (whichever is the latter); and
- (c) Any international competition, Event or activity at which the SLSNZ has a representative team; but does not include a competition, Event or activity held by or on behalf of any Club unless it is notified in the Event Calendar.

“Competition Area” is the area of the beach encompassed by a line or fence, or a direct line to the water from the extreme ends of a line or fence or other designated areas as specified by the Event Referee.

“Competition Arena” is the competition area set for each Event e.g. under 16, under 19, open and boat/canoe etc.

“Competitor” means a person or team member who has entered into an Event by completing the relevant Entry Form and is competing in that Event.

“Constitution” means the Constitution of SLSNZ.

“Entry Form” means a form in which Competitors, Participants and/or Clubs (whichever is applicable) have the ability to enter into an Event set out in a Circular.

“Event(s)” are the types of Events undertaken in Competitions e.g. ski paddling, board paddling, boat rowing, swim, wade, beach sprinting, beach flags, first aid, patrol competition, champion lifesaver, IRB, taplin relay, ironperson, cameron relay, board rescue, lifesaver relay.

“Event Calendar” means the list of Events and the dates these are scheduled to take place each year.

“Event Manager” means the person responsible for all aspects of the competition.

“Event Management Committee” means the group of persons responsible for the conduct of the competition.

“Event Referee” means the official responsible for the overall conduct of the competition.

“ILS” means the International Life Saving Federation.

“IRB” means inflatable rescue boat.

“Manual” means the SLSNZ Surf Sports Competition Manual.

“Marshall” means the official responsible for ensuring competitors are in the correct order and ready for the start of a race.

“Member” means a member of SLSNZ as defined in the Constitution.

“Official” means a person that works a part of the team that conducts the competition arena.

“Participant” means a person who is participating in some way in the Competition e.g. as a Competitor, coach, team manager, SLSNZ official or Club administrator.

“Race” is a round of an Event and includes heats, rounds, quarter and semi-finals and final of an Event.

“Regulations” means the Regulations of SLSNZ.

“SLSNZ” means Surf Life Saving New Zealand Incorporated.

“SLSNZ Award” means the award as detailed in the Competition Categories and Provisos section.

All words in this handbook importing the masculine gender (e.g. “his”, “he”, etc.) shall be read as inclusive of the feminine gender.

CONTACT DETAILS

All enquiries should be direct to:

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P.O. Box 9205

Wellington

NEW ZEALAND

NOTE: This Manual was produced in collaboration with Surf Life Saving Australia (SLSA), to achieve a common set of Competition rules and conditions, where possible. Their contribution is gratefully acknowledged.

SECTION 1.

GENERAL COMPETITION CONDITIONS

IN THIS SECTION YOU WILL FIND:

SLSNZ COMPETITIONS

EVENT ELIGIBILITY

COMPETITION SAFETY

SECTION 1.

[GENERAL COMPETITION CONDITIONS]

1.1 SLSNZ COMPETITIONS

- (a) Competitions are conducted by SLSNZ across a wide range of Events with single or multiple areas involving pool, ocean, lifesaving, boat, craft, swimming, and beach Events or multiple discipline Events.
- (b) All Events must be conducted by duly accredited SLSNZ officials or other persons recognised by SLSNZ.
- (c) If an Event is a SLSNZ Event there is no requirement for Members to apply for permission to take part but must fill in the relevant Entry Form. Non-members who wish to participate or compete in an Event, must apply to SLSNZ for permission.

1.2 EVENT ELIGIBILITY

1.2.1 Event Qualification

- (a) To be eligible to compete in any Event, a Participant must:
 - (i) Be a Member of a Club or agree to be bound;
 - (ii) Be the holder of the appropriate SLSNZ Award or the equivalent overseas ILS member country award;
 - (iii) Be SLSNZ refreshed as prescribed for the relevant SLSNZ Award required for Event eligibility;
 - (iv) Be eligible under the age category for the Event;
 - (v) Be at least 7 years old.
 - (vi) Have met their patrol commitments as required by their Club, and/or SLSNZ;
 - (vii) Not be in default, or be under investigation, with their

Club or SLSNZ (or overseas ILS Member Associations) in relation to their service, financial or discipline obligations; and

- (viii) Have met any other eligibility qualification requirements for specific Events as set out in the Circular.

1.2.2 Dual Membership

In relation to dual or multi-Club membership, the following shall apply:

- (a) Any Member of a Club may be admitted as a Member of another Club or Clubs.
- (b) A Member or Participant shall not participate in any inter-Club Competition as a representative of more than one Club during any one Competition Season unless and until their “competitive rights” have been transferred as set out in the Regulations.
- (c) Any Member or Participant who is a Member of more than one Club shall be entitled to compete in intra-Club Events of all such Clubs.
- (d) Members may belong to a Club in both Australia and New Zealand and chose to compete for both Clubs (except at the same Competition) provided they meet the SLSNZ Award, refresher, patrol and membership requirements and all other obligations relevant to the country and Club for which they wish to compete.

1.2.3 Competitive Transfers

A Member of a Club who desires to transfer competitive rights to another Club during the Competitive Season pursuant to the Regulations may do so under the following conditions:

- (a) Any Member of a Club may be admitted as a Member of another Club or Clubs provided the Member has complied with and completed the necessary transfer forms as detailed

in the Regulations.

- (b) Any ILS rulings in respect of competition transfers, international transfers and World Championship Events are complied with.

1.2.4 Non New Zealand Residential Qualification

Non New Zealand citizens who wish to compete for a New Zealand Club are required to provide proof of residing in New Zealand for a period of not less than thirty days immediately prior to the commencement of the competition in which they wish to enter.

1.3 COMPETITION SEASON, AGES, CATEGORIES AND PROVISOS

1.3.1 Determining Age Groups

- (a) For the purpose of determining an age group, all Competitors must have a common birth age calculated as at midnight on 30th September each year, i.e. Age at midnight on 30th September determines the Competitor's age category (for individual Events) in that Competition Season.

1.3.2 Age Groups/Gender

- (a) Events may be conducted in the following age group/gender categories:
- Under 8 – Under 14 years (in one year categories)
 - Under 16 years
 - Under 19 years
 - Under 21 years
 - Under 23 years
 - Open
 - Senior
 - Masters (30 years plus)
 - And any of the above in Female only
 - And any of the above in Male only

- And any of the above in Mixed (specified or non-specified numbers of male and female)

1.3.3 Participation in Individual Events

- (a) For participation in individual Events (refer also 2.9.1), the Competitor's age as at midnight on 30 September (each year) each shall be:
- **7 years** compete as U/8
 - **8 years** compete as U/9
 - **9 years** compete as U/10
 - **10 years** compete as U/11
 - **11 years** compete as U/12
 - **12 years** compete as U/13
 - **13 years** compete as U/14
 - **14-15 years** competed as U/16
 - **16-18 years** compete as U/19

NOTE 1: Competitors under 14 years of age may only compete in their own age group.

NOTE 2: In team and individual Events (other than Under 14 Events) Competitors are permitted to compete in an older age category provided they are currently proficient in the required SLSNZ Award for the age category.

1.3.4 Participation in Team Events

For participation in team Events (refer also 2.9.2), the following conditions apply:

- (a) In the U/8 to U/14 age categories inclusive, Competitors may compete in their own (individual) age group in team Events plus the next immediately older age group only.
- (b) Refreshed SLSNZ Award holders may compete in their own (individual) age group in team Events plus any other older age group up to and including the open age category.
- (c) Where specified (e.g. Lifesaver Relay, All Age Relay)

Competitors of different ages may compete together as specified in the Event rules provided that each Competitor is of the correct age as outlined in the rules for that Event and is currently proficient in the appropriate SLSNZ Award for their age group.

- (d) Where a team Event consisting of two or more Competitors is conducted (e.g. double surf ski), the age of the older Competitor shall determine the age category.

1.3.5 Under 8 to Under 14 Years

Competitors shall be eligible to contest a relevant U/8 to U/14 age category Events after attaining the relevant age as described in Rule 1.3.3

NOTE: Provided that they are currently proficient in the appropriate award for their age.

1.3.6 Under 16 Years

Competitors shall be eligible to contest the U/16 age category Events after attaining the age of 14 years provided they are refreshed SLSNZ Award holders.

1.3.7 Under 19 Years

Competitors shall be eligible to contest the U/19 age category Events provided they are refreshed SLSNZ Award holders.

1.3.8 Under 21 Years

Competitors shall be eligible to contest the U/21 age category Events provided they are refreshed SLSNZ Award holders.

1.3.9 Under 23 Years

Competitors shall be eligible to contest the U/23 age category Events provided they are refreshed SLSNZ Award holders.

1.3.10 Open

Competitors of SLSNZ who are refreshed SLSNZ Award holders may contest open age Events.

1.3.11 Masters (30 Years plus)

- (a) Competitors shall be eligible to contest Over 30 years Events provided they have attained the age of 30 years and are SLSNZ Award holders.
- (b) In Masters Events, boat sweep oarsmen do not need to be 30 years plus, provided they meet the SLSNZ Award requirements for their age. They may compete in multiple Masters Age categories as the sweep oarsman.

NOTE 1: In individual Events, Masters may only compete in their own Masters age group or the next youngest age category in a particular Event if there are insufficient starters to conduct the Event in their own age group. This concession is without prejudice to their age category in other Events.

NOTE 2: Masters are permitted to compete in only one age category in each team Event conducted at a Competition. Where a team Event with two Competitors is conducted (e.g. double surf ski), the age of the younger Competitor shall determine the age category of the team. Where a team Event with three or more Competitors is conducted, the average ages of the team members shall apply. In Masters surf boat categories, the age category is determined by the average ages of the four rowers.

1.3.12 Female/Male Only Events

Female/male only Events may be conducted in designated Event categories. However, no Event shall be conducted at a Competition which excludes a gender, i.e. if only one Event is to be conducted it shall be designated as open to both male and female Competitors.

NOTE 1: Boat sweep oarsmen, IRB patients, and other handlers are to be considered as gender neutral with respect to their participation in male and female Events.

NOTE 2: Some SLSNZ team Events may be designated as mixed and may contain specified or non specified number(s) of male and female Competitors in each team.

1.4 COMPETITORS WITH DISABILITIES

Upon application to the Event Management Committee an allowance may be considered for a Competitor with a permanent limiting disability but only if there is no disadvantage to other Competitors in the Event.

The decision of the Event Management Committee shall be final and shall not be subject to protest.

NOTE: This Rule 1.4 is not to assist Competitors who have suffered an injury but is intended to assist Competitors with a permanent limiting disability to participate in Events.

1.5 DRESS OF COMPETITORS

1.5.1 Costumes, Dress and Style

Competitors shall wear costumes, clothing or dress in Events as approved by SLSNZ.

A Competitor is not permitted to take part in any Event if the Competitor is not dressed in accordance with this Rule 1.5.

Swimwear to be worn in all Events (including Beach Events and Special Events) must comply with the following standards:

- Swimwear worn by males shall not extend above the navel or below the knee.
- Swimwear worn by females shall not cover the arms nor fully cover the neck or shoulders nor extend below the knees. Two piece swimsuits that conform to this standard may also be worn.

The material and construction used in swimwear to be worn in all beach Event swim legs and pool rescue Event's swim legs shall be:

- Only textile woven fabric(s) shall be permitted.
- Non-woven and/or non-permeable (e.g. wetsuit type) materials shall not be permitted (unless permitted by the

MALE SWIMSUITS

Full Length	Long	Long Legs
Not Allowed	Not Allowed	Not Allowed
		
Knee Length	Square Leg	Briefs
Allowed	Allowed	Allowed
		

FEMALE SWIMSUITS

Full Length	Long	Zippered Back
Not Allowed	Not Allowed	Not Allowed
		
Knee Length/ Open Back	One Piece Short/Open Back	Two Piece Short/Open Back
Allowed	Allowed	Allowed
		

Event Referee as specified below).

- The material used shall have a maximum thickness of 0.8mm.
- Other than string ties for the tops of men's swimwear or the bottom of female two piece swimwear no zippers or other fastening systems shall be permitted.
- Swimwear that provides flotation, pain reduction, chemical/medical stimulation or other external stimulation or influence of any type shall be prohibited.
- No outside application on the material shall be permitted.

NOTE: manufacturer brandings, Club names or similar are permitted.

SLSNZ will allow both male and female Competitors to wear “modesty” swimwear made of a textile woven fabric under their swimsuit, provided that no competitive advantage is gained. Further, any modesty swimwear shall be restricted to the short style for men and the two piece style top and/or bottom for women.

Upon application for religious and/or cultural diversity reasons, SLSNZ will consider the wearing of (non-body shaping) textile swimwear that covers a greater part of the body provided that such swimwear does not provide a competitive advantage or a safety hazard.

The Event Referee may authorise the wearing of wetsuits or “marine stinger suits” dependent upon weather, water or other marine conditions.

Wetsuits shall be permitted in Events when the Event Referee determines water temperature and/or wind chill is a factor.

The only wetsuits approved for use in Events involving swimming shall have a maximum thickness of 3 mm at any location on the wetsuit. Wetsuits cannot contain additional material to provide the wearer with flotation or buoyancy assistance. It is not permitted to

wear more than one wetsuit (i.e. one upon the other) but one modesty textile swimsuit is permitted.

Except for swimmers in Events, other protective clothing (e.g. shorts, lycra tops etc) may be worn by Competitors in both individual and team Events unless otherwise prescribed by these rules. In team Events there must be uniformity in terms of colour[s]. If more than one team member wears a rash shirt or other form of weather protection there must be uniformity in terms of colour[s].

In addition, the following exceptions apply to particular Events:

- In Surf Boat Events, the sweep oarsman may wear apparel (including wetsuits and booties) as the conditions warrant. The specifications for wetsuits shall not apply.
- In IRB Events, Competitors may wear apparel (including wetsuits, booties, gloves and hoods) in all Events. The specifications for wetsuits shall not apply.
- In craft events (board, ski, double ski, canoe, IRB and boat) competitors may wear endorsed buoyancy vests and helmets as the conditions warrant.

To promote competitor safety and assist with competitor identification, competitors and handlers entering the water beyond knee depth shall be required to wear a distinctive high visibility pink, orange, yellow, green or red coloured vest as determined by SLSNZ or any SLSNZ sanctioned organisation running a surf lifesaving event. These vests must be worn over the top of existing swim wear and, if appropriate, any protective clothing that may be allowed (i.e. wetsuit). Competitors may be permitted to wear their own vest or event organisers may supply vests. If SLSNZ supplies vests, competitors may wear their own vests only if the colour is the same colour as prescribed by the organisers and the vest meets the requirements of any relevant

SLSNZ sponsorship regulations or policy pertaining to that event. Should event organisers prescribe different coloured vests to be worn in particular events (such as a final at a major event as occurs from time to time or to assist with safety matters, identification or judging) these vests will be supplied by SLSNZ for the event.

Sunglasses or optical glasses may be worn in all Events provided that any eye protection or optical glasses worn are suitably designed for that Event.

The wearing of footwear shall not be permitted in beach sprint, beach relay or beach flag Events unless specifically allowed by the Event Referee due to the prevailing beach surface conditions.

1.5.2 Caps

- (a) Competition caps, colours and designs, must be approved and registered with SLSNZ. Only registered colours and caps shall be permitted to be worn. In team Events Competitors from the same team must wear matching caps.
- (b) Caps, securely fastened under the chin, must be worn on the head at the start (including the start of each leg in team Events) of all Events. The wearing of rubber or silicone type swim caps is permitted under Competition caps.
- (c) A Competitor/team shall not be disqualified if a cap is inadvertently displaced or lost after the start of an Event, provided that officials can identify that the Competitor correctly completed the course/Race.

NOTE: It is not advisable for caps to be removed from the head of a Competitor until placings have been recorded for that Race and the official in charge of the finish of the Event gives permission.

- (d) The wearing of helmets is optional in surf boat, IRB, and craft Events. If helmets are worn they may replace the Competition cap. All helmets used are to be in Club colours

and design. The wearing of helmets must conform to Club rules regarding the wearing of caps.

- (e) The wearing of registered Competition caps or rubber or silicone type swim caps is permitted in pool rescue Events and the simulated emergency response Event provided that matching swim caps are worn by each team in team Events.

1.5.3 Colours

Club colours are considered to be those registered with SLSNZ as their cap colours.

1.5.4 Identification

- (a) Caps, rash shirts/vests and/or arm markings identify an individual Competitor and/or team as required.
- (b) Where a Club enters more than one team in an Event, the Competitors in each team shall either:
 - (i) All wear caps with distinguishing numbers or letters; or
 - (ii) All wear distinguishing numbers or letters marked on their upper arms; or
 - (iii) All wear rash shirts/vests with distinguishing colours or distinguishing numbers or letters.

NOTE 1: In Events such as surfboat Races, double ski Races or board rescue Races, Rule 1.5.4 (b) shall not apply if the individuals in each team can be identified because of the craft they are using.

NOTE 2: If Competitors are required to wear distinctive coloured vests (as detailed in Rule 1.5.1), Rule 1.5.4 (b) shall not be an option for team identification.

1.6 SPONSOR IDENTIFICATION

- (a) SLSNZ shall, in accordance with its Constitution, issue from time to time Regulations and other policies which shall apply to sponsorship identification in relation to general display, dress, SLSNZ equipment, etc.

- (b) The Event Management Committee may order the removal or covering of any sign writing, logos, or corporate identification on either clothing or equipment of any Participant or Club which is deemed not in “good taste”, or is in conflict with the SLSNZ Sponsorship Regulation.
- (c) Refusal to comply with any direction for removal or the covering of such items shall result in the equipment or clothing being banned from the Competition Arena.

NOTE: “Not in good taste” means: portrays, or has the potential of portraying SLSNZ in a detrimental, prejudicial or unfavourable manner or in a manner which degrades or has the potential to degrade the reputation, values or the fundamental integrity and identity of any Participant, SLSNZ and surf life saving in general.

1.7 GEAR SPECIFICATIONS AND USAGE

- (a) To be eligible for Events, all boards, skis, boats, rescue tubes, fins, IRBs/motors and other equipment must conform to the SLSNZ Equipment Specification Policy.
- (b) All equipment used in Events may be subject to scrutineering by the Chief Scrutineer

1.8 SCRUTINEERING

- (a) Scrutineering of surf craft and/or equipment may be conducted at any time before, during and after use in Events. Scrutineering is to ensure that all surf craft and/or equipment used in an Event complies with and is operating, and otherwise, in accordance with the current specifications approved by SLSNZ.
- (b) Penalties for surf craft and/or equipment not meeting SLSNZ specifications will include removal of the craft and/or equipment from the Competition, disqualification from the Event if the craft or equipment has been used in the Event,

and/or other penalties deemed appropriate by SLSNZ.

1.9 COMPETITION DESCRIPTIONS

1.9.1 Individual Events

An individual Event shall be contested by a single Competitor. An individual may be assisted by handlers (e.g. Ironman.). There can be no substitution of individuals in a Race or between rounds in the Event. If a Competitor is disqualified for breach or rules etc they lose all standing in the Event.

1.9.2 Team Events

A team Event is contested by more than one Competitor from the same Club or lifesaving authority who may either complete an Event or Race together as a discrete unit (e.g. boat Race, surf teams, etc.) or separately (e.g. relay Events, board rescue etc). Team members may be substituted between rounds (as per Rule 1.17) but there shall be no substitution of Competitors while a Race is being conducted. If one or more Competitor is disqualified for a breach or rules etc, the entire team shall lose all standing in the Event being contested.

NOTE: Competitors are reminded that they must compete under their own name as individuals and are not permitted to compete in the same Event in different teams if in a team Event.

1.10 BEACH POSITIONS

- (a) The No. 1 position shall be on the left (facing the water) for swimming, craft, surf boat, IRBs, multi-discipline and IRB Events, and nearest to the water for beach Events.
- (b) When beach flags Events are conducted from the seaward side up the beach the No. 1 position shall be on the left (facing away from the water).
- (c) When beach flags are conducted from the shoreward side

down the beach the No. 1 position shall also be on the left (facing the water).

1.11 SETTING OF COMPETITION COURSES

- (a) When setting courses, consideration must be given to ensure that, as far as possible, all Competitors have fair and equal conditions.
- (b) All distances for both beach and water Events should be measured.
- (c) Buoy distances shall normally be measured from the water's edge (taking into account varying conditions such as sandbars, exclusion of holes and rips, surf conditions, prevailing winds and safety factors).
- (d) The setting of beach positions, start lines, turning and finish flags and judging stands shall take into account sand, surf and water conditions and prevailing winds to ensure that, as far as possible, a fair and equal course for all Competitors is established.
- (e) Courses may be adjusted at any time during Competition to address safety, account for significant tidal, sea and beach condition changes and maintain compliance and course fairness.
- (f) Prior to commencement of each Race, the Event Referee or Arena Referee shall check courses to ensure compliance with the rules of the Event and this Manual.

NOTE: Protests may only be accepted on the setting of a Competition course prior to the start of an Event or a Race (refer Rule 1.18 in relation to the start of Events).

1.12 DRAWS

- (a) The number of entries received for Events shall determine the necessity to conduct heats and further rounds prior to

conducting a final.

- (b) The seeding of Competitors may occur at Competitions conducted by SLSNZ to ensure the fairness of Competition.
- (c) The initial draw for heats and beach positions including seeding of Competitors may be conducted as directed by SLSNZ or nominated officials and supplied to Clubs. The method used shall be approved by the Event Management Committee.
- (d) The draw for subsequent rounds, seeding and beach positions shall be conducted as directed by SLSNZ or nominated officials and supplied to Clubs. The methods used shall be approved by the Event Management Committee.
- (e) Should there be insufficient nominations for heats, draws for beach positions finals may be conducted by SLSNZ or nominated officials and supplied to Clubs.
- (f) Vacancies created by the disqualification of a Competitor or team shall only be filled by the next placegetter participating in the same Race.
- (g) Vacancies created in qualifying to further rounds of an Event due to the withdrawal of a Competitor or team shall only be filled by the next placegetter who participated in the same Race.
- (h) In the Events up until a final, should a Competitor be disadvantaged due to performing a rescue during that Event, and have his or her chances of qualifying through to the next round disadvantaged, the person may be allowed to proceed through to the next round. However, should the rescue take place in a final, it will be subject to the Event Referee's discretion, but generally unless the Race is stopped, the Race results shall stand.

1.13 COMPETITOR NUMBERS PER EVENT

The Event Referee or Arena Referee shall decide whether Events shall be conducted in heats, rounds, quarter-finals, semi-finals or straight finals. Unless directly approved by the Event Management Committee numbers in any individual or team Event shall not exceed the following, taking into account safety aspects and the conditions:

- **Rescue Tube Races** 9 individuals
- **Rescue Tube Rescue Races** 9 teams
- **Surf Race** 48 individuals
- **Surf Teams Races** 12 teams
- **Run Swim Run** 48 individuals
- **Wading Race or any variations** 16 individuals or teams
- **Surf Boat Races** 7 crews
- **Surf Boat Relay Races** 7 crews
- **Board Races, Ski Races** 16 individuals or teams
- **Board Rescue** 9 teams
- **IronMan, Taplin Relay** 16 individuals or teams
- **Cameron Relay** 16 teams
- **Lifesaver Relay** 7 teams
- **Beach Sprints, Beach Relay** 9 individual or teams
- **Beach Flags** 16 individuals
- **IRB Events** 7 teams
- **Pool Events** Refer Section 8

1.14 STARTING TIMES

- (a) Each Competitor is responsible for ascertaining the reporting and starting times and to have knowledge of the conditions governing their particular Event(s).
- (b) Competitors shall be prompt in reporting to the Marshall before the start of each Event.

1.15 REPORTING

- (a) Competitors or team managers shall advise their intention to start or withdraw by reporting to the Marshall prior to the start of the Event.
- (b) Competitors or teams qualifying for subsequent rounds, who wish to withdraw, must advise the Marshall prior to the next race draw being made.

1.16 MARSHALLING

- (a) The Marshall shall assemble the Competitors for Events, check their names against Event entries, and position the Competitors into heats (and any subsequent rounds) according to the draw.
- (b) It is the Competitor's responsibility to be ready to compete, and to present themselves with their equipment and Event attire when called by the Marshall. Failure to comply with directions of the Marshall may render Competitors liable for disqualification by the Event Referee.
- (c) Any Competitors warming up after the start of the first heat who interfere in any way with the conduct of any aspect of the Competition shall be disqualified from that Event.

1.17 SUBSTITUTION OF COMPETITORS

- (a) In individual Events there shall be no substitution. Competitors shall compete in heats as drawn.
- (b) In Events where two or more persons comprise a team, substitution of up to and including half (50%) of the team members is permitted after the first round of the event is completed, providing:
 - (i) Competitors to be substituted in each team must be suitably qualified Members of the same Club that are entered in the event.

- (ii) Any Competitor who competes in one team in an Event or is disqualified in that Event cannot compete or be substituted into another team in the same Event at the same Competition.

NOTE: Members must compete under their own name in individual Events and in team Events are not permitted to compete in the same Event in different teams.

1.18 STARTING OF EVENTS

- (a) The process of starting Events (and each Race of the Event) should commence with a signal or command that indicates “ready” followed by a signal or command that indicates “set” and then followed by a signal or command that indicates “a start”. If, for any reason, the starter has to speak to any Competitor after either command, the start process shall be recommenced.
- (b) Start lines shall be established in the following manner and Competitors must cross the start line to commence their Race:
 - (i) A designated line marked by a cord between two poles and/or with flags.
 - (ii) A designated line drawn on the sand between two poles.
 - (iii) A line of sight between two poles or straight line in the water (e.g. ski start), or as determined by the starter or the check starter.
- (c) In Events where a cord is used, Competitors’ toes shall be on or behind the line but other parts of the body may overhang the line.
- (d) In Events where a line is drawn (e.g. beach sprint), toes and fingers shall be on or behind the line except where an upright starting position is adopted. In such circumstances, the Competitors’ toes shall be on or behind the line but

other parts of the body may overhang the line.

- (e) In board Events where a cord is used, and the board is held by the Competitor, a part of the craft may be over the line but must be at right angles to the line or at an angle to accommodate prevailing conditions. In Events where a board is placed on the beach it shall be placed flat on the beach (i.e. no mounds underneath the board) at 90 degrees and with the nose of the board on the shoreward side of the start or change-over line.
- (f) In boat and/or ski Events, where a line of sight is used, the bow of the craft shall be on or behind the line, and at 90 degrees to the line or at an angle to accommodate the prevailing conditions.
- (g) Whilst every endeavour should be made by the starter to effect an even start the decision to “go” on the start signal rests with the Competitor or team. If there is no recall by the Starter or the check starter(s) or the Event Referee, no protest shall be allowed on the start.
- (h) The first Competitor to leave their position on the starting line mark after the command “ready” and before the signal to commence shall be considered to have made a starting break infringement and a false start declared.
- (i) With the exception of Events up to and including the U/14 age category, the first Competitor who breaks shall be disqualified except in beach flag Events where that Competitor shall be eliminated. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.
- (j) In Events up to and including the age of U/14, one false start per Race shall be allowed. The first Competitor who breaks after the first false start has been declared shall be

disqualified except in beach flag Events where that Competitor shall be eliminated. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.

NOTE: Irrespective of whether a false start occurred, if in the opinion of the starter or the check starter, the start was not fair because of a technical defect or other matter not caused by Competitors the starter must recall the Competitors and recommence the starting process.

- (k) Competitors entering the water in swim, craft and multi-discipline Events may do so at their own discretion providing there is no interference to other Competitors. The Competitor entering the water in second or subsequent legs shall be deemed to be at fault if the progress of a Competitor coming from the water is impeded.

1.19 COMPLETION OF COURSES

- (a) Competitors/teams must compete fairly and adhere to the courses and the Rules as detailed in this Manual, the relevant Entry Form and Circular or as directed by the relevant official for the conduct of Events. Where available, electronic equipment (including video) may be utilised to assist the judging process.
- (b) If a Competitor/team misses a turning buoy or turning flag they may, without penalty, alter their direction and return by their most direct route to correct the course error and continue to the finish of the Event.
- (c) In Events where it is required to cross a line to finish, should a Competitor or team not correctly cross the finish line as prescribed in this Manual for that Event, they may recover and correctly re-cross the finish line to record their placing.
- (d) Once a Competitor has been judged to have correctly

crossed the finish line, they will be deemed to have completed that Race. As such, a Competitor will then not be permitted to then re-enter the course to correct any previous Race errors.

- (e) Where a Competitor fails to correctly complete the prescribed course, compete fairly or in any other way breaches or fails to follow a Rule in this Manual they may be penalised or disqualified by the Event Referee or Arena Referee in accordance with the relevant Section for that Event and Section 11 of this Manual.

1.20 CHANGE-OVER (TAGGING) IN RELAY EVENTS

- (a) Unless otherwise provided (e.g. IRB teams, surf boat relay, lifesaver relay (boat to other legs only) and beach relay), relay Race changeovers shall be effected by a Competitor “tagging” the next team member.
- (b) Tagging is defined as the incoming Competitor, after completing the course, using either hand visibly to touch the ongoing or outgoing Competitor either on the hand or other part of the body.
- (c) The ongoing or outgoing Competitor shall be positioned with toes on or behind the shoreward side of the changeover line but other parts of the body may overhang the line.
- (d) Competitors in taplin and cameron relay Events must commence their leg of the Event from the (correct) position as allotted by the Marshall. If the Competitor does not comply with the allocated position, the team shall be disqualified by the Event Referee.

1.21 FINISH OF EVENTS

- (a) All Events shall be judged and placings decided by finish judges.
- (b) Where available, electronic equipment (including video) may be utilised in the judging process. The finish position placings will be decided by the finish judge(s).
- (c) Where decals indicating the allocated finish positions are issued to Competitors, it is the Competitor's responsibility to return the decal to the recording official to have their name and finish placing recorded.
- (d) Video playback and electronic recording is for use only by appointed SLSNZ officials. Viewing of video playback or other electronic recordings made by a Competitor or a team manager will only be permitted at the Event Referee's discretion.
- (e) In Events where Competitors run to and across a finish line, the finish of the Race is judged when the Competitor crosses the line on their feet. The finish is judged on the chest of the Competitor when crossing the finish line

NOTE: Falling across the line is not deemed to have finished the Race.

- (f) In Events such as skis and boats (wet finishes), the finish placing is judged when any part of the Competitor/team's craft correctly crosses the finish line.
- (g) In Events where Competitors finish or finish a leg of a team Event at a swim buoy:
 - (i) The Competitor on reaching their allotted buoy shall place his forearm over the top of the buoy and then signal their arrival by raising their other arm to a vertical position whilst remaining in contact with the buoy.
 - (ii) The signal, subject to all conditions being fulfilled, shall be the determining factor in judging the Competitor's

arrival at the buoy.

- (iii) Should a Competitor swim to an incorrect buoy and signal they shall be disqualified.
- (iv) On returning to the beach placegetters should be informed of their finish position.

NOTE: The swimming buoy is defined as the buoy only and does not include any attaching ropes or straps.

- (h) The Event Referee may authorise the wearing of electronic finish tags to aid the judging and recording of Races:
 - (i) Competitors must place tags as directed (e.g. around a specified ankle or wrist or on a designated part of their craft/boat).
 - (ii) The result of such Races shall then be determined by the order of the finish of the tags across the finish line.
 - (iii) In the Event of failure of the electronic tags, all placings in a race shall be visually judged as per traditional methods.

1.22 TIME LIMITS

- (a) When warranted, the Event Referee or Arena Referee shall fix a time limit for Races. Such a time limit shall be advised to Competitors prior to the commencement of the Event.
- (b) Where practicable, disqualifications due to the time limit being exceeded shall be advised to the Competitor by the Event Referee or Arena Referee or the course judge-in-boat.

1.23 DEAD HEATS

In the Event of a dead heat the following shall apply:

- (a) In finals, unless otherwise provided, a dead heat shall be declared as such, and trophy allocation shall be as decided by the Event Management Committee.

- (b) Qualifying dead heat Competitors in preliminary heats, rounds, quarter-finals or semi-finals shall be entitled to compete in the next round or final unless otherwise decided by the Event Management Committee.
- (c) Should two or more teams be allotted equal points in surf teams Events, the team whose full complement of Competitors first completes the course shall be awarded the higher placing.
- (d) For beach flags, surf boat, champion lifesaver, patrol competition, first aid Events refer to the respective Sections of this Manual.

1.24 COMPETITION SAFETY

1.24.1 SAFETY AT COMPETITIONS

The provision of safety management is vital to the conduct of all Competitions.

The Event Manager must ensure that properly equipped safety resources are provided at each venue. The provision of rescue craft and communications is essential at all Competitions.

The level of safety resources to be provided for the Competition will be determined by the size and scope of the Competition and by risks identified on the day of the Competition. A threat analysis must be completed and documented by the Event Manager prior to the commencement of any Competition. A threat analysis should be completed and documented daily if the Competition duration is longer than one day. The Event Manager is responsible for ensuring that suitable health and safety documentation is in place for the Competition.

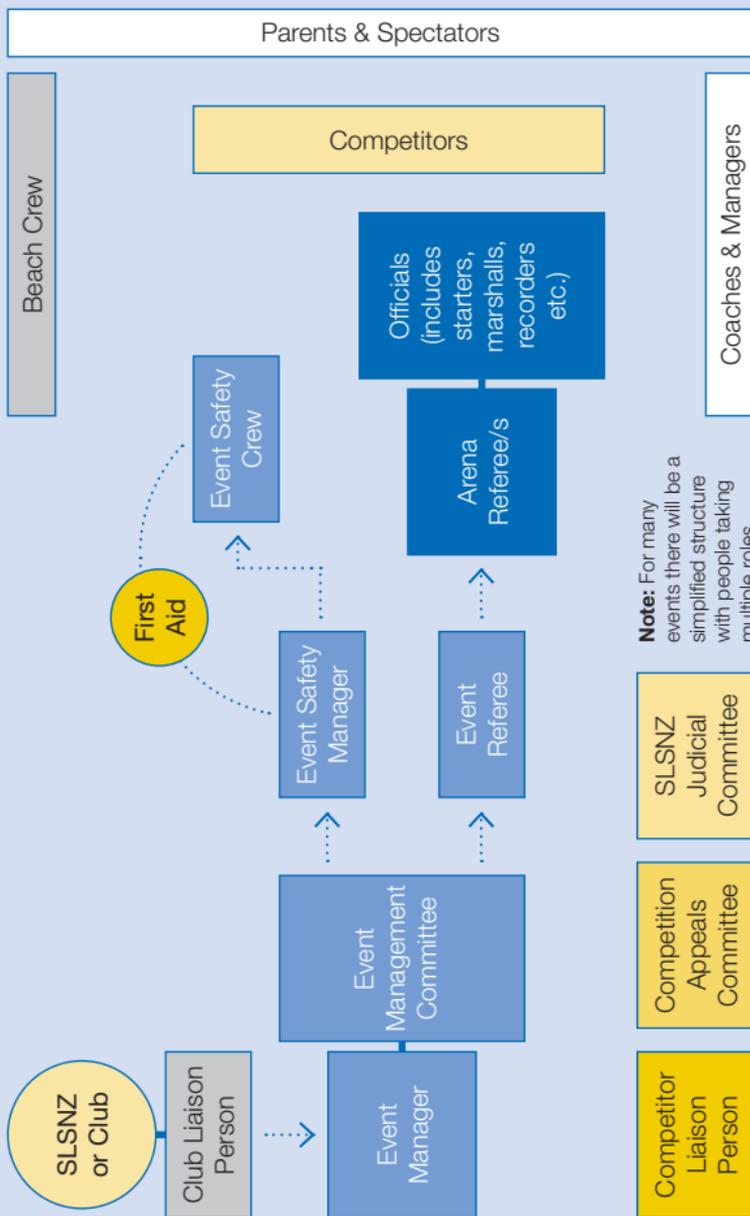
The Event Referee must be satisfied that the safety arrangements provide the necessary safety for Competitors prior to the commencement of any Competition. The Event Referee must also

be satisfied that the surf conditions are satisfactory for Competition and any Event to proceed.

The Event Manager should be familiar with the emergency management procedures contained in the host Club's Patrol Operations Manual (POM). If an emergency arises during a Competition, the emergency management procedures as outlined in the POM should be followed.

Any Member [including Clubs] organising a Competition on behalf of SLSNZ is required to have adequate health and safety plans and procedures in place. Further information regarding health and safety requirements can be obtained from SLSNZ.

SLSNZ Competitions Management Structure



SECTION 2.

LIFESAVING EVENTS

IN THIS SECTION YOU WILL FIND:

CHAMPION LIFEGUARD

PATROL COMPETITION

SECTION 2.

[LIFESAVING EVENTS]

2.1 GENERAL

- (a) SLSNZ conducts many Events that highlight the skills involved in rescue, resuscitation and first aid.
- (b) Details of Events relating to lifesaving are described in this Section and Circulars which may be issued from time to time.
- (c) SLSNZ reserves the right to introduce equipment and gear to assist in the judging of Competitor performance in lifesaving Events.

2.2 CHAMPION LIFEGUARD

2.2.1 Aim

- (a) The champion lifeguard Event provides individual Competitors the opportunity to demonstrate in a competitive manner the physical, lifesaving and knowledge skills required of a lifeguard.

2.2.2 Equipment

- (a) Each Competitor shall provide as a minimum the following equipment, which shall be available for use by the Competitor at the commencement of the Event:
 - (i) One rescue board or racing board.
 - (ii) One rescue tube.
 - (iii) One pair of swim fins (optional).
 - (iv) One adult resuscitation manikin.
 - (v) One child resuscitation manikin.
- (b) All equipment used shall comply with the SLSNZ Equipment Specifications Policy.

NOTE 1: If a rescue board is used in competition it is required only to meet the specification for Malibu racing boards.

NOTE 2: Any manikin provided by the Competitor shall not be marked in any way to gain advantage in Events.

NOTE 3: The swim fins shall comply with the following dimensions:

- Maximum 65cm overall length including 'shoe' or ankle strap (ankle strap extended).
 - Maximum 30cm width at the widest point of the blade.
 - Swim fins are to be measured with the shoe or ankle strap extended but not stretched. The swim fins will not be permitted to be used if they do not conform to specifications or if they are considered a safety hazard.
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NOTE 4: SLSNZ may require Competitors to use supplied manikins.

2.2.3 Uniforms

- (a) All Competitors are to present themselves for the Event wearing their Competition cap and costumes (as set out in Rule 1.5.1 of this Manual) as well as comfortable attire for the resuscitation and theory sections (footwear optional), provided such attire does not impede the judging process for the resuscitation section.

2.2.4 Procedure

- (a) The champion lifeguard Event is determined on a point score basis with the Competitor scoring the highest points being declared the winner. The total maximum points available are 120.
- (b) The three sections that comprise the champion lifeguard Event and allocated maximum points are:
- | | |
|----------------------------|-----------|
| (i) Physical Skills | 40 points |
| (ii) Questionnaire | 40 points |
| (iii) Resuscitation | 40 points |

- (c) The Arena Referee, taking into account the suitability of the Competition Area and the conditions, shall determine the order in which the sections are to be conducted.
- (d) Sections may be conducted concurrently, depending on the number of Competitors and available time.
- (e) Draws for positions in the physical skills components will be made prior to each Race. Similarly draws for Competitor position order in the resuscitation section will be made prior to that section.
- (f) The rules, sections, points allocation and procedure for the conduct of the Champion Lifeguard Event are detailed in the subsequent paragraphs.

2.2.5 Physical Skills

- (a) The Physical Skills section will comprise four Events and the maximum points allocation is as follows:
 - (i) **Surf Race** 10 points
 - (ii) **Board Race** 10 points
 - (iii) **Beach Sprint** 10 points
 - (iv) **Rescue Tube Race** 10 points
- (b) The distances in the Surf, Board and Rescue Tube Races shall be as per the swim and board sections of the Ironperson Events. The start, finish and conduct of these Events shall be as per the conventional Swim, Board, and Rescue Tube Events.
- (c) The use of swim fins is optional in the Rescue Tube Event and, if used, shall be placed with the rescue tube on the rescue tube line.
- (d) The Beach Sprint Events shall be conducted as per the Rules in Section 8 of this Manual.
- (e) Competitor numbers for Events in heats, semi-finals and finals are outlined in Section 1 of this Manual.

- (f) Each Competitor must start in each of the physical skills Events. Failure to start each Event shall result in disqualification from the champion lifeguard Event.
- (g) Failure of a Competitor to complete the course within any time limit allocated (refer Section 1 of this Manual) or complete the course correctly will mean that nil points shall be allocated to that Competitor in that particular Event.
- (h) The first Competitor to correctly finish the final of each of the four physical skills components shall be declared the winner of that component. Points allocation for each of the Competition components is as follows:

Finish Position	Points
1st	10
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2

2.2.6 Questionnaire

- (a) The theory paper section will consist of forty questions derived from any current SLSNZ Training Manual relevant to the minimum qualifications required for the Event. A thirty minute time limit shall be allowed.
- (b) The maximum points allocated for each Competitor in this section is 40 points. Point allocation for this section of the Event is as follows:
Each question answered correctly: One (1) point

2.2.7 Practical Resuscitation

- (a) The practical resuscitation section will comprise the following two parts:
 - (i) Part A – Live patient assessment including recovery position, (20 Points Maximum);
 - (ii) Part B – One person Cardiopulmonary Resuscitation (CPR) on a manikin, (20 Points Maximum).
- (b) The Event Management Committee shall arrange the live patient for this section.
- (c) The manikin can either be provided by the Competitor or pre-arranged with sufficient notice for the Event Management Committee to provide.
- (d) A single draw will be held to determine if the “patient” (both live and manikin) is to be a child or an adult. This draw will remain the same for all Competitors.
- (e) No watches are to be worn by any Competitors during the resuscitation section.
- (f) The section will commence with a live person assessment including recovery position.
- (g) At the conclusion of the live patient assessment the Competitor shall maintain their position and await the direction of a judge who will give instructions to the Competitor to move to the manikin.
- (h) Upon the direction of the judge the Competitor shall undertake one person CPR (adult or child) on a manikin for 5 complete cycles. The time taken to complete the 5 cycles shall be timed.
- (i) At the conclusion of the 5th cycle the judge shall declare “Operator halt. The patient is now breathing.” The CPR on a manikin section is then concluded, resuscitation shall conclude and no further action is required.

- (j) The procedure and timing for CPR is as follows:
- (i) One complete cycle for one person CPR (for all patients) is an External Cardiac Compression (ECC) count of 30 immediately followed by 2 breaths. Each complete cycle is to take approximately 24 seconds with an optimum minimum of 5 cycles taking 2 minutes.
 - (ii) The ECC count shall be given aloud commencing with “1” then “5, 10, 15, 20, 25, 26, 27, 28, 29, 30” over an approximate 20 second period.
 - (iii) Immediately following delivery of the 30th compression, the Competitor shall move to the head of the patient and deliver 2 inflations in approximately 4 seconds. The Competitor will then commence the next cycle.
 - (iv) The cycles are the same for both adults and children. The difference is the depth of compression and amount of air delivered to the patient. Dependent on the manikin equipment utilised this may or may not be able to be measured and judged. If manikins are supplied Competitors are to be advised of the type and measuring equipment to be used prior to the Event.
- (k) The point system for judging this section is designed with an emphasis on judgement of fact. A maximum of 20 points each will be allocated for the two parts of this section. Points will be allotted with deductions as follows:
- **Major faults (each)** 4.0 points deduction.
 - **Minor faults (each)** 0.5 points deduction.
 - **Timing deductions (manikin)** 4, 3, 2, 1 or nil points deduction.
- (l) For Part A or Part B of this section, if total deductions exceed the 20 points, the Competitor will score zero for that part.

- (m) Refer to Appendix A for additional details on deductions schedule for major, minor and timing faults, in addition to commands given to Competitors by officials.

2.2.8 Tied Scores

- (a) In the Event of equal points at the completion of the Event, the winner shall be decided by a count back system in the following order:
- Practical Resuscitation Part A
 - Practical Resuscitation Part B
 - Questionnaire
 - Surf Race
 - Rescue Tube Race
 - Board Race
 - Beach Sprint
- (b) If a winner cannot be determined by count back then a dead heat will be declared as provided in Section 2 of this Manual.

2.3 PATROL COMPETITION

2.3.1 Aim

- (a) The aim of the patrol competition is to demonstrate how lifeguards work as a team in performing some or all of the skills associated with surf rescue patrol work. Team members in the patrol competition must be members of the same club, but not necessarily be from the same club patrol.
- (b) The patrol competition includes a number of physical skills, practical and theory tasks involving racing, rescue and/or first aid situations.

2.3.2 General

- (a) The patrol competition is divided into four sections:
- (i) Physical Skills 20 points maximum
 - (ii) Theory 20 points maximum

(iii) Resuscitation 20 points maximum

(iv) Scenario Task 40 points maximum

The total of all four sections is 100 points maximum.

- (b) Teams shall compete against each other in the Events of the physical skills section.
- (c) Draws for positions in the two physical skills components shall be made prior to each Race, as will the draw for position order for resuscitation and scenario task sections.
- (d) The team with the greatest number of points awarded from all sections will be declared the winner.
- (e) The Arena Referee, taking into account the suitability of the Competition Area and the conditions, shall determine the order in which the sections are to be conducted.
- (f) Depending on the number of teams and the availability of times, the sections of the Event may, if possible, be conducted concurrently (e.g. resuscitation and board/tube rescue relay).
- (g) The Event Management Committee shall provide the patients, patrol equipment and relevant log books for the Event. Teams shall provide equipment and uniforms as prescribed for this Event.

2.3.3 Uniforms

- (a) All team members are to present themselves for the Event in the following items of the respective SLSNZ patrol uniform, worn in conjunction with a Club Competition cap and team costume:
 - (i) A SLSNZ Patrol shirt that complies with the current SLSNZ uniform policy; and
 - (ii) SLSNZ Red Patrol shorts that comply with the current SLSNZ uniform policy.
- (b) All uniforms must be in good condition.

- (c) Any advertising, lettering etc on Club patrol uniforms shall be in accordance with SLSNZ's current regulation in respect to Patrol Uniforms. Further, competing teams shall be required to comply with SLSNZ's Sponsorship regulation.

2.3.4 Equipment

- (a) Each team shall provide as a minimum the following equipment, which shall be available for use by the team at commencement of the Event.
- (i) One rescue board or Malibu racing board.
 - (ii) One rescue tube.
 - (iii) A first aid kit (refer Appendix C)
 - (iv) One pair of swim fins (optional).
 - (v) One Air Bag Oxygen Resuscitation Unit (Air Bag).
 - (vi) One adult resuscitation manikin.
 - (vii) One child resuscitation manikin
- (b) All equipment used shall comply with SLSNZ's Equipment Specifications Policy.

NOTE 1: If a rescue board is used in an Event it is required only to meet the specification for Malibu racing boards.

NOTE 2: Any manikin provided by the Competitor shall not be marked in any way to gain advantage in an Event.

NOTE 3: The swim fins shall comply with the following dimensions:

- Maximum 65cm overall length including 'shoe' or ankle strap (ankle strap extended).
- Maximum 30cm width at the widest point of the blade.
Swim fins are to be measured with the shoe or ankle strap extended but not stretched. The swim fins will not be permitted to be used if they do not conform to specifications or if they are considered a safety hazard.

NOTE 4: SLSNZ may require Competitors to use supplied manikins.

2.3.5 Team (Patrol) Competition

- (a) The team (patrol) competition may be conducted in Open and Under 19 age categories. The Open competition shall consist of six members per team and the Under 19 competition shall consist of four members per team as follows:
- (i) Open – each team shall consist of six competitors who are all refreshed SLSNZ Award holders.
In addition, at least one team member of the Open team shall have an IRB driver's certificate (IRBD) and at least one other team member shall have either of the following awards:
- IRB crew certificate; and/or
 - IRBD
- (ii) Under 19 – each team shall consist of four competitors who are all refreshed SLSNZ Award holders.

NOTE: In the Under 19 age category there is no requirement for any of the team members to hold IRB qualifications as the preparation and use of the IRB is not included in the Under 19 patrol competition.

- (b) In both Open and Under 19 patrol competition all team members shall be involved in a draw to determine their individual team positions for the board/tube rescue relay and the resuscitation sections.
- (c) The Open patrol competition team members shall be designated as follows:
- No.1 – Resuscitation Team (First Role – One person CPR Operator)
 - No.2 – Resuscitation Team (First Role – Two person CPR, ECC Operator)
 - No.3 – Resuscitation Team (First Role – Two person CPR, Prepares oxygen equipment and introduces mask)

- No.4 – Patient Swimmer (Board/Tube Relay)
- No.5 – Tube Rescuer (Board/Tube Relay)
- No.6 – Board Rescuer (Board/Tube Relay)

NOTE: The team members shall wear a numbered cap (No's 1 to 6) corresponding with their drawn position.

(d) In the Under 19 patrol competition there shall be two draws required for the board/tube relay and for the resuscitation sections. Team members shall be designated as follows:

(i) Board/Tube Relay

- No.1 – Patient Swimmer
- No 2 – Tube Rescuer
- No 3 – Board Rescuer
- No.4 – Observer

(ii) Resuscitation

- No.1 – Resuscitation Team (First Role – One person CPR Operator)
- No.2 – Resuscitation Team (First Role – Two person CPR, ECC Operator)
- No.3 – Resuscitation Team (First Role – Two person CPR, Prepares oxygen equipment and introduces mask)
- No.4 – Observer

NOTE 1: Observer means that the team member watches that particular section of the Event.

NOTE 2: The team members shall wear a numbered cap (No's 1 to 4) corresponding with their drawn position.

(e) Patrol competition may also be conducted in other age groups. The conduct and rules for such Events shall be announced by Event Circular from time to time.

2.3.6 Substitution of Competitors

- (a) The substitution of team members prior to Competitors being marshalled is permitted as per Section 1 of this Manual. However, once marshalling has been completed, no further substitution of Competitors shall be permitted, for that round, semi-final or final.

2.3.7 Patrol Competition Format

- (a) The patrol competition is determined on a point score basis with the team scoring the highest points being declared the winner. The total maximum points available are 100.
- (b) Failure of a team (or team member/s) to commence a section or component of the patrol competition shall result in disqualification of the team from the patrol competition.
- (c) If the team (or team member/s) does not correctly complete (or complete within the time limit) a section or component of the patrol competition, the team will not be disqualified from the total patrol competition. In this case the team will be given zero points for that section or component of the patrol competition.
- (d) The patrol competition will consist of the following sections and points allocation:
- (i) Physical Skills
 - Surf Teams (10 points maximum)
 - Board/Tube Rescue Relay Race (10 points maximum)
 - (ii) Theory
 - Theory (written paper) (20 points maximum)
 - Resuscitation – Live Patient Assessment and Manikin Resuscitation (20 points maximum)
 - (iii) Scenario Task
 - Lifesaving task (40 points maximum)
- Details of the sections and components are as

detailed in the following paragraphs.

2.3.8 Surf Teams

- (a) All team members for Open (six members) and Under 19 (four members) shall make up the surf team for this section of the patrol competition.
- (b) The distance in the surf teams Race shall be as per the Masters surf Race. The start, finish, conduct and determination of placings of the surf teams Race shall be as per the conventional surf teams Event (refer Section 3 of this Manual).
- (c) Refer Section 1 of this Manual for the total number of Competitors in a Surf Teams Event.
- (d) A time limit, as defined in Section 1 of this Manual, may be set by the Arena Referee. When such a time limit is set, Competitors shall be notified prior to the start of the Event.
- (e) Total points allocated to each team in the surf teams component is as follows:

Finish Position	Points
1st	10
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2

2.3.9 Board/Tube Rescue Relay Race

- (a) The team members that have drawn the relevant numbers shall contest this component of the patrol competition. The numbers are:

- (i) Open Team: No's 4, 5 and 6
 - (ii) Under 19 Team: No's 1, 2 and 3
- (b) The course shall be set as per the rescue tube Race (refer Section 3 – swimming Events):
 - (i) The two green flags shall indicate the start/finish line
 - (ii) If the option not to use swim fins is taken the swim fins are not required to be placed with the rescue tube.
- (c) Each patient shall take up their position on the start line in the allotted position.
- (d) On the starting signal, each patient shall enter the water and swim to their allotted buoy. On reaching their allotted buoy, the patient shall place their forearm over the top of the buoy and then signal their arrival by raising their other arm to a vertical position whilst remaining in contact with the buoy. The said signal, subject to all conditions being fulfilled, shall be the determining factor in judging the patient's arrival at their buoy. Should a Competitor swim to a wrong buoy and signal, the team shall be disqualified. The patients must then release contact with the swimming buoy, retire to the seaward side of the swimming buoys and await arrival of the rescuer.

NOTE: The swimming buoy is described as the buoy only and does not include any attaching ropes or straps.

- (e) In the interim each rescue tube swimmer shall take up their position on the starting line in the allotted position and await the arrival signal from the patient.
- (f) On receiving the patient's signal the rescue tube swimmer shall don the rescue tube and swim fins (if used) at their own discretion and swim to the allotted buoy.
- (g) On reaching the allotted buoy, the rescue tube swimmer shall place their forearm over the top of the buoy and then

signal their arrival by raising their other arm to a vertical position whilst remaining in contact with the buoy. The said signal, subject to all conditions being fulfilled, shall be the determining factor in judging the rescue swimmer's arrival at their buoy. Should a Competitor swim to an incorrect buoy and signal the team shall be disqualified. The rescue tube swimmers must then release contact with the swimming buoys, retire to the seaward side of the swimming buoys with their patient and await arrival of their board rescuer.

NOTE: The swimming buoy is described as the buoy only and does not include any attaching ropes or straps.

- (h) Each board rescuer shall take up the allotted position with their board on the starting line, to await the signal from the rescue tube swimmer.
- (i) On receiving the signal the board rescuer shall enter the water and paddle to and around the allotted buoy. The board rescuer shall turn the buoy from left to right unless otherwise directed by the Event Referee. The patient shall make contact with any part of the board on the seaward side of the swimming buoy. The patient pick up shall be affected on the seaward side of the buoy. The patient may position themselves on the front or rear of the board, with or without assistance and may assist the rescuer by paddling the board on the return to shore.

NOTE: A team shall not be disqualified if part of the board extends onto the shoreward side of the buoy during the patient pick up process.

- (j) Losing control of patient and/or board – the board rescuer may lose control/contact and then regain control of the board on the way to their turning buoy. The rescuer and patient may lose contact with the board on the return

journey. However, both the rescuer and patient must be in contact with the board when crossing the finish line.

- (k) The finish is judged on the chest of the first Competitor of the team (i.e. patient or rescuer) crossing the start/finish line on their feet, with both the rescuer and patient being in control and in contact with the board.
- (l) The rescue tube swimmer then returns back to the beach and, as such, is not regarded as having any further part of the board rescue section of the Event.
- (m) Total points allocated to each team in board/tube rescue relay component is as follows:

Finish Position	Points
1st	10
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2

2.3.10 Theory

- (a) In the Open Event, all six members of the team shall contest this component of the Event. In the Under 19 Event, all four members of the team shall contest this component of the Event.
- (b) The theory section will consist of 20 Questions on general surf lifesaving, patrol requirements, communication, basic first aid and surf awareness. The questions may be drawn from any current SLSNZ Training Manual relevant to the minimum qualifications required for the Event. Each team

member will receive the same paper and each will individually complete the paper.

- (c) A total time limit of 15 minutes will be allowed.
- (d) To determine the total points in the Open Event, all team members' correct answers shall be added and then divided by 6 to give a score out of 20.
- (e) To determine the total points in the Under 19 Event, all team members' correct answers shall be added and then divided by 4 to give a score out of 20.

2.3.11 Practical Resuscitation

- (a) This practical resuscitation section will comprise two parts:
 - (i) Part A – Live patient assessment including recovery position; and
 - (ii) Part B – Cardiopulmonary Resuscitation (CPR) on a manikin.
- (b) The team members that have drawn No's. 1, 2 and 3 shall contest this section of the competition. These team members shall operate as a resuscitation team rotating after the delivery of each five cycles of CPR (i.e. one cycle is the delivery of 30 ECC and 2 breaths).
- (c) The practical resuscitation section shall consist of four components:
 - (i) Two person assessment of a live patient
 - (ii) CPR on a manikin (1 person)
 - (iii) CPR on a manikin (2 person)
 - (iv) CPR with oxygen on a manikin (3 person)
- (d) The practical resuscitation section will also involve:
 - (i) Assessment of teamwork
 - (ii) Assessment of timing
 - (iii) Checking of air bag and oxygen equipment
 - (iv) Introduction of the air bag

- (e) The Event Management Committee shall arrange the live patient for this section.
- (f) The manikin can either be provided by the Competitor or pre-arranged with sufficient notice for the Event Management Committee to provide.
- (g) A single draw will be held to determine if the “patient” (both live and manikin) is to be a child or an adult. This draw will remain the same for all Competitors.
- (h) No watches are to be worn by any Competitors during the resuscitation section.
- (i) All changes of resuscitation techniques and rotations shall be undertaken without break, simulating the need to maintain continuous resuscitation on a patient who is not breathing.
- (j) The time taken by the resuscitation team to complete each of the 5 cycles in each of the resuscitation techniques shall be timed.
- (k) Team members No.1 and No.2 shall undertake the live patient assessment including recovery position placement and demonstration of ECC hand positions by No.1.
- (l) At the conclusion of the live patient assessment teams shall maintain their positions and await the direction of a judge who will give the instructions to the team to move to the manikin for CPR assessment on a manikin.
- (m) Upon the direction of the judge team member No.1 shall undertake one person CPR (adult or child) on a manikin for the initial 5 cycles (over a timed period).
- (n) While one person CPR by No.1 on the manikin is being undertaken team member No.2 takes up a kneeling at ease position ready to commence ECC in two person CPR and No.3 prepares the oxygen equipment.

- (o) Two person CPR will commence immediately following completion of the 5th cycle of one person CPR. Team members shall move without ceasing CPR from the one person to the two person CPR technique. No commands for team members to rotate will be given by the judge.
- (p) The resuscitation team will carry out two person CPR with No.1 undertaking rescue breathing and No.2 undertaking cardiac compressions for the next 5 cycles of CPR (over a timed period).

NOTE: It is permissible for No.1 or any other team member to count/declare the number of completed cycles of CPR.

- (q) While two person CPR is being performed No 3 shall become responsible for the preparation and checking of the oxygen equipment including the introduction of the mask to the patient (when ready during any of the 5 cycles).
- (r) Two person CPR using air bag resuscitation will commence immediately following completion of the 5th cycle of two person CPR and without ceasing CPR. No commands for team members to rotate will be given by the judge.
- (s) As CPR using air bag resuscitation is introduced team members shall rotate their roles. No.1 shall ensure backward head tilt and mask seal, No.3 shall undertake ECC and No.2 shall introduce/operate the Air Bag and monitor the oxygen equipment.
- (t) At the conclusion of the 5th CPR cycle using Air Bag Resuscitation the Judge shall declare "Operators halt. The patient now has signs of life and is breathing."

NOTE: It is permissible for No.1 or No.2 or any other team member to count/declare the number of completed cycles of CPR

- (u) The CPR on a manikin section is then concluded,

resuscitation shall conclude and no further action is required from teams. The total period of resuscitation is therefore 15 cycles of CPR over an approximate continuous period of 6 continuous minutes as follows:

- (i) 1 person CPR (5 cycles, approximately 2 minutes); to
- (ii) 2 person CPR (5 cycles, approximately 2 minutes); to
- (iii) CPR with oxygen (5 cycles, approximately 2 minutes).
- (v) The procedure and timing for CPR is as follows:
 - (i) One complete cycle for both one person and two person CPR (for all patients) is an ECC count of 30 immediately followed by 2 breaths. Each complete cycle is to take approximately 24 seconds with an optimum minimum of 5 cycles taking 2 minutes.
 - (ii) The ECC count shall be given aloud commencing with "1" then "5, 10, 15, 20, 25, 26, 27, 28, 29, 30" over an approximate 20 second period.
 - (iii) In the one person operation immediately following delivery of the 30th compression, the operator shall move to the head of the patient and deliver 2 inflations in approximately 4 seconds. The operator will then commence the next cycle.
 - (iv) In the two person CPR operation immediately following the count of 30, the ECC operator shall stop counting while the rescue breathing operator delivers 2 inflations in approximately 4 seconds. The ECC operator will then commence the next cycle.
 - (v) One complete cycle is an ECC count of 30 immediately followed by 2 breaths. Each complete cycle is to take approximately 24 seconds with an optimum minimum of 5 cycles taking 2 minutes.
 - (vi) The cycles are the same for both adults and children.

The difference is the depth of compression and amount of air delivered to the patient. Dependent on the manikin equipment utilised this may or may not be able to be measured and judged. If manikins are supplied teams are to be advised of the type and measuring equipment to be used prior to competition.

- (w) The point system for judging this section is designed with an emphasis on judgement of fact. A maximum of 20 points will be allocated to this section with team deductions as follows:
- **Major faults (each)** 4.0 points deduction.
 - **Minor faults (each)** 0.5 points deduction.
 - **Timing deductions (manikin)** 4, 3, 2, 1 or nil points deduction.
- (x) If total deductions exceed the 20 points for the section the Competitors will score zero.
- (y) Refer to Appendix B for additional details on deductions schedule for major, minor and timing faults, in addition to commands given to Competitors by officials.

2.3.12 Scenario Task

- (a) In the Open Event, all six members of the team shall contest this component of the Event. In the Under 19 Event all four members of the team shall contest this component of the Event.

NOTE: The Event scenario in Championship competition shall be judged over a total of 15 minutes with the following time periods:

- **Set-up** 3 Minutes
 - **Task** 9 Minutes
 - **Pack-up** 3 Minutes
- (b) Each team shall be given the same task involving a rescue or number of rescues. First aid or other situations that confront patrols may also be involved. The prevailing conditions of the

day shall be taken into account. The team's assessment will include:

- (i) The patrol captain's effective use of the patrol to carry out the task.
 - (ii) The initiative of patrol captain.
 - (iii) Effecting the rescue(s).
 - (iv) Effective utilisation of patrol equipment.
 - (v) Effective use of communications and signals.
 - (vi) Correct assessment and treatment of patients.
 - (vii) Use of patrol captain and incident report forms.
- (c) All assessments shall be made from the current SLSNZ Training Manual.
- (d) Scoring shall be weighted (this may be done by a spread weighting from a total of 240 points for the Open team and 160 points for the Under 19 team for the individual parts of the scenario section. These points shall be totalled and divided by the number of team members to give a score out of 40).
- (e) The points to be allocated to this section total 40 points maximum.
- (f) When entering the designated area for the scenario task, team members shall be wearing their patrol uniform and competition cap and shall carry their first aid kit and air bag oxygen resuscitation unit. Each team member has the option of wearing one bum bag. No other gear or equipment can be carried by team members.

NOTE 1: The kit "bum" bag can only contain the following items: gloves (two pairs only), whistle, blank notepad, pen, pocket mask, roller bandage (one only) and triangular bandage (one only). Items that can be included in each bum bag are exclusive from the items contained in the first aid kit.

NOTE 2: First aid kits must meet the first aid kit requirements as set out in Appendix C.

- (g) Teams will have their equipment checked by an SLSNZ official prior to entering this component of the Event.
- (h) Teams will be provided with patrol captain and incident report forms and any other equipment required for the scenario shall be made available by the organisers e.g. rescue equipment, stiff neck collars, signage, etc.
- (i) Prior to the commencement of the scenario section all teams shall go into isolation and shall be marshalled from the isolation area for the scenario task assessment. The Arena Referee has the discretion to have the teams that have completed the scenario section, either to return to the isolation area or be permitted to observe any remaining teams completing the section.
- (j) The Arena Referee also has the discretion to manage isolation rules in relation to Competitors competing in other Events. Priority needs to be given to ensuring that isolation protocols are strongly adhered to, to enable effective and fair patrol competition conduct. Competitors should be aware of these requirements when entering the patrol competition Event.

2.4.13 Tied Scores

- (a) In the Event of equal points at the completion of the competition, the winner shall be decided by a count back system in the following order:
 - Scenario task
 - Resuscitation task
 - Board/Tube Rescue Relay Race
 - Surf Teams Race
 - Theory

- (b) If a winner cannot be determined by count back then a dead heat will be declared as provided in Section 2 of this Manual.

2.4 FIRST AID COMPETITION

2.4.1 Aim

- (a) The first aid Event is a team event designed to promote and to demonstrate a high standard of first aid prowess by Competitors.

2.4.2 Nature of First Aid Competition

- (a) Each first aid competition Event shall be held with a set simulated accident scenario and a set time limit for each team in the Event. The time limit shall be advised to teams prior to the commencement of the Event.

NOTE: The Event scenario in championship Competition shall be judged over the following time periods:

- **Open & U19** 12 Minutes
 - **U16** 8 Minutes
- (b) The Event shall be based on SLSNZ First Aid standards.
- (c) The rates of resuscitation will be as per the current edition of the SLSNZ Surf Lifeguard Award Training Manual.
- (d) The scenario, including props, specifications and casualties etc shall be arranged by the Arena Referee or their appointee.
- (e) As far as possible the injuries will be similar to those a Competitor may be called upon to treat using the resources of the first aid room. Each team in the Event will be judged on the same scenario.
- (g) Teams will be required to examine the casualty(s), make their diagnosis and then treat the casualty(s) using the materials provided and/or their first aid kit.

- (h) First aid kits shall be supplied by the team (refer Appendix C for a list of the contents).
- (i) Each Competitor may also take their own kit (bum) bag into the competition arena. Kit bags shall contain a maximum of 20 items. Contents of the kit bag are to be comprised solely of items coming from the first aid kit. Two pairs of gloves and up to six safety pins will be the only multiple items considered as single items in a kit. A note book with pens and/or pencils may be carried in the Competitor's pocket and shall not be counted as part of the kit items. The Arena Referee shall advise whether the gloves may be worn into the Competition Arena but it is mandatory that gloves are worn when undertaking treatments.

NOTE 1: First aid kits and personal kit bags shall be made available for inspection as advised by the Arena Referee.

NOTE 2: A team shall not be permitted to start the scenario if the equipment does not meet the requirements laid down for this Event.

2.4.3 Composition of Teams

- (a) Each first aid team shall be comprised of two Competitors from the same Club.

2.4.4 Competitors' Dress

- (a) Rule 2.3.3 of patrol competition Event shall apply to the dress of Competitors in first aid Events, except for the following provisos:
 - (i) No item worn by a Competitor is permitted to be used to treat a casualty.
 - (ii) The wearing of footwear is optional.

2.4.5 Competition in other Events

- (a) If a team member, who is in isolation, has to compete in another Event, that Competitor will be accompanied by a

judge who will wait while the Event is completed and then will return to the isolation area with the Competitor.

2.4.6 Judging of the Competition

- (a) Judging at the Event shall be effected by utilising marking sheets which are related to the following seven sections of the scenario:
 - (i) Approach to casualty.
 - (ii) Examination of casualty and diagnosis of injuries
 - (iii) Specific points for all treatments
 - (iv) Disposal of casualty.
 - (v) Management of the incident.
 - (vi) First aid kits.
 - (vii) Judges' discretion.
- (b) The marks allotted to the various sections may be varied for each different scenario.
- (c) To maintain a standard of values the percentage weighting allocation of total marks to the various sections should not exceed the following (provided that the total of the sections must equal 100%):
 - (i) 60% – Specific points for all treatments.
 - (ii) 30% – Examination of casualty and diagnosis of injury.
 - (iii) 25% – Approach to casualty.
 - (iv) 20% – Management of the incident.
 - (v) 5% – Disposal of casualty.
 - (vi) 2% – Judges' discretion.
 - (vii) 2% – First aid kits.
- (d) Placings shall be determined by the aggregation of points.
- (e) In the event of equal points at the completion of the Event, the winner shall be decided by a count back system using Rule 3.5.6 (c) and the order for the count back shall be sub-Rule (i), (ii), (iii), (iv), (v), (vi), and (vii).

- (f) If a winner cannot be determined by count back then a dead heat will be declared as provided in Section 2 of this Manual.

2.4.7 Competition Administration and Officials Control

- (a) The Event may be held as a separate Event or as part of a Competition and as such will come under the overall control of the Carnival Controller.

2.4.8 Arena Referee

- (a) The immediate control of the Event is allocated to an Arena Referee who has knowledge of both SLSNZ competition and first aid.
- (b) SLSNZ shall appoint currently accredited SLSNZ officials and/or other suitably qualified persons to conduct the Event. Appointment of officials should be based on first aid knowledge. Other Participants may be used to assist or be involved in the tasks e.g. casualties.
- (c) The Arena Referee shall be responsible for the planning, preparation, distribution and organisation of all matters relative to the scenarios and tasks.
- (d) The Arena Referee prior to the Event shall:
 - (i) Ensure that SLSNZ has approved the rules for the Event.
 - (ii) Ensure that the Competition Area including the Competitors' isolation area is organised.
 - (iii) Ensure no components of the Event conflict with any SLSNZ Training Manual.
 - (iv) Arrange for any locations or special equipment or props required for the Event.
 - (v) Arrange for the scrutineering of first aid equipment supplied by teams for use in the Event.
 - (vi) Arrange for staging of the scenario and for any special equipment or personnel required.

- (vii) Ensure casualties are fully briefed.
- (viii) Ensure that the appropriate marking sheets are prepared.

2.4.9 The Judges

- (a) Judges should have a comprehensive knowledge of the rules governing the Event based on current SLSNZ first aid practices and Manuals on which the Event is based.
- (b) Sufficient judges should be appointed to adequately cover judging and administration of the Event.

2.4.10 The Marshall

- (a) The Marshall shall:
 - (i) Ensure that entry conditions are not breached and that any infringements are reported to the Arena Referee.
 - (ii) Escort each team from the isolation area to the Competition Area by the route indicated by the Arena Referee.

2.4.11 The Isolation Judge

- (a) The isolation judge shall:
 - (i) Ensure teams are restricted to the isolation area prior to them being escorted to the Competition Arena.
 - (ii) Ensure that no communication takes place between the team and any unauthorised person during isolation.
 - (iii) Ensure that the isolation conditions of the Event are not violated and immediately report any infringement to the Arena Referee.

2.4.12 Casualties

- (a) One or more Participants may be required to act as casualties or act out a given role for the Event and they must follow the instructions of the Arena Referee and carry out the same procedure for each competing team.

2.4.13 Bystanders

- (a) Participants may be required to act as bystanders to assist in the scenario. They must follow the instructions of the Arena Referee and carry out the same procedure for each competing team.

2.4.14 Competition Area

- (a) The Competition Area will be defined by the Arena Referee.
- (b) The Competition Area will be roped off and sign posted to keep spectators clear and to avoid any confusion regarding the equipment and staging required. A first aid post (tent) may be set up on the beach for the Event.

2.4.15 Presentation, Diagnosis and Treatment of Casualties

- (a) The injuries or disabilities from which a casualty is suffering will be depicted as accurately as possible by casualty simulation.
- (b) A two minute period will be given to each team prior to receiving their scenario to inspect the first aid equipment.
- (c) One whistle blast will signal the start of the Event for the team. Teams will be advised two minutes prior to finish time and subsequently two blasts of the whistle will signal the finish of practical work. Teams will be permitted to record details of the treatment after the finish of the practical work.
- (d) Competitors will be required to manage the situations, examine the casualties, diagnose the nature of the injuries and disabilities and carry out necessary treatment in priority order as dictated by the scenario.

2.4.16 Release of Competitors

- (a) When a team has completed its scenario, the team may be released.

2.4.17 Results

- (a) At the end of the scenario the judge(s) shall hand their marking sheet to the recording judge. The recording judge(s) must immediately check that every item has, in fact, been marked and any alterations have been initialled by the judge(s) before they leave the Competition Area.
- (b) The result shall then be determined.
- (c) The Arena Referee shall check results and if correct arrange for placing results to be advised.

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SECTION 3.

SWIMMING EVENTS

IN THIS SECTION YOU WILL FIND:

GENERAL CONDITIONS

SURF RACE

RESCUE TUBE RACE

RUN SWIM RUN

WADING RACE

SECTION 3.

[SWIMMING EVENTS]

3.1 GENERAL CONDITIONS

Swimming ability is a prime factor in surf lifesaving. Rescue tube rescue and rescue tube Events are “simulated” rescues. Surf, run swim run and wading Events are more direct tests of physical ability in and around the surf environment. Swimming Events have been designed to encourage Members to keep fit for lifesaving duties.

3.2 SURF RACE

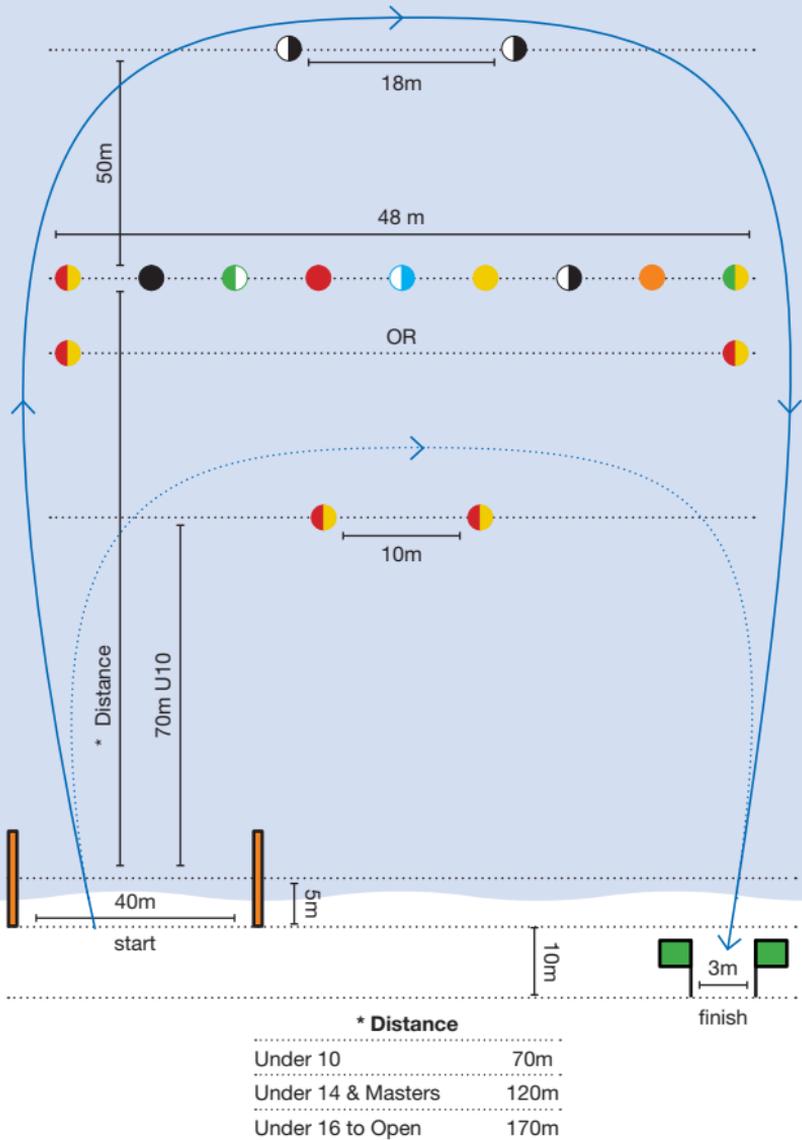
3.2.1 The Course

- (a) The course shall be as detailed in Figure 3.1
- (b) If it is necessary to lay special turning buoys for Surf Swimming Events, then not less than two buoys shall be laid (a minimum distance of 10 metres apart).

3.2.2 Procedure

- (a) Competitors in Swimming Events shall assemble in the marshalling area and, when names are checked and placed in drawn order, the Competitors shall file onto the Competition Area in order as directed.
- (b) At the given signal the Competitors shall commence from the start line, enter the water without impeding any other Competitors in the Event, swim to and around the buoys, and return to shore and finish between the two green finish flags.
- (c) Competitors may be positioned after the finish in either of the following ways:

Fig 3.1 Surf Race & Surf Teams Race



- (i) On a straight line drawn at approximately a 30 degree angle from the finishing line and up the beach.
- (ii) On a series of lines approximately 10 metres behind and at right angles to the finishing line and 5 metres apart.

3.3 SURF RACE VARIATIONS

3.3.1 Surf Teams Race

- (a) Teams shall consist of four members who shall be marshalled as a team i.e. four members, one behind the other facing the water's edge in their drawn positions. The next team shall be lined up beside the first team, and so on. When all teams are assembled, a direction shall be given to face the Competition Area. On the direction of an official, the line nearest the water's edge shall file onto the Competition Area followed by the second, third and fourth lines. This procedure spreads Competitors from each team evenly over the starting line.
- (b) All members of a team must swim to and around the buoys, return to shore and finish between the two green finish flags. Points are allotted as follows – 1 for 1st, 2 for 2nd, 3 for 3rd, 4 for 4th. The team scoring the least number of points shall be declared the winner. In surf teams Events should two or more teams be allotted equal points, the team whose full complement of members first completes the course shall be awarded the higher placing.
- (c) All Competitors who finish shall be recorded as they are placed and the points will be calculated. Should any teams be disqualified or a team fail to complete the course, then the surf teams finish places shall be reallocated and points then re-calculated.
- (d) When surf and surf teams Events are combined, swimmers

not in teams shall be eliminated from the point's allotment for the purpose of determining the surf teams Race result.

NOTE: The Event Management Committee may, by way of entry circular, vary the number of team members, age groups or gender competing within a surf teams Event.

3.4 RESCUE TUBE RESCUE RACE (4 PERSON)

3.4.1 The Course

(a) The course layout shall be as per Figure 3.2.

NOTE: The start/finish line shall be as close as possible to the water's edge.

3.4.2 Procedure

- (a) The Event shall consist of four persons in each team – a patient, rescue tube swimmer and two rescuers.
- (b) Competitors in the rescue tube rescue Event shall assemble in the marshalling area. When entries have been checked, the Marshall shall notify each of the teams of their buoy number and colour.
- (c) After marshalling, the Event Referee, Arena Referee or their deputy (e.g. the Marshall or announcer) shall give the command for the teams to file into the Competition Area and proceed to their allotted position on the start line facing the water.
- (d) On the starting signal the patients enter the water, swim to their allotted buoy. On reaching their allotted buoy, the patient shall place their forearm over the top of the buoy and then signal their arrival by raising the other arm to a vertical position whilst remaining in contact with the buoy. The said signal, subject to all conditions being fulfilled, shall be the determining factor in judging the patient's arrival at their buoy.

- (e) The patient must then release contact with the swimming buoy and retire to the seaward side of the swimming buoy and await arrival of the tube rescue swimmer.

NOTE 1: Should a Competitor swim to a wrong buoy and signal the team shall be disqualified.

NOTE 2: The swimming buoy is described as the buoy only and does not include any attaching ropes or straps.

- (f) The rescue tube swimmer shall await the patient's signal. The rescue tube swimmer will be in their allocated position on the shoreward side of the start line and may have their toes on or behind the start line.
- (g) The rescue tube swimmer may wear the rescue tube neck strap (harness) and hold the rescue tube and swim fins in their hands or place them on the sand on the shoreward side of the start/finish line. The wearing of the swim fin/s prior to the starting signal is not permitted.

NOTE: The swim fins shall comply with the following dimensions:

- Maximum 65cm overall length including 'shoe' or ankle strap (ankle strap extended).
 - Maximum 30cm width at the widest point of the blade.
 - Swim fins are to be measured with the shoe or ankle strap extended but not stretched. The swim fins will not be permitted to be used if they do not conform to specifications or if they are considered a safety hazard.
- (h) On the patient's arrival signal, the rescue tube swimmer will cross the start line, don the rescue tube harness (if not already being worn) and swim fins at their own discretion and swims seaward to make the rescue of their patient. The rescue tube swimmer swims to the left hand side of the designated buoy (viewed from the beach) to the awaiting

patient on the seaward side of the buoy.

NOTE: The team shall not be disqualified if the rescue tube swimmer crosses the start line and then returns the correct position to correctly await the arrival signal from their patient.

- (i) The rescue tube swimmer and/or the patient will secure the rescue tube around the patient's body and under both arms and clipped to an O-ring. The patient and rescue tube swimmer must remain behind the buoy line during the 'clip in' process. With the patient clipped into the rescue tube, the rescue tube swimmer continues (clockwise) around the buoy towing the patient back to the beach.
- (j) The two rescuers must remain on the shoreward side of the start line until the tow has commenced. At their own discretion, they then may cross the start line and enter the water, and assist the rescue tube swimmer to bring the patient back to the beach.
- (k) The patient is permitted to assist by sculling with arms under the surface, of the water and kicking but must not swim with an out-of-water arm recovery. The patient must be towed on their back and the patient cannot be towed in any other way than clipped into the rescue tube.
- (l) Only the rescue tube swimmer is permitted to use swim fins. Rescuers shall not use any equipment or swim fins they will simply assist with the rescue.
- (m) On return to the beach the rescuers must drag or carry the patient to the finish line. The finish is judged on the chest of the first team member of the carrying party crossing the finish line, between their beach position markers, in an upright position on their feet (the rescue tube need not be attached to the patient).
- (n) The patient is not permitted to assist the carrying party by

walking or running.

- (o) Teams should continue to drag or carry the patient well past the finish line to assist with judging of other teams in the Event.

3.5 RESCUE TUBE RACE (2 PERSON)

3.5.1 General Conditions

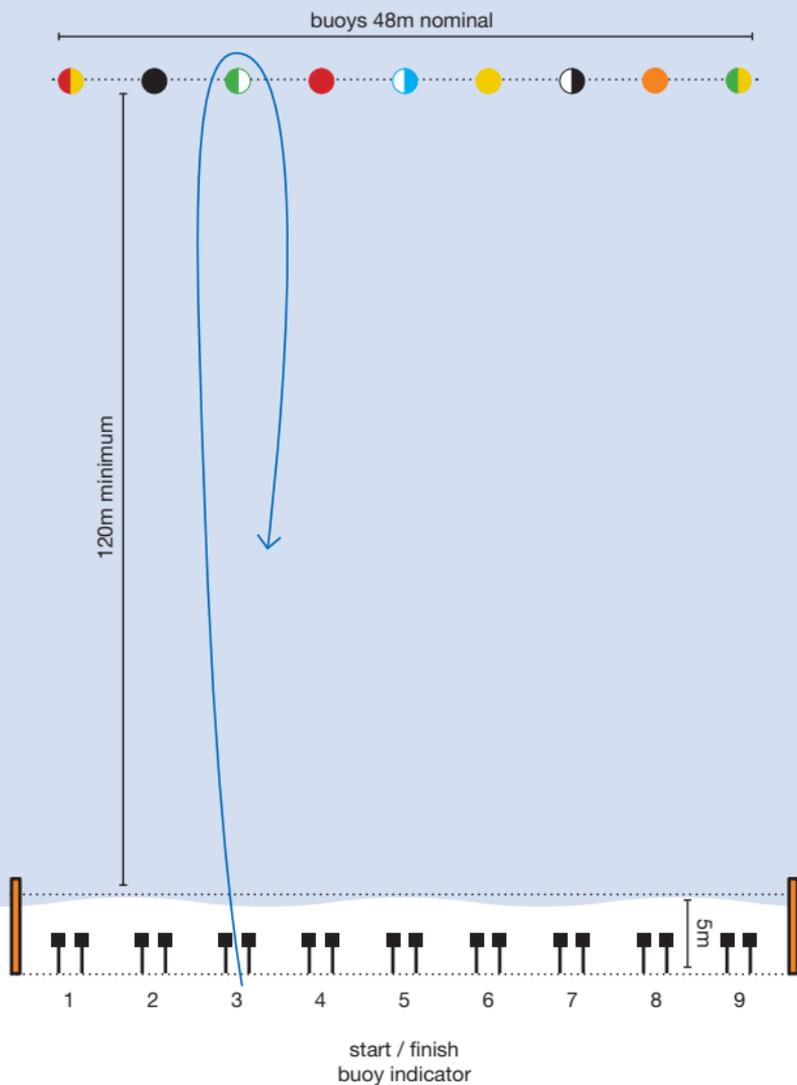
The rescue tube race Event shall be conducted under the general rules of swimming Events as set out in this Section.

3.5.2 The Course

The course layout shall be as per Figure 3.2

3.5.3 Procedure

- (a) Competitors in the rescue tube race Events shall assemble in the marshalling area. When entries have been checked the Marshall shall notify each Competitor of their buoy colour and buoy peg.
- (b) After marshalling, the Event Referee, Arena Referee or their deputy (e.g. the Marshall or announcer) shall give the command for the Competitors to file into the Competition Area and proceed to their nominated buoy peg.
- (c) The patients will then take up their positions on the starting line.
- (d) On the starting signal the patient shall enter the water and swim to their allotted buoy. On reaching their allocated buoy, the patient shall place their forearm over the top of the buoy and signal their arrival by raising their other arm to the vertical position while remaining in contact with the buoy. This signal, subject to all conditions being fulfilled shall be the determining factor in judging the patient's arrival at their buoy.
- (e) The patient must then release contact with the swimming



buoy and retire to the seaward side of the swimming buoy and await arrival of the rescue tube swimmer.

NOTE 1: Should a Competitor swim to a wrong buoy and signal the team shall be disqualified.

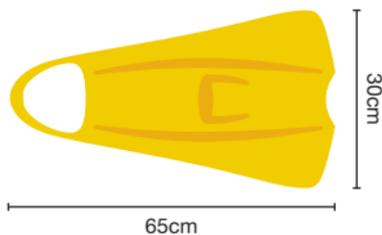
NOTE 2: The swimming buoy is described as the buoy only and does not include any attaching ropes or straps.

- (f) The rescue tube swimmer shall await the patient's signal. The rescue tube swimmer will be in their allocated position on the shoreward side of the start line and may have their toes on or behind the start line.
- (g) The rescue tube swimmer may wear the rescue tube neck strap (harness) and hold the rescue tube and swim fins in their hands or place them on the sand on the shoreward side of the start/finish line. The wearing of the swim fin/s prior to the starting signal is not permitted.

NOTE: The swim fins shall comply with the following dimensions:

- Maximum 65cm overall length including 'shoe' or ankle strap (ankle strap extended).
- Maximum 30cm width at the widest point of the blade.
- Swim fins are to be measured with the shoe or ankle strap extended but not stretched. The swim fins will not be permitted to be used if they do not conform to specifications or if they are considered a safety hazard.

Swim Fins



- (h) On the patient's arrival signal, the rescue tube swimmer crosses the start line, dons the rescue tube harness (if not already being worn) and swim fins at their own discretion and swims seaward to make the rescue of their patient.

NOTE: The team shall not be disqualified if the rescue tube swimmer crosses the start line and then returns the correct position to correctly await the arrival signal from their patient.

- (i) The rescue tube swimmer swims to the left hand side of the designated buoy (viewed from the beach) to the waiting Patient on the seaward side of the buoy.
- (j) The rescue tube swimmer and/or the patient secures the rescue tube around the patient's body and under both arms and clipped to an O-ring. The patient and rescue tube swimmer must remain behind the buoy line during the 'clip in' process. With the patient clipped into the rescue tube, the rescue tube swimmer continues (clockwise) around the buoy towing the patient to the beach.
- (k) The patient is permitted to assist by sculling with arms under the surface, of the water and kicking but must not swim with an out-of-water arm recovery. The patient must be towed on their back and the patient cannot be towed in any other way than clipped into the rescue tube. Porpoising is not permitted by the patient.

NOTE 1: Only the rescue tube swimmer is permitted to use the swim fins.

- (l) On return to the beach, the patient and rescuer shall stand, leave the water and conclude the Event by finishing between their beach position finish markers. The patient must remain clipped into the rescue tube and the rescuer must be wearing the neck strap (harness) until they both have crossed the finish line. The rescuer must be in possession of

both swim fins when crossing the finish line.

- (m) The finish is judged on the chest of the first Competitor of the team to cross the finish line on their feet and in an upright position. If a team (or members of a team) run through the incorrect finishing gate the team will be disqualified.

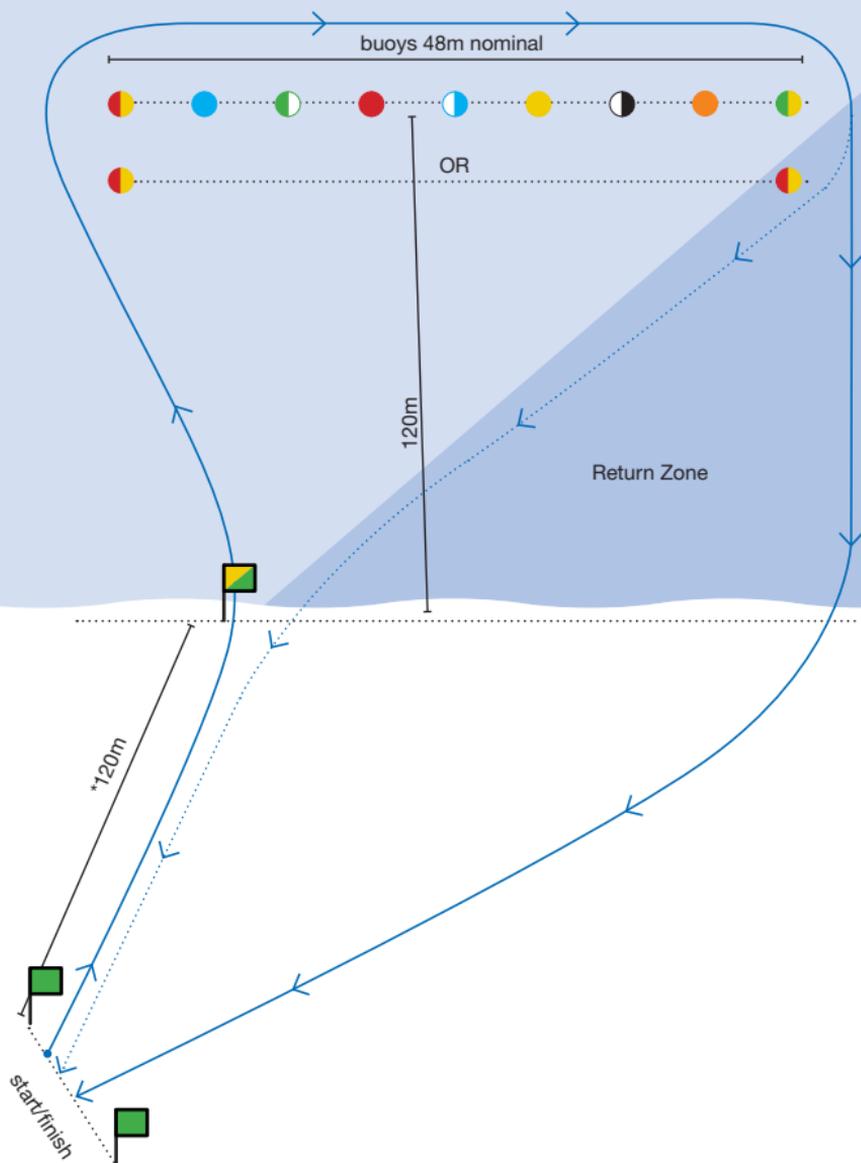
3.6 RUN-SWIM-RUN

3.6.1 The Course

The course shall be as detailed in Figure 3.3

3.6.2 Procedure

Competitors shall commence from the start line, run along the beach to the green and yellow turning flag, pass around the flag, enter the water, swim to and around the buoys, return to shore, again rounding the green and yellow flag and return to the finish line marked by two green flags.



3.7 WADING RACE

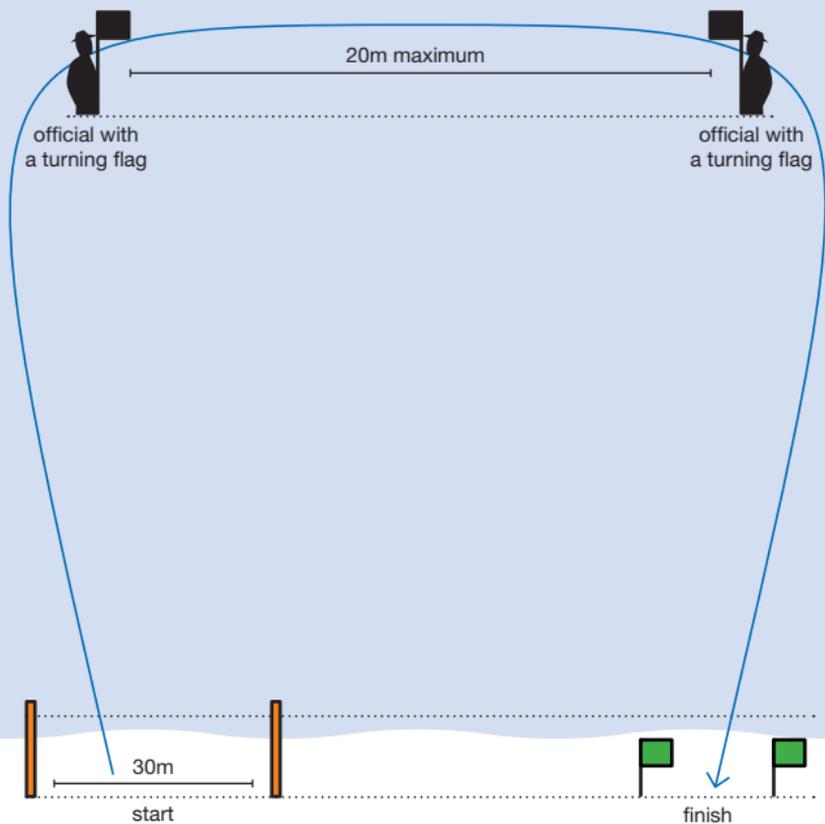
3.7.1 The Course

The course shall be as detailed in Figure 3.4

NOTE: Water safety personnel shall stand in waist depth water (measured at the water safety personnel's median waist depth level at the time the Race is being conducted).

3.7.2 Procedure

- (a) The Competitors shall be positioned on the start line.
- (b) On the starter's signal the Competitors shall enter the water and round the water safety markers from left to right and cross the finish line.
- (c) Competitors may wade, dive or swim their way around the water section of the course, return to shore and finish between the two green finish



3.8 WADING RELAY

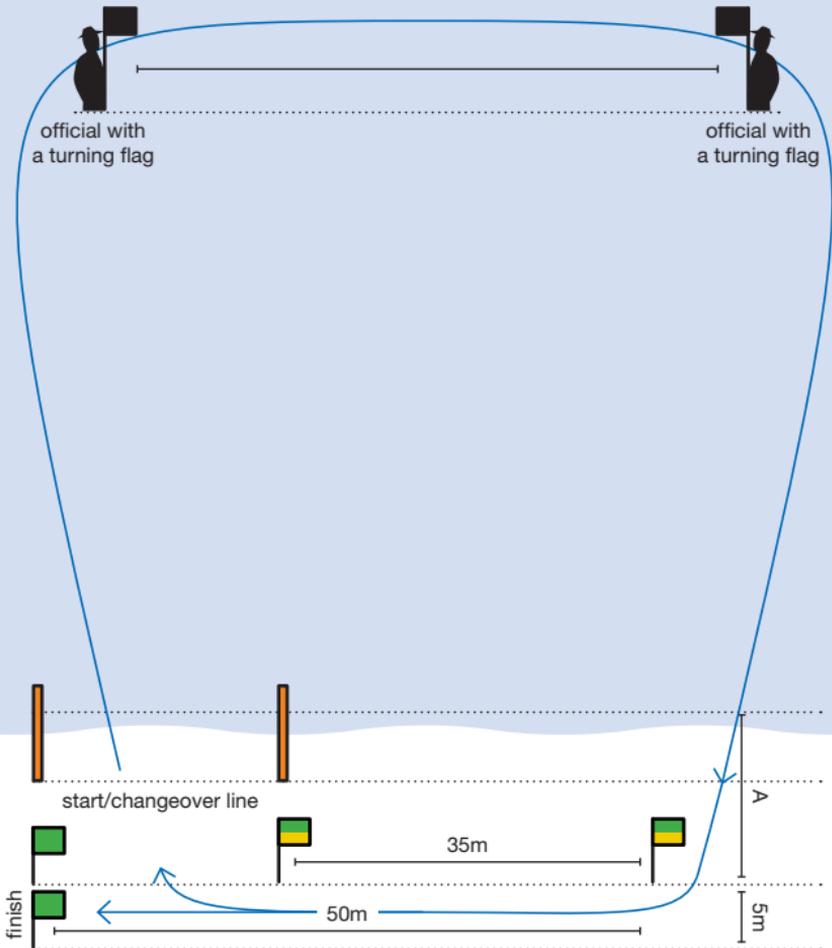
3.8.1 The Course

The course shall be as detailed in Figure 3.5

NOTE: Water safety personnel shall stand in waist depth water (measured at the water safety personnel's median waist depth level at the time the Race is being conducted).

3.8.2 Procedure

- (a) A wading relay shall consist of four Competitors.
- (b) The No. 1 Competitor of each team shall stand on the start line and the remaining team members shall be lined up adjacent to the starting line.
- (c) On the starting signal the No. 1 Competitor shall enter the water, round the water markers, leave the water, round the two green and yellow flags and return to the start change over line where the No. 2 Competitor of their team will have been marshalled into position.
- (d) The No. 2 Competitor shall be tagged by the No. 1 Competitor. The No. 2 Competitor shall enter the water, round the water markers, leave the water, round the two green and yellow flags and return to the start change over line where the No. 3 Competitor of their team will have been marshalled into position.
- (e) The No. 3 Competitor shall be tagged by the No. 2 Competitor. The No. 3 Competitor shall enter the water, round the water markers, leave the water, round the two green and yellow flags and return to the start change over line where the No.4 Competitor of their team will have been marshalled into position.
- (f) The No.3 Competitor shall tag the No.4 Competitor who shall enter the water, round the water markers, leave the water round the first green and yellow flag and run past the second green and yellow flag and run between the two green flags to finish.



SECTION 4.

SURF BOAT & SURF CANOE EVENTS

IN THIS SECTION YOU WILL FIND:

GENERAL CONDITIONS

SURF BOAT RACING

SURF BOAT RELAY

SURF CANOE RACING

SHORT COURSE

BOAT & CANOE

SECTION 4.

[SURF BOAT & SURF CANOE EVENTS]

4.1 GENERAL CONDITIONS

- (a) Details of Events relating to surf boats and surf canoe Events are described in this Section and Circulars which may be issued from time to time.
- (b) A boat crew shall consist of five Competitors, four of whom shall be rowers and the fifth shall control the boat by a sweep oar and shall be known as the sweep oarsman (“sweep”). A crew must commence each Race with all five Competitors.
- (c) Boat Races may be conducted in the following Events:
- Under 19
 - Under 21
 - Under 23
 - Open
 - Masters

NOTE 1: The sweep may compete in different age categories, but can only compete in a particular Event once irrespective of whether they are sweeping or rowing.

- (d) In all Events the sweep may be of an older age or of a different gender i.e. crews may utilise a suitably qualified male or female Club Member as their sweep.
- (e) A “warm-up” area may be provided for boats and canoe crews but strict observance of the Event Referee’s directions relating to its use shall be observed. (Refer Rule 1.16 - Marshalling). Encroachment onto the Competition Area or interference with any Race may result in disqualification.

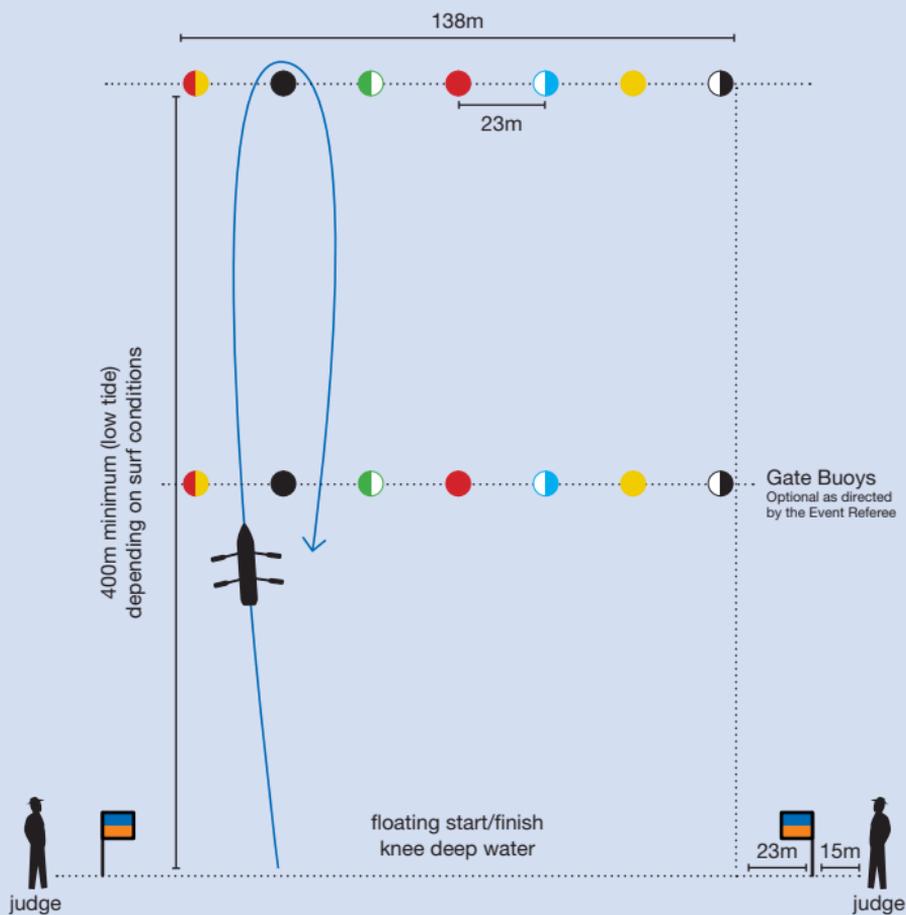
- (f) A Boat Rowers Panel may be appointed to discuss boat racing conditions at competitions with the Event Referee and to represent Competitors. The Boat Rowers Panel may contain representatives from different Clubs, depending on the nature of the Competition. The Event Management Committee shall endorse the members of the Boat Rowers Panel for that competition. The Boat Rowers Panel shall act as a communication link between the Competitors and officials and act under the following guidelines:
- (i) The representatives of the Boat Rowers Panel shall liaise directly with the Event Referee on matters pertaining to the conduct of the Event.
 - (ii) The Committee may assist the Event Referee in setting Competition courses prior to the commencement of Event.
 - (iii) Any protests regarding surfboat Events shall be dealt with in accordance with Section 10 of this Manual and the relevant Circular and Entry Form.
 - (iv) The Boat Sweeps Committee representatives shall abide with any decision of the Event Referee or Competition Appeals Committee.
- (h) A seventh buoy shall be laid and may be used at the discretion of the Event Referee.

4.2 SURF BOAT RACING

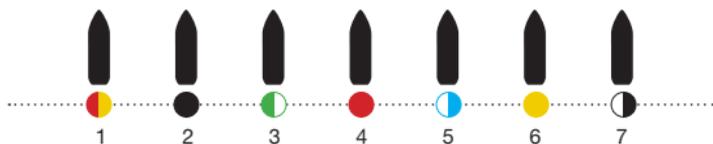
4.2.1 The Course

- (a) The course shall be as detailed in the Figure 4.1
- (b) The boat turning buoys and the gate buoys should be of distinctive colours in the following order from left to right:
- No. 1 red and yellow
 - No. 2 black
 - No. 3 green and white
 - No. 4 red
 - No. 5 blue and white
 - No. 6 yellow
 - No. 7 white and black
- (c) The turning buoys should be set at a minimum of 400 metres from the water's edge depending on prevailing surf conditions and should be set in such a position to allow the boats to clear other course buoys by taking a straight course to and from their respective turning buoys.
- (d) The turning buoys should be set so as to provide a course which is as fair as possible and which will give all crews the same distance to row, regardless of which position they are allocated.
- (e) The gate buoys, which are optional at the Event Referee's discretion for usage on the return journey, should be:
- (i) Set in line with the turning buoys on the seaward side of the break area and inshore from the turning buoys.
 - (ii) Negotiated as directed by the Event Referee.
- (f) The finishing line shall be a line of sight drawn between two orange and blue diagonal flags (or other colour(s) as determined by the Event Referee) on poles positioned far enough apart to correspond with the number of buoys laid (see diagram) and to allow all boats to finish afloat.

Fig 4.1 Boat & Canoe Long Course



boats marshalled for next event on sand



course
judges stand

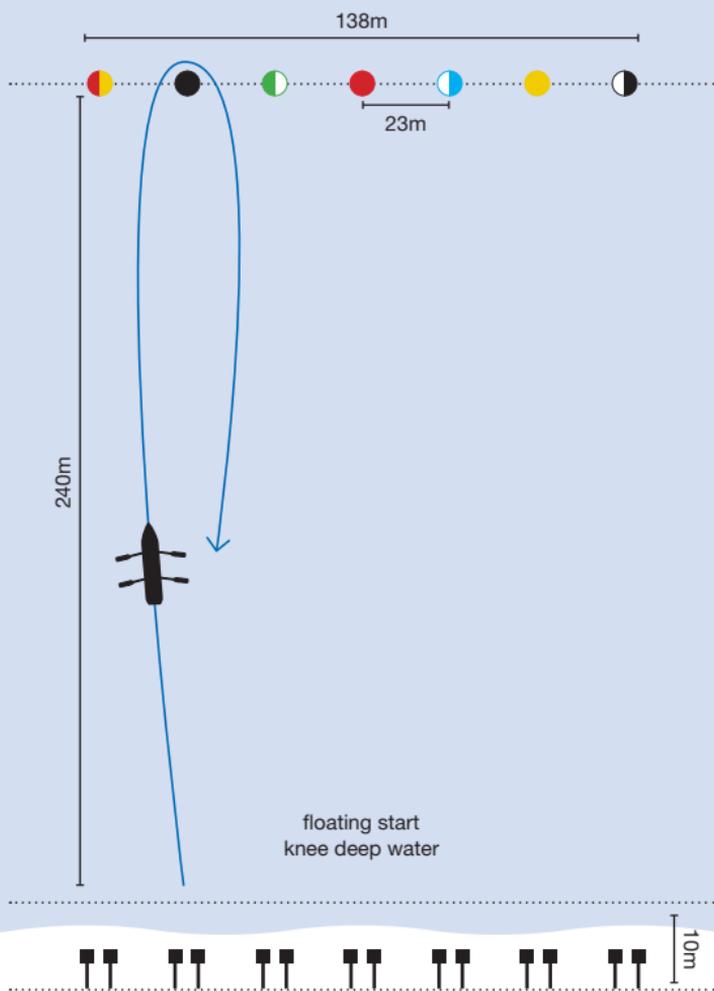
As an alternative to the above, there is also an option for dry starts and finishes in any combination with wet starts and wet finishes.

- (g) Large elevated markers in the corresponding buoy colours may be positioned on the beach behind each position to assist sweeps returning to the beach to determine their position relative to their buoy position.
- (h) When it is not possible to provide a fair course over the full number of positions, the Event Referee at their discretion may reduce the number of crews in each Race, including the finals to improve the fairness of racing.
- (i) If it is clearly evident that the turning buoys are not parallel to the beach and therefore not fair for all crews, the buoys may be adjusted immediately at the discretion of the Event Referee.

4.2.2 Pre-Start

- (a) For each Race the boat crews shall be marshalled to their allocated positions on the beach near the water's edge.
- (b) At the appropriate time for a wet start the check starter shall direct the crews to float and hold their boats in their allocated positions approximately 23 metres apart, in readiness for a Race start.

Starts may be wet or dry and will be decided by the Event Referee. In the Event of a dry start being utilised, coloured markers corresponding with the buoy colours will be placed in line on the beach, approximately 10 metres from the water's edge. A crew member from each crew shall line up behind their allocated marker in readiness for a Race start. The remaining four crew members plus a handler, if required, shall hold the boat either floating in the water or at the water's edge under the direction of the check starter.



Dry finish between gates, boat position indicators
& flags corresponding in colour to buoy colour

course
judges stand

NOTE: A handler shall not be considered to be a Competitor but shall be required to:

- (i) Be a Member of the same Club as the crew (exemption may be given by the Event Referee for a Member of another Club to be a handler).**
 - (ii) Wear a Competition cap.**
 - (iii) Comply with all instructions of the officials.**
 - (iv) Make every effort to ensure that they, or the equipment that they are handling, does not impede another Competitor, otherwise both their crew and the handler may be subject to disqualification.**
 - (v) Handle the boat and/or oar as directed by the relevant official.**
-
- (c) The check starter shall hold a flag aloft when the crews are in line and ready to Race. At the discretion of the sweep, a crew may draw their boat back from the line if they so wish, provided the boat is stationary at the time of the start. If crews disregard the directions of the check starter or starter they may be disqualified.**
 - (d) When the check starter raises his flag, this signals to the starter, who should be in an elevated position approximately mid-field on the beach, that the crews are ready to race.**
 - (e) Prior to the start, if a crew has a problem, the sweep may raise his arm to indicate that his crew is not ready to Race. If this situation occurs, the check starter may lower his flag and the starter may lower his gun. Once the problem has been rectified the start process may recommence. If a crew disregards the further directions of the check starter they may be disqualified.**

4.2.3 The Start

- (a) The starter shall make every effort to ensure that all crews are given a fair and even start. However, the decision for the**

crew to “in and away” is ultimately the responsibility of the sweep and crews cannot protest the start. If the Event Referee, starter or check starter is not satisfied that the start has been fair for all crews the Race shall be recalled by way of a second shot from the gun or by a whistle blast.

- (b) For a dry start, when the start signal is given, a crew member shall run to the boat. When they visibly touch any part of the boat (not the oars) the crew may board the boat and commence rowing. Failure by the runner to visibly touch any part of the boat (not the oars) before the crew boards may result in disqualification.

4.2.4 The Seaward Journey

- (a) On the starting signal the boats shall be rowed to sea. Crews should endeavour to steer a straight course to their allocated turning buoy. Failure to steer a straight course to their allocated turning buoy may result in a penalty or disqualification if another crew is impeded or disadvantaged by such action.
- (b) During the seaward journey if a boat is swamped and overturns, the crew may right and empty the boat and continue the Race. To achieve this, it may be necessary for the crew to return the boat to shore. If a time limit has been advised and it is clearly evident that a restarting crew will not complete the course in the allowed time, the Event Referee should withdraw the crew from the Race to prevent delays to the program.
- (c) Replacing of boats, oars, rowlocks and other gear – equipment may be replaced only during the seaward journey of a Race by other Club Members. Club Members may place replacement gear for collection by the crew at the water’s edge and adjacent to the starting line as directed by the relevant officials.

NOTE 1: It is permitted for any team member to assist in removal of damaged or lost boats and/or gear from the Competition Area to assist in maintaining safe competition.

NOTE 2: It is not permitted for any non crew member to recover lost boats and/or gear and place the recovered boats and/or gear on the start line for reuse by a crew during a Race.

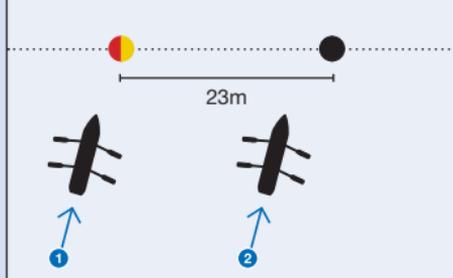
- (d) If a crew runs aground whilst steering a straight line to their allotted turning buoy the Event Referee may halt the Race and re-run that particular heat of the Race or place the crew in another heat or round of the Race.

4.2.5 The Turn

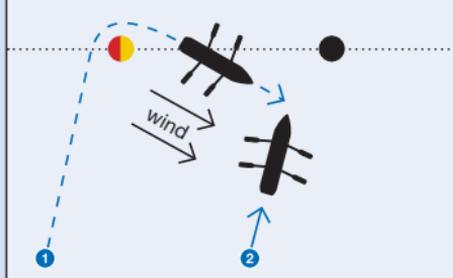
- (a) Turns are usually made from left to right (right hand in). However, this may change at the discretion of the Event Referee after giving due consideration to the sea conditions applicable at the time of that round. If a decision is made to change from “left to right” to “right to left”, all crews must be informed of this change. Failure to make the turn in the correct direction shall result in disqualification.
- (b) The turn shall be effected giving due consideration to other competing crews. The turn should be kept as tight as is required, so as not to impede other competing crews. This applies when approaching and departing the turning buoys (see Figure 2). Impeding another crew may result in penalty or disqualification.
- (c) If a crew overturns its boat after completing the turn and before crossing the finishing line (or in the case of a dry finish, the runner completing the course) the crew may be permitted to continue in the Race after ensuring the safety of all crew members who rounded the buoys in the boat.
 - (i) This is to be demonstrated by all crew members who rounded the buoys regarding physical contact with their

Surf Boat Turns at Buoys

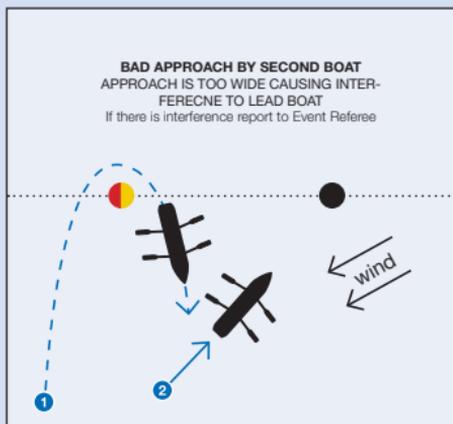
GOOD APPROACH NO PROBLEM
JUDGE SHOULD ENSURE BUOY TURNS OK



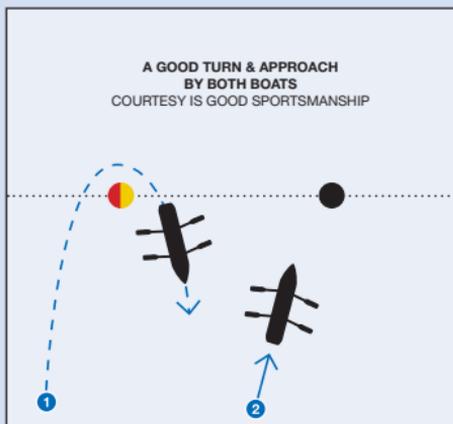
BAD TURN BY LEADING BOAT
TURN IS TOO WIDE INFRINGING ON
PROGRESS OF SECOND BOAT
If there is interference report to Event Referee



BAD APPROACH BY SECOND BOAT
APPROACH IS TOO WIDE CAUSING INTER-
FERENCE TO LEAD BOAT
If there is interference report to Event Referee



**A GOOD TURN & APPROACH
BY BOTH BOATS**
COURTESY IS GOOD SPORTSMANSHIP



boat before the crew crosses the finish line (or in the case of a dry finish, the runner completing the course). Once this contact has been completed the crew may proceed to complete the Race as described in Rule 4.2.7 of this Manual.

- (ii) Only those crew members who rounded the buoy in the boat are eligible to assist their boat finish the Race.

NOTE: Should a boat in a Race cause another boat to overturn the Event Referee may assess the circumstances and shall decide whether the affected crew may progress to the next round. However, there shall not normally be a re-run of a final in such circumstances.

4.2.6 The Return Journey

- (a) After completing the turn, crews should make every effort to steer a straight course to the finish line. Failure to do so may result in penalty or disqualification if another competing crew is impeded or disadvantaged by such action.
- (b) Boats taking a wave must keep clear of boats in front of them and may pass other boats on either hand. Failure to comply may result in a penalty or disqualification if another crew is impeded by such action.
- (c) When gate buoys are in use, crews must pass through their allocated gate as decided by the Event Referee. The Event Referee shall advise crews of the boat buoy usage. Any changes made during the Event shall also be advised to crews. Failure to negotiate the correct gate shall result in disqualification. If another crew cannot pass through their gate buoy as a result of failure by another crew to correctly negotiate their correct gate, the matter shall be adjudicated upon by the Event Referee.
- (d) Should a boat on the return journey, when close to the finish line be stopped by grounding, this boat shall be deemed to

have finished the Race provided that the boat is properly equipped and under control. This boat may be allocated a placing as decided by the finish judges.

4.2.7 The Finish

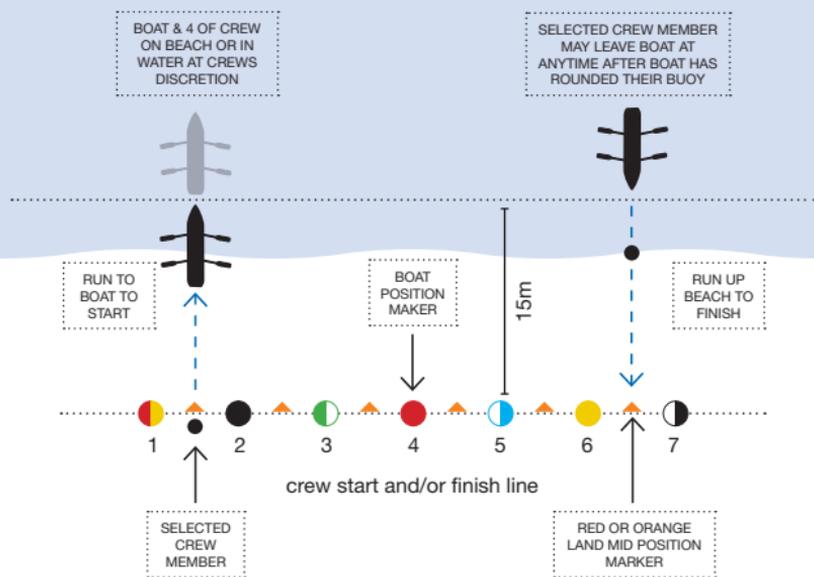
- (a) A wet finish placing shall be determined when any part of the hull of the boat crosses the finish line under the control of the crew and properly equipped from the seaward side between the finishing flags or when a boat runs aground. The crew may recover a boat that has crossed the finish line not under the control and/or properly equipped and then again cross the finish line correctly to record a finish placing result.

NOTE 1: "Under control" is defined as a boat being in an upright position with a crew of at least three members in contact with the boat and the boat moving in a direction towards the finish line.

NOTE 2: "Properly equipped" is defined as a boat equipped with a rescue tube, a minimum of three rowing oars or two rowing oars and a sweep oar which shall be in the boat or in the rowlocks.

- (b) A dry finish is determined when a crew member leaves the boat and runs to their allocated position marker and crosses the line. The crew member may leave the boat at any time after the turn has been completed and must cross the line whilst remaining in an upright position on their feet. An alternate to crossing the line to finish may be prescribed by the Event Referee. In such circumstances the crew member leaves the boat as described and then is required to touch the crew's finish marker whilst remaining on their feet.
- (c) Any boat that dislodges a judging stand so as to impede judging shall be disqualified. If one boat causes another boat to dislodge a judging stand then the matter shall be

Alternate Start & Finish



adjudicated upon by the Event Referee.

4.3 ROUND ROBIN RACING

- (a) SLSNZ may conduct Surf Boat Events in either elimination or “round robin” format.
- (b) Appendix A contains a standard format for the conduct of round robin racing.
- (c) The Event Management Committee or Event Referee shall decide if there are to be any variations to the standard format for round robin racing and shall advise Competitors accordingly prior to the commencement of the first Race of the Event, or prior to the first Race of the Event.

APPENDIX A

ROUND ROBIN BOAT RACING PROCEDURES

- 4.3.1** Surf, beach, weather and time constraint issues conditions permitting, “round robin” racing may be conducted over rounds to determine qualifiers to further rounds in Boat and Canoe Events or to determine medal winners. Progression into further rounds and finals shall then be by elimination. The conditions detailed are not to be subject to protest.
- 4.3.2** Qualifiers to further rounds of the Event or medal winners will be determined based on total points gained in the round robin rounds (unless otherwise disqualified from the Event). The points available in each of the rounds of the round robin will be determined by the Event Management Committee.
- 4.3.3** In the Event of a dead heat in an individual round of the round robin, equal points shall be allocated for the placing achieved.
- 4.3.4** If a count back is required to determine the crews to progress to further rounds of the Event, or the medal winners, the following shall apply in this order:

- (1) The crew with the most first places will be declared the winner.
- (2) The crew with the worst result shall be declared second.
- (3) The crew that has the best result in the last race shall be declared the winner.

4.3.5 Prior to the first round of an Event commencing the Event Referee shall advise the number of qualifiers to progress to the elimination rounds of each division of the Event or the finals (as appropriate).

4.3.6 If a crew is disqualified from the Event they cannot compete in further rounds of that category of boat competition from which they are disqualified and lose all standing in that Event.

4.4 SURF BOAT RELAY

4.4.1 Procedure

Surf boat Event rules will apply as set out in this Section 4, except where varied as follows:

- (a) Relay teams shall consist of three crews. These crews shall be one (any age or grade) male crew, one (any age or grade) female crew and an Under 19 (not gender specific) crew.
- (b) Rowers are permitted to row only in one leg of the relay Race.
- (c) Sweeps may participate in more than one leg of the Race. A rower may row in one leg and sweep other legs of the Event.
- (d) Crews are permitted to row in any order.
- (e) The General Rules of Racing as described in Section 4.1 (Surfboat Events – General Conditions) shall apply except where varied by these rules.

4.4.2 Equipment

- (a) Relay teams may only use one boat.
- (b) Replacement of a surfboat, oars and gear may also occur in each leg in accordance with the standard rules for surfboat Events.

4.4.3 Course

- (a) In surf boat relay Events there is an increased potential for boats on the course interfering with others in a Race because of the three legs that comprise each Race.
- (b) Unless very favorable weather and water conditions exists the maximum number of teams to compete in any one heat, round or final of the relay Race in each Race shall be five teams. Teams shall use alternate buoy positions i.e. positions 1, 3, 5, and 7.
- (c) If favorable weather and water conditions permit the Event Referee or boat referee may, based on their assessment, allow up to a maximum of seven teams to compete in any one heat, round or final of the relay Race.
- (d) Each racing position shall have two beach flags (corresponding to the colour of the teams turning buoy) positioned 15 metres from the water's edge and approximately 5 metres apart. The beach flags shall be the start/finish line for each leg of the Race and finish point for the Race for each team. The flags for all teams should normally be placed in a straight line across the whole of the area.
- (e) The standard boat in-water finishing flags shall be placed in the water at either side of the course as per conventional Races. All surfboats must start and cross within these flags for the finish of each leg of the Relay Race.

4.4.4 Start

- (a) The first crew shall float their boat in the water as with a wet start for an individual Race approximately adjacent to the team's allocated beach flags.
- (b) One member of the crew is positioned between their respective beach flags with their toes on or behind a line

between the two beach flags and awaits the starter's signal before running to the boat.

- (c) The balance of the crew remains with the boat and cannot enter the boat until the runner touches any part of the surf boat (not the oars).
- (d) On the starter's gun, the crew member runs to the boat. The crew is not permitted to enter the boat until the runner has touched any part of the boat (not the oars).
- (e) The crew then rows the course as per the standard rules for surfboat Races and as described in this section.

4.4.5 Change Over's Between Relay Legs

- (a) A minimum of three rowers or two rowers and the Sweep must be in control of the properly equipped surfboat until any part of it passes through the in-water finishing flags positioned on either side of the course.

NOTE 1: "Under control" is defined as a boat being in an upright position with a crew of at least three members in contact with the boat and the boat moving in a direction towards the in-water finish line.

NOTE 2: "Properly equipped" is defined as a boat equipped with a rescue tube, a minimum of three rowing oars or two rowing oars and a sweep oar which shall be in the boat or in the rowlocks.

- (b) After the first part of the boat has passed through the in-water finish flags one or more runners release contact with the boat and runs to and through the team's allocated beach flags. The first runner then tags a member of the second crew who is waiting with their toes on or behind the start change over line.

NOTE 1: Only crew members in contact with the boat as it crosses the in-water finish flags may run to and through the teams allocated beach flags to tag the second crew's Competitor.

NOTE 2: The second runner's feet cannot cross the line to commence the second crew's leg of the Race until after the tag has been affected but the tag may be affected on the seaward or shoreward side of the line.

- (c) The runner from the second crew then runs to the balance of the crew who are waiting with their boat on the sand or in the water behind the in-water finish flags. The crew competing in the next leg cannot enter the boat until the runner touches any part of the boat (not the oars).
- (d) The same processes then apply to the second and third crews except that the third crew finishes the Race as described in Rule 4.4.8.

4.4.6 Boat Management

- (a) Unless specifically approved by the Event Referee only the crews involved in the boat relay Event may handle the equipment inside the Competition Arena after the commencement of a Race and until all teams in the Race have completed the Race or withdrawn.

When handling boats within the Competition Area during the Event team members shall:

- (i) Comply with all instructions of officials.
 - (ii) Make every effort to ensure that they and/or the boat they are handling do not impede another team, otherwise their team may be disqualified and the team the subject of disciplinary action.
 - (iii) Hold the boat as directed by the relevant official. This will assist with the safe moving and controlling of boats and the fair conduct of competition.
- (b) Handlers not in the Race may assist move boats and gear to the in-water finish line prior to the commencement of a Race and assist by bringing any other replacement boats and/or

gear to the start/finish line only. These handlers must also comply with all instructions of officials.

4.4.8 Finish

- (a) A minimum of three rowers or two rowers and the sweep must be in control of the properly equipped surfboat until any part of it passes through the in-water finishing flags positioned on either side of the course.
- (b) After the first part of the boat has passed through the in-water finish flags one or more runners release contact with the boat and runs to the teams allocated beach flags and across the team's allocated start/finish line.
- (c) An alternate finish may be prescribed by the Event Referee.

4.5 PENALTIES AND DISQUALIFICATIONS

- (a) In the event of a rule infringement in any of the Events set out in this Section 4, a crew may be either penalised or disqualified as determined by the Event Referee or Sectional Referee.
- (b) If a penalty is applied in an elimination round, a crew may be allocated a placing and could continue in the Event or be eliminated, based on the placing allocated.
- (c) If a penalty is applied in a round robin the crew may be allocated a placing (and/or placing points) and shall be permitted to continue in the round robin to determine progression to the next round of the Event.
- (d) If a crew is disqualified in elimination round they cannot compete in further rounds of that category of the Event from which they are disqualified and lose all standing in that Event.
- (e) If a crew is disqualified in a round robin Race for a matter other than "abuse/inappropriate behaviour" or Competing

Unfairly, they will lose all standing in that Race (i.e. placing/ points) but may continue in the “round robin”.

4.6 SURF CANOE RACING

The surf boat rules set out in this Section 4 will apply except where varied as follows:

- (a) Canoe crew definition – a canoe crew shall consist of 4 members.
- (b) Canoe Events may be contested in the same categories as surf boats.
- (c) Under Control – A canoe must have at least 2 members wearing caps in contact with it and they shall have at least 2 paddles.
- (d) Canoes shall be paddled with single bladed paddles.

4.7 SHORT COURSE BOAT & CANOE EVENTS

The surf boat rules set out in this Section 4 will apply except where varied as follows:

- (a) Race distances will be a minimum of 240 metres from the water’s edge depending on prevailing surf conditions and should be set in such a position to allow the boats to clear other course buoys by taking a straight course to and from their respective turning buoys.
- (b) At any point after having successfully rounded their buoy, one member of the crew may leave their craft. The sweep in a boat race Event is not allowed to be the crew member that exits the craft to complete the finish of the Race.
- (c) The crew member must then run up the beach and whilst remaining on their feet either:
 - Run through the beach markers indicating their teams beach position on the finish line or,

- Run through the electronic finishing gate that will be located on the finish line. Gates will be identified by the teams' buoy colour.

NOTE: During the short course one member of the crew is to finish through the finish gates, Canoe- this person must not carry their paddle across the line with them. Boat- The sweep cannot be a runner in the short course event. If a competitor goes through the wrong finish gate it will be deemed a DQ.

SECTION 5.

SURF SKI & SURF BOARD EVENTS

IN THIS SECTION YOU WILL FIND:

GENERAL CONDITIONS

SINGLE SKI

DOUBLE SKI

BOARD RACE

BODYBOARD RACE

BOARD RELAY

SKI RELAY

SECTION 5.

[SURF SKI & SURF BOARD EVENTS]

5.1 GENERAL CONDITIONS

- (a) Rules contained in this Section 5 shall only apply to the single ski, double ski and surf board Events.
- (b) No artificial means of propulsion may be used in surf board Events i.e. hand webs, wetsuit sleeves, arm boards.
- (c) Surf board and surf ski Competitors may pass through the buoys not related to their course on their craft. Should impediment occur as a result the onus is on the Competitor that chose that direction.
- (d) Replacing craft and/or paddles (as appropriate) is permitted during a Race provided such replacement is effected before the Competitor rounds the last course buoy. Team or Club members shall be permitted to assist a Competitor in replacing equipment, but only to the extent of placing the nose of the replacement ski and/or paddle at the water's edge and adjacent to the start line or the board on or behind the start/changeover line.
- (e) To assist with the safe conduct of Events it is permitted for any team member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.
- (f) The required use of surf boards in relation to age groups is detailed in 5.7.

5.2 SINGLE SKI RACES

5.2.1 The Course

- (a) The course shall be as detailed in Figure 5.1

- (b) The centre of the start line is to be in line with the first turning buoy but may vary, dependent on surf conditions, at the discretion of the Referee.
- (c) The finish line for the single ski Events shall be between two coloured flags corresponding to the buoy colours. The centre of this line is to be relative to the third turning buoy or offset to allow for the prevailing surf conditions.

5.2.2 Procedure

- (a) The start shall be by having skis afloat and in line, with each Competitor holding the ski ready to push off. A check starter should be positioned in the water and shall signal when the Competitors are in line and ready to start. Any Competitor who disregards the starter or check starter's directions shall be disqualified. The distance between skis at the start should be approximately 1.5 metres.

NOTE: If conditions are such that the starter cannot provide a fair start a dry start is to be effected.

- (b) On the starting signal from the starter, the Competitor should paddle their ski clockwise around all buoys and return to the finish line.
- (c) A wet finish placing shall be determined when any part of the ski crosses the finish line being ridden, gripped, or carried by the Competitor.

NOTE 1: To correctly complete a Race a Competitor must have (or have regained) their ski and paddle and cross the finishing line from the seaward side whilst maintaining contact with their ski and paddle.

NOTE 2: A Competitor may lose contact or control of their ski and/or paddle without disqualification and may recover a ski and/or paddle that have crossed the finish line and then again cross the finish line from the seaward side with their ski and paddle to correctly record a finish placing result.

- (d) A dry finish shall be determined when a Competitor leaves their ski and paddle and runs across the finish line which is placed on the beach. The Competitor may leave their craft and paddle at any time after the final buoy turn has been completed and must cross the line whilst remaining in an upright position on their feet.

NOTE 1: A Competitor must paddle their ski (including paddle) clockwise around all the course buoys but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.

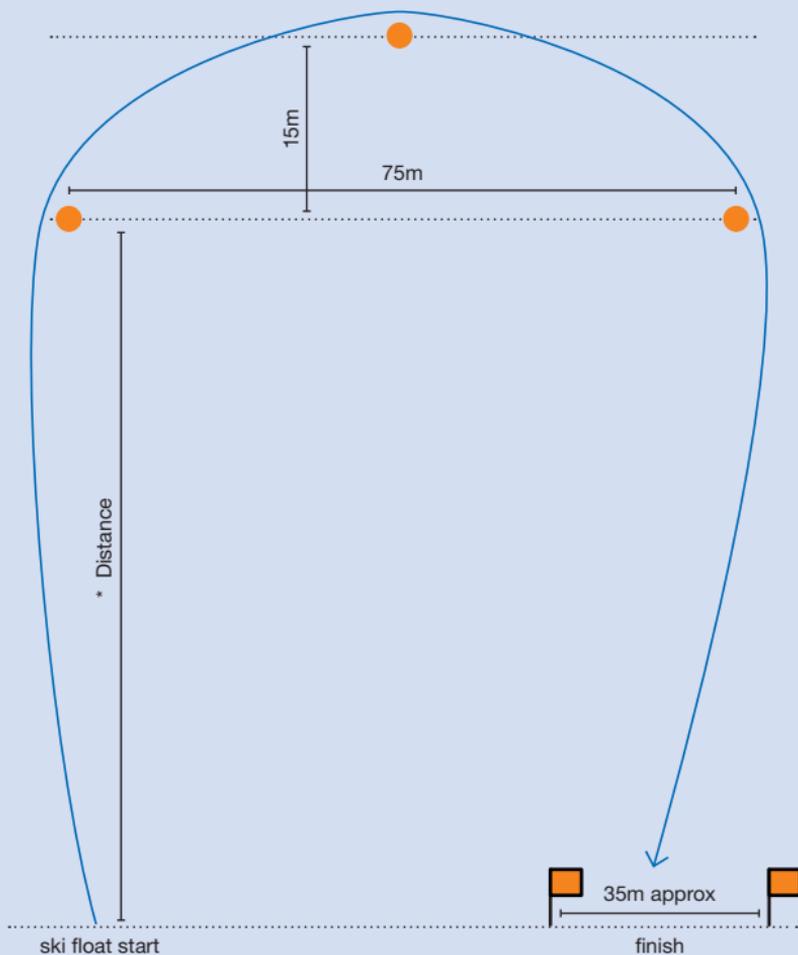
NOTE 2: At the finish of the event, Competitors may be assisted by a handler. A handler shall not be considered to be a Competitor but shall be required to:

- (i) Be a Member of the same Club or team as the Competitors and be entered at the Competition (exemption may be given by the Event Referee for a Member of another Club or team to be a handler provided that the handler is entered at the Competition).
 - (ii) Wear a Competition cap.
 - (iii) Comply with all instructions of the officials.
 - (iv) Make every effort to ensure that they, or the equipment that they are handling, does not impede another competitor, otherwise both their Competitor and the handler may be subject to disqualification.
-

5.3 DOUBLE SKI RACES

5.3.1 The Course

- (a) The course shall be as detailed in Figure 5.1
- (b) The centre of the start line is to be in line with the first turning buoy, but may vary dependent on surf conditions, at the discretion of the Event Referee.
- (c) The finish line for the double ski event shall be between two coloured flags corresponding to the buoy colours. The



* Distance	
Masters	250m
Under 16 to Open	300m
Double Ski	350m

centre of this line is to be relative to the third turning buoy or be offset to allow for the prevailing surf conditions.

5.3.2 Procedure

- (a) The start shall be effected by having skis afloat and in line, with each team holding the ski ready to push off. A check starter should be positioned in the water and shall signal when the Competitors are in line and ready to start. Any team who disregards the starter or check starter's directions shall be disqualified. The distance between skis at the start should be approximately 1.5 metres.

NOTE: If conditions are such that the starter cannot provide a fair start a dry start is to be effected.

- (b) On the starting signal from the starter, the Competitors shall paddle their ski clockwise around the appropriate buoys and return to the finish line.
- (c) A wet finish placing shall be determined when any part of the ski crosses the finish line being ridden, gripped, or carried by the Competitors.

NOTE 1: Competitors must paddle their ski (including both paddles) clockwise around all of the course buoys but shall not be disqualified if they lose control or contact with their craft after the last course buoy is rounded on the return journey.

NOTE 2: To correctly complete a Race both Competitors must have (or have regained) their ski and at least one paddle and crossed the finishing line from the seaward side whilst maintaining contact with their ski and at least one paddle.

NOTE 3: Competitors may lose contact or control of their ski and/or paddle(s) without disqualification and may recover a ski and/or paddle(s) that have crossed the finish line and then again cross the finish line from the seaward side with the ski and at least one paddle to correctly record a finish placing result.

- (d) A dry finish shall be determined when one Competitor from a team leaves their ski and paddle and runs across the finish line which is placed on the beach. Competitors may leave their craft and paddle(s) at any time after the final buoy turn has been completed and one Competitor must cross the line whilst remaining in an upright position on their feet, without their paddle.

NOTE 1: To assist with judging only one Competitor from each team is permitted to cross the finish line while the place judging process is in progress. A team may be disqualified if both Competitors from the team cross the finish line while the place judging is in progress.

NOTE 2: At the finish of the Race one Competitor is responsible for the handling of the ski and paddles and to ensure that they and their craft do not impede another team. The Competitor may also be assisted by a handler. A handler shall not be considered to be a Competitor but shall be required to:

- (i) Be a Member of the same Club or team as the Competitors and be entered at the Competition (exemption may be given by the Event Referee for a Member of another Club or team to be a handler provided that the handler is entered at the Competition).
 - (ii) Wear a Competition cap.
 - (iii) Comply with all instructions of the officials.
 - (iv) Make every effort to ensure that they, or the equipment that they are handling, does not impede another Competitor, otherwise both their Competitor and the handler may be subject to disqualification.
-

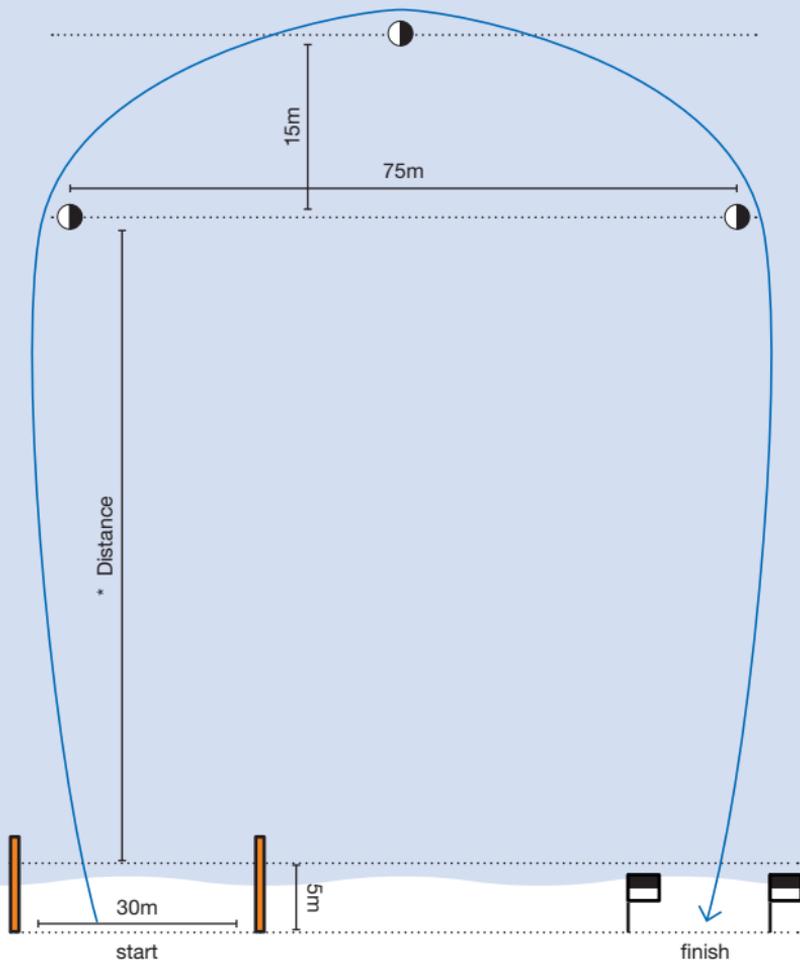
5.4 SURF BOARD RACES

5.4.1 The Course

- (a) The courses shall be as detailed in Figure 5.2
- (b) The centre of the start line is to be in line with the first turning buoy, but may vary dependent on surf conditions, at the discretion of the Referee.
- (c) The finish line for surf board Events shall be between two coloured flags corresponding to the buoy colours. The centre of this line is to be relative to the third turning buoy but may be offset to allow for the prevailing surf conditions.

5.4.2 Procedure

- (a) The start shall be effected by having each Competitor standing on or behind the start line with their surf boards.
- (b) The distance between Competitors at the start should be approximately 1.5 metres.
- (c) On the starting signal from the starter, the Competitors shall enter the water with their surf boards and paddle clockwise around the appropriate buoys and return to the beach.
- (d) Competitors may lose contact and control of their surf board without disqualification.
- (e) If a Competitor deliberately impedes the progress of another competitor they may be disqualified.
- (f) To complete the Race, a Competitor must have (or have regained) their surf board and cross the finish line from the seaward side whilst maintaining contact with the whole of their surf board.
- (g) The finish is judged on the chest of the Competitor crossing the finish line on their feet while being in control of the surf board.



*** Distance**

Under 10	100m
Under 14 & Masters	170m
Under 16 to Open	250m

- (h) To assist with the safe conduct of competition it is permitted for any team member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.

5.5 BODYBOARD RACE (U10-U8)

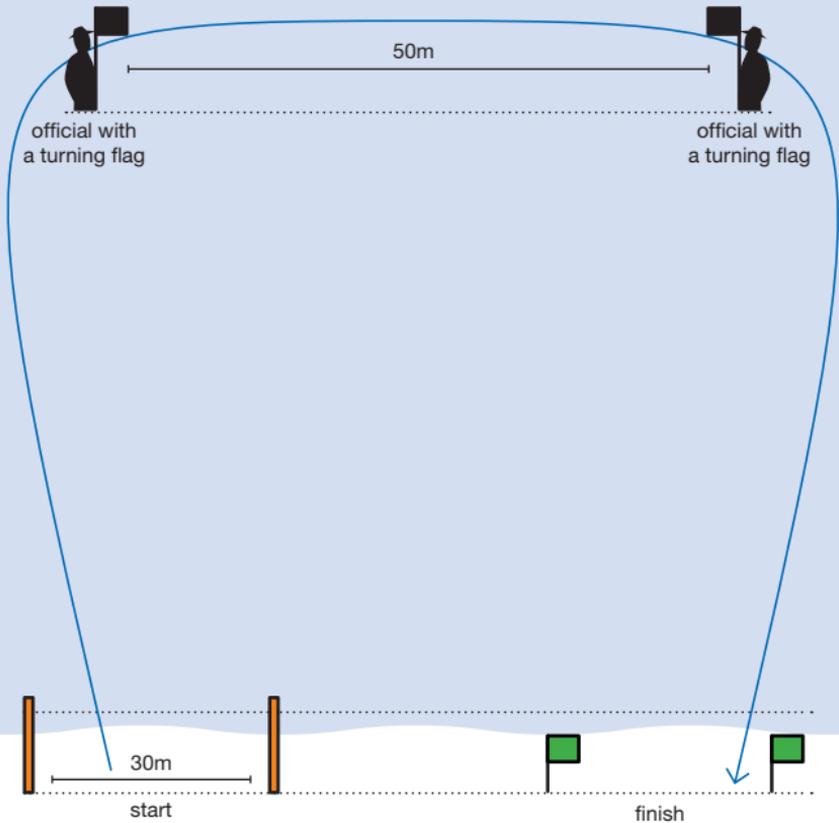
5.5.1 The Course

- (a) The course shall be as detailed in Figure 5.3
- (b) The course can be adjusted to suit the ability and conditions of the competitors.
- (c) Competitors may only use bodyboards in the bodyboard race.

Note: Two water safety personnel shall stand in waist depth water (measured at the water safety personnel's median waist depth level at the time the Race is being conducted).

5.5.2 Procedure

- (a) The Competitors shall be positioned on the start line with all competitors having leashes attached.
- (b) On the starter's signal the Competitors shall enter the water with their bodyboard and paddle round the two water safety markers from left to right and cross the finish line in contact with their bodyboard.
- (c) The finish is judged on the chest of the Competitor crossing the finish line on their feet while being in control of the surf board. Fins are not required in this race.



5.6 SURF BOARD/SURF SKI RELAY

5.6.1 General Conditions

The Rules of the surf board and surf ski Events shall apply to surf board and surf ski relay Events unless varied as follows.

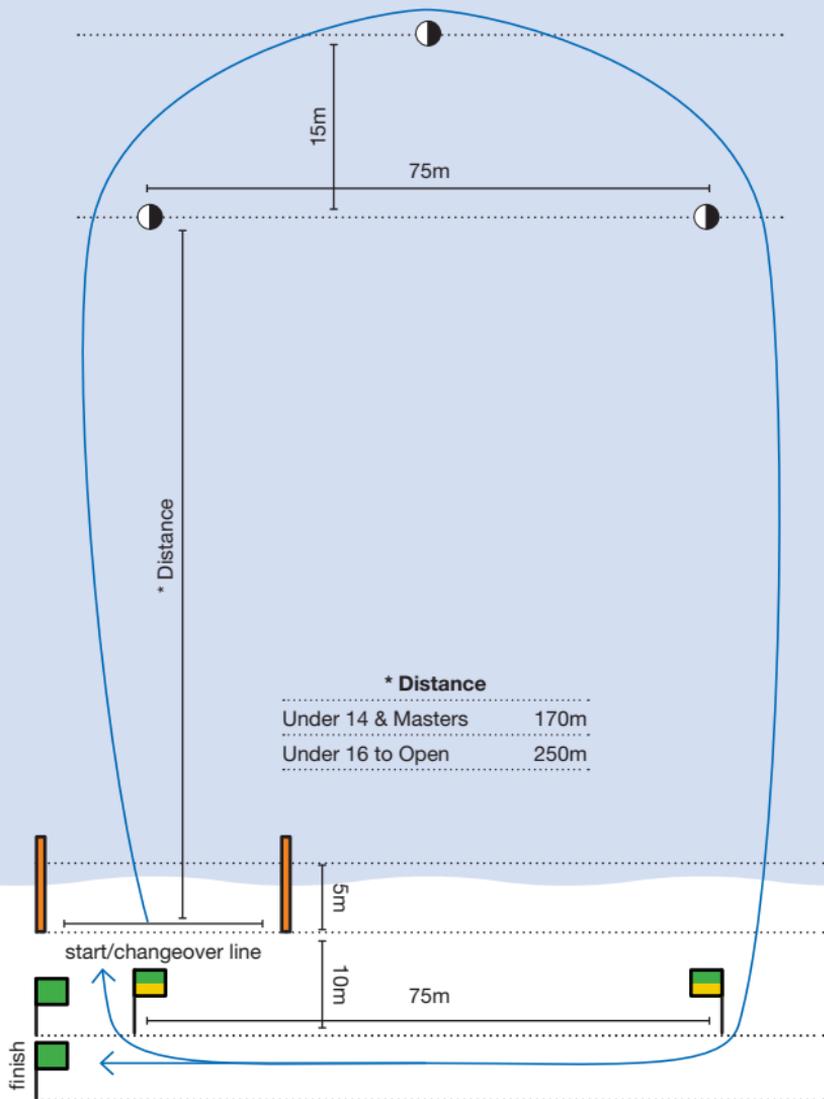
- (a) Teams shall consist of three Competitors.
- (b) Team members may use the same craft. No member of a team shall be permitted to complete more than one leg of a Race.
- (c) The first and third Competitor in each team shall commence from the team's drawn starting position. However, the drawn starting position is reversed for the second Competitor in each team. For example, in a 16 Competitor Race in which a team has drawn position No.1; the first Competitor in the team commences from position No.1, the second team member commences from position No. 16 and the third team member from position No.1.
- (d) Control of craft – A Competitor can lose control or contact with their craft on the way out, provided they regain the craft and round the last course buoy in contact with the craft. A Competitor must paddle their ski (including paddle) or board (as applicable) around the last course buoy and shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey

5.6.2 The Course

The course for surf board relay Events shall be as detailed in Figure 5.4 and the course for surf ski relay Events shall be as detailed in Figure 5.5

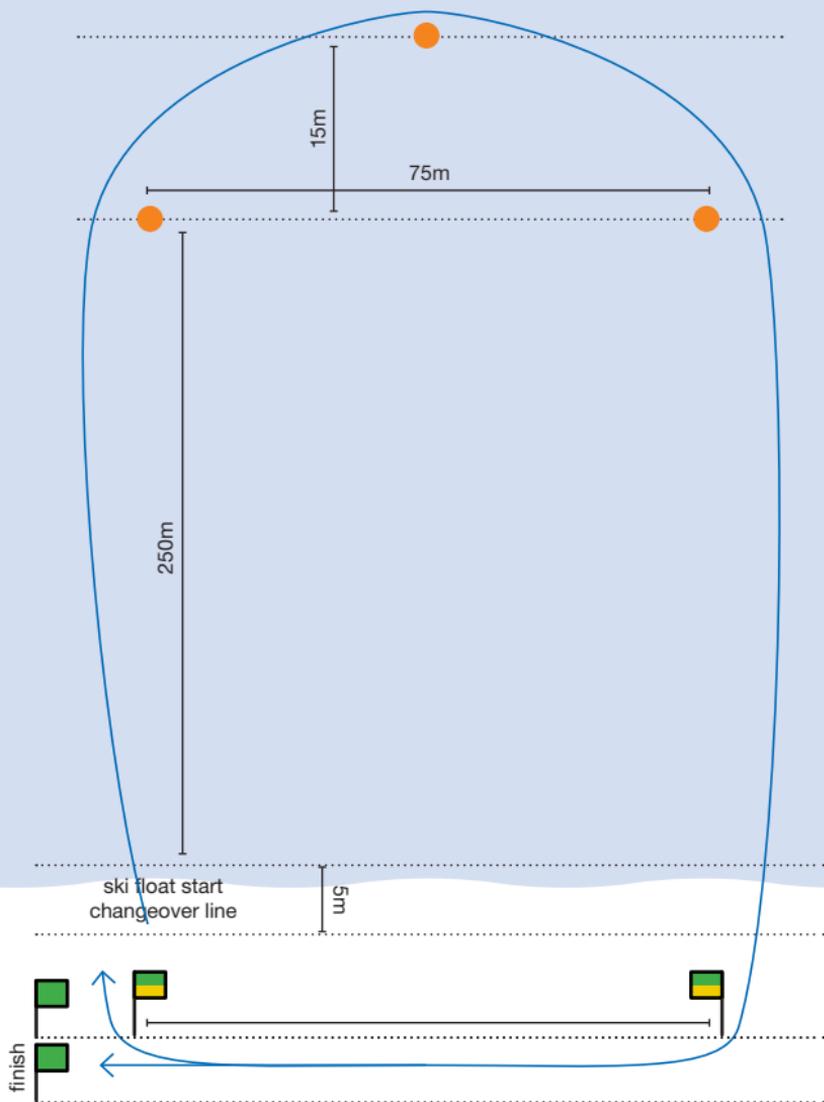
5.6.3 Procedure

- (a) Competitors for the first leg of the relay shall start as per the relevant individual Event and proceed around the appropriate



buoys. When the first Competitor has rounded the last turning buoy, the Competitor may leave their ski (including paddle) or board (as applicable) at their discretion, round the two green and yellow turning flags and tag the second Competitor at the designated ski or board (as appropriate) changeover line.

- (b) The second Competitor then proceeds around the appropriate buoys. When the second Competitor has rounded the last turning buoy, the Competitor may leave their ski (including paddle) or board (as applicable) at their discretion, round the two green and yellow turning flags and tag the third Competitor at the designated ski or board (as appropriate) changeover line.
- (c) The third Competitor will then proceed around the appropriate buoys. When the third Competitor has rounded the last turning buoy, the Competitor may leave their ski (including paddle) or board (as applicable) at their discretion, round the green and yellow turning flag and pass the other green and yellow flag on the shoreward side to finish between the two green finish flags.
- (d) The second and third leg Competitors in the surf board relay Event shall be positioned with their toes on or behind the changeover line or on the shoreward side of the changeover line. In the ski relay Event the start changeover line will be located in the water.
- (e) Competitors in the surf board and surf ski relay Events must commence their leg of the Event from the (correct) position as allotted by the Marshall. If the Competitor does not comply with the officials' direction, their team may be disqualified.
- (f) Members of the team or other members authorised by the



Event Referee shall ensure that any craft used by any of the other team members does not cause any interference to another team or Competitor in the Race. The craft shall be removed as soon as possible from the course to avoid congestion and possible damage.

- (g) If a competitor deliberately impedes the progress of another team the competitors in the offending team may be disqualified.
- (h) To assist with the safe conduct of the Event it is permitted for any team member to assist with the removal of any damaged or abandoned equipment from the Competition Arena.

5.7 SURF BOARD SIZES

The following details SLSNZ Surf Board usage in relation to age groups, the following shall apply:

Age Groups	Description	Max. Length	Min. Weight
U10–U/8	Bodyboards	NA	NA
U/9–U/10	Foam ‘Nipper’ Boards (soft fin)	2.0m (8’10”)	Not specified
U/11–U/12	Fibreglass or Foam ‘Nipper’ Boards	2.0m (8’10”)	4.5kg
U/14–Open	Full Length ‘Malibu’ Boards	3.2m (10’6”)	7.6kg
Masters	Full Length ‘Malibu’ Boards	3.2m (10’6”)	7.6kg

NOTE 1: For full details of surf board specifications refer to the SLSNZ Equipment Specification Policy.

SECTION 6.

MULTI-DISCIPLINE EVENTS

IN THIS SECTION YOU WILL FIND:

GENERAL CONDITIONS

IRONMAN / IRON WOMAN

DIAMOND PERSON

TAPLIN RELAY

LIFESAVER RELAY

CAMERON RELAY

BOARD RESCUE

SECTION 6.

[MULTI-DISCIPLINE EVENTS]

6.1 GENERAL CONDITIONS

- (a) Events where multiple Events are undertaken are termed “Multi-Discipline” and include ironman, ironwoman, taplin relay, lifesaver relay, cameron relay and board rescue Events.
- (b) Rules contained in this Section 6 shall only apply to Multi-Disciplined Events.
- (c) The different Events within the Multi-Discipline are referred to as “Legs”.
- (d) Order of Legs is as follows:
 - (i) For the ironman, ironwoman and taplin/cameron relay Legs, one ballot shall be taken at the commencement of each Competition to determine the order for the swim, the surfboard and surf ski (where applicable) Legs. If the result of the ballot requires the ski Leg to be the first Leg, Competitors will start that Leg as a typical “in water start”.
 - (ii) The order for the lifesaver relay is the surf boat first, and then the same order as that drawn for the ironman, ironwoman and taplin/cameron relay with the beach sprint section conducted last.
 - (iii) For the surf board rescue Leg, the order shall be swim, board.
- (e) Conditions of racing of each Leg are as required for the individual conditions of that Event with differences as detailed in this section.
- (f) Starting Positions – Ironperson Competitors must

commence craft Legs from the correctly allotted beach positions. The starting positions are reversed for the board and ski Legs. For example, in a 16 Competitor Race in which a Competitor has drawn position 1; the Competitor commences the initial craft Leg from position 1 but commences the other craft Leg from position 16.

- (g) The required use of surf boards in relation to age groups is detailed in Appendix A of Section 5 of this Manual.

6.2 IRONMAN & IRONWOMAN

6.2.1 General

- (a) Legs – The Multi-Discipline Event shall be conducted over a course which shall include a swimLeg, a surf board Leg, a surf ski Leg, and finish with a beach sprint Leg.
- (b) Control of craft – A Competitor can lose control or contact with their craft on the way out to the buoys provided that they regain the craft and rounds the last course buoy in contact with the craft. A Competitor must paddle their ski (including paddle) and/or board around all the course buoys including the last course buoy (i.e. the green and yellow swimming buoy) but shall not be disqualified if they loses control or contact with their craft after the last course buoy on the return journey.
- (c) Replacing of skis, paddles and surf boards – a handler or Participants shall be permitted to assist in replacing equipment during an Event, but only to the extent of placing the nose of the replacement ski or paddle at the water's edge and adjacent to the start line or board on or behind the start line.

NOTE: A handler shall not be considered to be a Competitor but shall be required to:

- (i) Be a Member of the same Club or team as the Competitors and be entered at the Competition (exemption may be given by the Event Referee for a Member of another Club or team to be a handler provided that the handler is entered at the Competition).
 - (ii) Wear a Competition cap.
 - (iii) Comply with all instructions of the officials.
 - (iv) Make every effort to ensure that they, or the equipment that they are handling, does not impede another Competitor, otherwise both their Competitor and the handler may be subject to disqualification.
-
- (d) To assist with the safe conduct of Events it is permitted for any team member to assist with the removal of any damaged or abandoned equipment from the Competition course.

6.2.2 The Course

The course shall be as detailed in Figure 6.1

6.2.3 The Procedure

NOTE: For the purpose of this description the ballot will be board, ski, swim and the course direction is clockwise.

- (a) Board Course – The surf board Leg is conducted from the start and change-over (SCO) Line, around the swimming buoys and the two black and white buoys, return to the beach and around the two green and yellow turning flags.
- (b) Ski Course – The ski Leg is conducted from the second green and yellow turning flag with take-over of the ski and paddle from a floating position in the water as per the diagram, around the swimming buoys, the two black and white buoys and the three orange buoys, return to the beach and around the two green and yellow turning flags.
- (c) Swim Course – The swim Leg is conducted from second green and yellow turning flag, around the swimming buoys

and return to the beach.

- (d) To finish a Competitor rounds one green and yellow turning flag passes the other green and yellow flag on the shoreward side and finishes between the two green finish flags.

NOTE 1: The SCO line only is required for a board or swim start or as a board placement line for the second or third Leg of a Race i.e. there is no requirement to cross this line after a Race has commenced.

NOTE 2: The green and yellow turning flags are to be turned in the same direction as the buoys for each Leg of the course.

- (e) The Competitor shall cover all Legs of the course as laid down in Figure 6.1 and may be assisted by a handler or Participant.
- (f) A handler or Participant shall:
 - (i) Hold the ski/paddle in a floating position as per the diagram or as directed by the relevant official.
 - (ii) Place the surf board flat on the beach (i.e. no mounds underneath the board) at 90 degrees with the nose of the surf board on the shoreward side of the SCO line or as directed by the relevant official.
 - (iii) Comply with all instructions of the officials.

6.3 DIAMOND PERSON

6.3.1 Variations include

The Rules of the ironman and ironwomen Legs shall apply to U/11 – U/14 ironwoman, U/11 – U/14 ironman unless varied as follows.

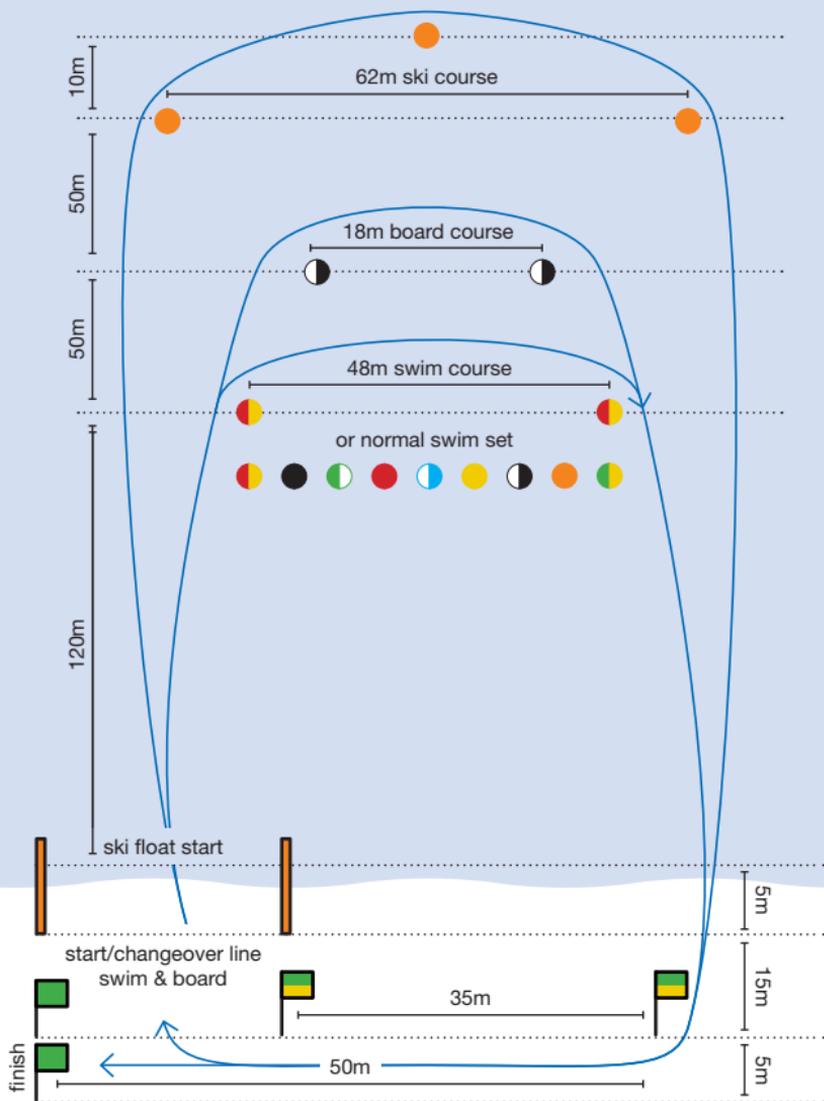
- (a) Legs – This Multi-Discipline Event shall be conducted over a course which shall include a swim Leg, a board Leg and finish with a beach sprint Leg.
- (b) The procedure for the diamond person Event is as per the iron person Event with the exception of the ski Leg.

6.4 SIX PERSON TAPLIN RELAY

6.4.1 General Conditions

- (a) Teams – Teams shall comprise six Competitors (2 swimmers, 2 surf board paddlers, and 2 ski paddlers) who shall complete the Event.
- (b) Placing of Gear – Items of gear shall be placed adjacent to the respective starting areas of the various craft by team members.
- (c) Craft – Each team shall provide at least one board and one ski. It is permissible for team members to use the same surf board and ski.
- (d) Control of craft – A Competitor in the taplin relay Event can lose control or contact with their craft on the way out to the buoys and on return from the buoys provided they regains the craft and rounds the last course buoy in contact with the craft. Competitors must paddle their ski (including paddle) or board (as applicable) around all the course buoys including the last course buoy (i.e. the swimming buoy) but shall not be disqualified if they loses control or contact with their craft after the last course buoy on the return journey.
- (e) Replacing of skis, paddles and surf boards – Equipment may be replaced during an Event. A handler or Participants shall be permitted to assist in replacing equipment during an Event, but only to the extent of placing the nose of the replacement ski or paddle at the water's edge and adjacent to the start line or board on or behind the start line.
- (f) To assist with the safe conduct of Events it is permitted for any team member to assist with the removal of any damaged or abandoned equipment from the Competition Arena.
- (g) Starting Positions – Six Person Taplin Competitors must

Fig 6.1 Ironman, Diamond Lady & Taplin Relay



commence craft Legs of the Event from the correctly allotted beach position. The starting positions are reversed twice for the board and ski Legs. For example where 16 teams are involved in which a Competitor's team has drawn position 1; the first craft Competitor in the team commences the initial craft Leg from position 1 and the next team Competitor for the same craft (board or ski) commences from position 16. This order is then again reversed for the next type of craft Leg (board or ski).

6.4.2 The Course

The course shall be as detailed in Figure 6.1

6.4.3 Procedure

NOTE: For the purpose of this description the ballot will be swim, board, ski and the course direction is clockwise.

- (a) On the starting signal the first swimmer shall enter the water, round the swimming buoys and return to the beach, round the two green and yellow turning flags and tag the second swimmer who is waiting with their toes on or behind the SCO line or on the shoreward side of the SCO line. The second swimmer completes the swimming course, rounds the two green and yellow turning flags and then tags the first surf board paddler who shall be waiting, with their surf board, with their toes on or behind the SCO line or on the shoreward side of the SCO line.
- (b) When the first surf board paddler has completed the course the board may be left at the water's edge and the paddler will round the two green and yellow turning flags and tag the second board paddler who is waiting, with their surf board, and with their toes on or behind the SCO line or on the shoreward side of the SCO line.
- (c) The second surf board paddler completes the course,

rounds the two green and yellow turning flags then tags the first ski paddler, who shall be waiting at approximately knee depth water with their ski and paddle.

- (d) When the first ski paddler has completed the course, the ski paddler may leave the ski and paddle round the two green and yellow flags and tag the second ski paddler who is standing at approximately knee depth with their ski and paddle. After the second ski paddler completes the course they may leave their ski and paddle, rounds one green and yellow turning flag, passes the other green and yellow flag on the shoreward side and continues to the finish between the two green finish flags.
- (e) Removal of craft from the Competition Arena during the Event is permitted by a team member or other Person(s) authorised by the Arena Referee and provided they do not impede the progress of other Competitors.
- (f) Competitors in the taplin relay must commence their Leg of the Event from the (correct) position as allotted by the Marshall. If the Competitor does not comply with this the team may be disqualified.

NOTE 1: The SCO line only is required for a board or swim starts or changeovers. It is not required for the ski starts or ski changeovers.

NOTE 2: The green and yellow turning flags are to be turned in the same direction as the buoys for each leg of the course.

6.4.4 Taplin Relay Variations

- (a) Three person taplin relay is as per the six person taplin relay except that the relay is conducted with one swimmer, one surf board paddler and one ski paddler.
- (b) Four person taplin relay is as per the six person taplin relay except that the relay is conducted with one swimmer, one

surf board paddler, one ski paddler and a beach sprinter who is always the last Competitor in the Leg. The third Competitor tags the beach sprinter. The tag can be effected anywhere between the last turning buoy of the third Competitor and the seaward side of the first green and yellow turning flag. The beach sprinter proceeds around the first green and yellow turning flag and past the second green and yellow turning flag on the shoreward side and finishes between the two green flags.

- (c) Competitors must commence their Leg of the Event from the correctly allotted beach position. The starting positions are reversed for the board and ski Legs. For example, in a 16-team Race in which a team has drawn position 1; the initial craft Leg is commenced from position 1 and the other craft Leg is commenced from position 16.

6.5 LIFESAVER RELAY

6.5.1 General Conditions

- (a) Team composition – Teams shall comprise of nine Competitors all of whom must be currently refreshed SLSNZ Award holders (one surf boat crew, one swimmer, one surf board paddler, one ski paddler and one beach sprinter).

NOTE 1: Within each team there must be at least one female Competitor, one U/19 Competitor and one U/16 Competitor (as determined by their age for participation in individual Legs). The gender/age of these Competitors shall not be 'doubled up' e.g. an U/19 female could be nominated as the U/19 Competitor or the female Competitor but not both.

NOTE 2: Under no circumstances shall a team compete unless they have at least one Competitor from each of the age categories in Note 1.

NOTE 3: No Member shall be permitted to compete in the surf boat Leg of the lifesaver relay until reaching the age of 16 years.

- (b) Legs – This Multi-Discipline Event shall be conducted over a course which shall include a surf boat Leg, surf ski Leg, surf board Leg, swim Leg and a beach sprint Leg.

NOTE: The surf boat Leg shall be the first Leg of the course and the beach sprint Leg shall be the last Leg. The order of the swim, surf board and surf ski Legs will be decided by the same ballot as for other Multi Discipline Events. (Refer to Rule 6.1).

- (c) Placing of gear – Items of gear shall be placed adjacent to the respective starting areas of the various craft by team members.
- (d) The starting positions for board and ski Legs (only) will be reversed. For example in a 9-team Race in which a team has drawn position 1 for the Surf Boat Leg, the proceeding board or ski Leg will also start from position 1 with the next board or ski Leg reversing to position 9.

Starting position – Surf Boat	1	2	3	4	5	6	7	8	9
1st Leg starting position – Craft	1	2	3	4	5	6	7	8	9
2nd Leg starting position – Craft	9	8	7	6	5	4	3	2	1

- (e) Control of craft:
- (i) The boat crew must row their boat around their designated turning buoy but shall not necessarily be disqualified if they overturn or lose control or contact with the boat on the way out to the buoys and/or on return from the buoys, provided the boat is regained and rounds the buoy “properly equipped” (refer Section 4 of this Manual).
- (ii) The surf board and ski Competitors in the lifesaver relay

can lose control or contact with their craft (and paddle as applicable) on the way out to the buoys and/or on return from the buoys provided they regain the craft (and paddle) and round the last course buoy in contact with the craft (and paddle). Each craft Competitor in the lifesaver relay Event must paddle their ski (including paddle) or board (as applicable) around all the swim and craft course buoys including the last course buoy (i.e. the green and yellow swimming buoy) but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.

- (f) Replacing of boats, oars, skis, paddles and surf boards
 - The handler or Participant shall be permitted to assist in replacing equipment, but only to the extent of placing replacement equipment at the start and change-over line (SCO line).
- (g) To assist with the safe conduct of Events it is permitted for any team member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.

6.5.2 The Course

The course shall be as detailed in the Figure 6.2

6.5.3 Procedure

NOTE: For the purpose of this description the ballot will be ski, board and swim (with the surfboat first and beach sprint last).

- (a) Surf Boat Course – The rules of surf boat Events under Section 4 of the Manual apply unless otherwise noted below. The surf boat is positioned in the team's allocated position on the water's edge. One crew person is positioned in the team's allocated position on the surf boat start/finish line with their toes on or behind the surf boat start/finish line or on the shoreward side of the surf boat start/finish line. On

the starting signal a crew person runs from the surf boat start/finish line to the boat. Upon touching any part of the surf boat (not the oars) the crew then gets into the boat, rows to and around their designated turning buoy as instructed by the designated official, and returns to shore. At any time after rounding the turning buoy, a crew person may leave the boat and proceed to shore, cross the surf boat start/finish line to their designated beach position where a flag has been placed 5 metres behind the start/finish line. The crew person then raises that flag above their head to signal the start of the next Leg.

- (b)** Ski Course – Upon the raising of the flag by the surf boat crew person, the ski paddler, who is waiting in approximately knee depth water with their ski and paddle, then completes the ski course. Once the ski paddler has rounded all buoys with their ski and paddle, the ski paddler may leave their craft, return to the shore, round the two green and yellow turning flags and then tag the board paddler who is waiting with their board and with their toes on or behind the SCO line or on the shoreward side of the SCO line.
- (c)** Board Course – When the surf board paddler has rounded all board course buoys with their surf board the paddler may leave their craft and round the two green and yellow turning flags and tag the swimmer who is waiting with their toes on or behind the SCO line or on the shoreward side of the SCO line.
- (d)** Swim Course – The swimmer then completes the swim course and tags the beach sprinter. The tag can be effected anywhere between the last turning buoy and the seaward side of the first green and yellow turning flag.
- (e)** Beach Sprint Course – The beach sprinter proceeds around

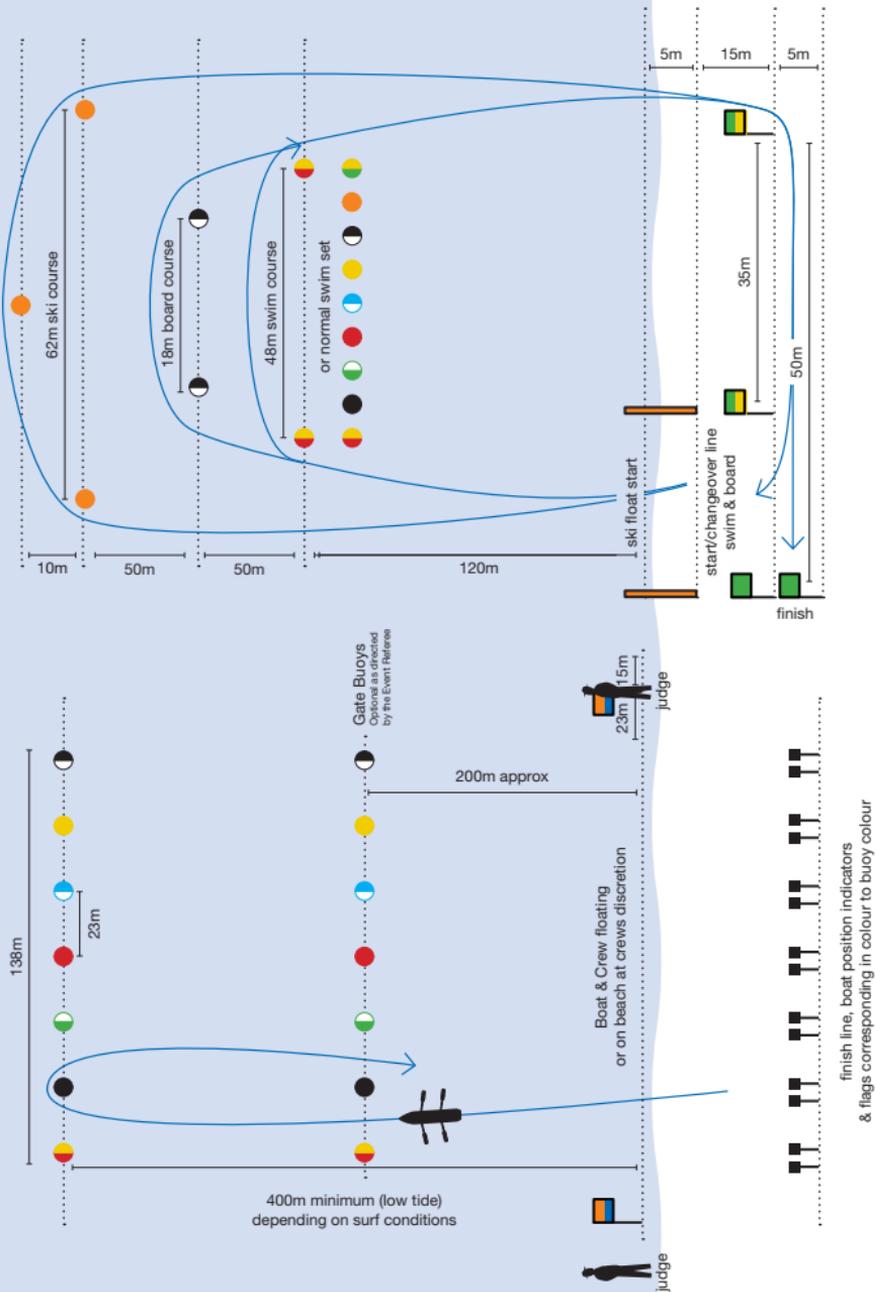
the first green and yellow turning flag and past the second green and yellow turning flag on the shoreward side and finishes between the two green flags.

- (f) Competitors in the lifesaver relay must commence their Leg of the Event from the (correct) position as allocated by the Marshall. If the Competitor does not comply with this the team may be disqualified.

NOTE 1: The SCO line only is required for a board or swim start or changeover. It is not required for a ski start or ski changeover.

NOTE 2: The green and yellow turning flags are to be turned in the same direction as the buoys for each Leg of the course.

Fig 6.2 Lifesaver Relay Race



6.6 CAMERON RELAY

6.6.1 General Conditions

- (a) A team shall consist of four Competitors: a swimmer, two runners and a surf board paddler.
- (b) The sequence of Legs of the swim and board Legs shall be by ballot.
- (c) Control of craft – The surf board Competitor can lose control or contact with their surf board on the way out to the buoys and on return from the buoys provided they regain the surf board and round the last course buoy in contact with the surf board. The surf board Competitor must paddle their surf board around all the course buoys including the last course buoy (i.e. the green and yellow swimming buoy) but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.
- (d) Replacing of surf boards – a handler or Participants shall be permitted to assist in replacing equipment during a Leg, but only to the extent of placing the nose of the replacement board on or behind the start line.
- (e) To assist with the safe conduct of the Event it is permitted for any team member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.

6.6.2 The Course

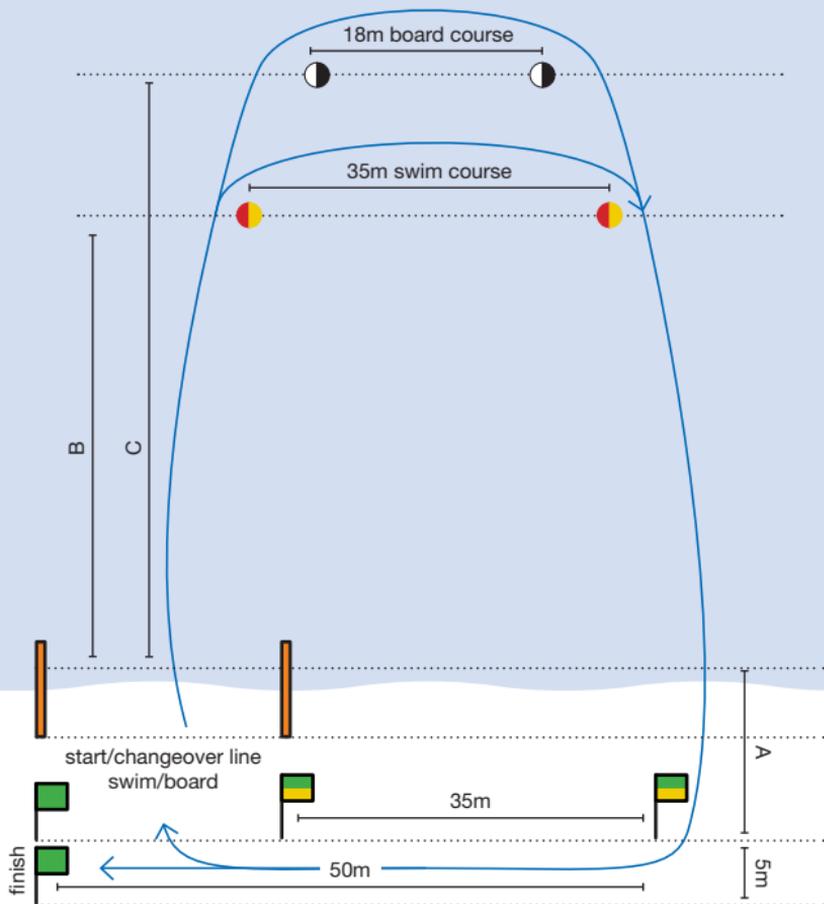
The course shall be as detailed in the Figure 6.3

6.6.3 Procedure

For the purpose of this example the sequence of Legs will be swim, run, board, and run.

- (a) Swim and surf board Competitors shall position themselves at the SCO line. Runners shall position themselves on the

Distance	Year 7/8	Year 9/10	Year 11/12/13
A	20m	30m	50m
B	50m	125m	235m
C	95m	155m	265m



water side of the green and yellow turning flag.

- (b) On the starting signal the swimmer shall enter the water, round the swimming buoys and then tag the first runner. The tag can be effected anywhere between the last turning buoy and the seaward side of the first green and yellow turning flag.
- (c) The first runner shall then proceed around the green and yellow turning flags and tag the surf board paddler who is waiting, with their surf board, and with their toes on or behind the SCO line or on the shoreward side of the SCO line.
- (d) The surf board paddler shall then paddle around the board course and tag the second runner. The tag can be effected anywhere between the last turning buoy and the seaward side of the first green and yellow turning flag.
- (e) The second runner shall then proceed around the first green and yellow flag, past the second green and yellow flag on the shoreward side and finish between the two green flags.
- (f) Competitors in the cameron relay must commence their Leg of the Event from the (correct) position as allotted by the Marshall. If the Competitor does not comply with this the team may be disqualified.

NOTE: The green and yellow turning flags are to be turned in the same direction as the buoys for each Leg of the course.

6.7 SURF BOARD RESCUE RACE

6.7.1 General Conditions

- (a) This Event shall be conducted over a course which shall include a swim Leg and a surf board Leg.
- (b) Team composition – Teams shall comprise a patient and a board rescuer.
- (c) Losing control of patient and/or surf board – The rescuer may lose control/contact with the surf board on the way to

their turning buoy without penalty. The rescuer and patient may lose contact with the surf board on the return journey. However, both the rescuer and patient must be in contact with the surf board when crossing the finish line.

- (d) Replacing of surf boards – A handler or Participant shall be permitted to assist in replacing equipment during a Leg, but only to the extent of placing the nose of the replacement board on or behind the start line.

6.7.2 The Course

The course is as detailed in the Figure 6.4

6.7.3 Procedure

- (a) The swim section is conducted from the start line to the swimming buoys.
- (b) The surf board section is conducted from the start line to the seaward side of the swimming buoys, pick up patient and return to the finishing line.
- (c) Turning of buoys – The surf board shall be paddled around the allotted buoy left to right or as directed by the Event Referee.
- (d) The Race is concluded when the patient and rescuer have correctly completed the course, both in contact with the surf board and cross the finish line between the two gate markers that designate their beach position.
- (e) The patients shall take up their position on the start line between the gates of their allotted positions.
- (f) On the starting signal, each patient shall enter the water and swim to their allotted buoy. On reaching their allotted buoy, the patient shall place a forearm over the top of the buoy and then signal their arrival by raising their other arm to a vertical position whilst remaining in contact with the buoy.

The said signal, subject to all conditions being fulfilled, shall be the determining factor in judging the patient's arrival at their buoy. Should a Competitor swim to a wrong buoy and signal the team shall be disqualified. The patients must then release contact with the swimming buoys, retire to the seaward side of the swimming buoys and await arrival of their rescuer.

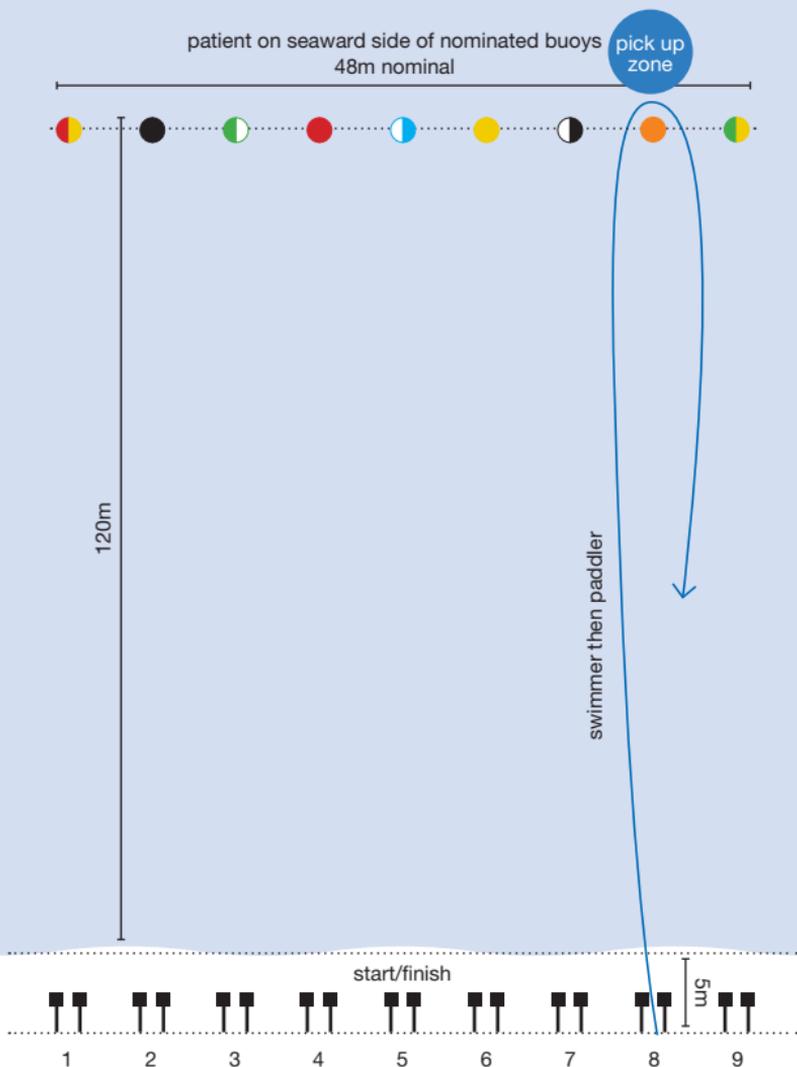
NOTE: The swimming buoy is described as the buoy only and does not include any attaching ropes or straps.

- (g) On receiving the signal the rescuer shall enter the water and paddle to and around the allotted buoy. The rescuer shall turn the buoy from left to right unless otherwise directed by the Event Referee. The patient shall make contact with any part of the surf board on the seaward side of the swimming buoy. The patient pick up shall be effected on the seaward side of the buoy. The patient may position himself on the front or rear of the surf board, with or without assistance and may assist the rescuer by paddling the surf board on the return to shore.

NOTE 1: In Board Rescue races the team shall not be disqualified if the rescuer incorrectly crosses the start/changeover line and then resumes the correct position to correctly await the finish signal from the patient.

NOTE 2: A team shall not be disqualified if part of the surf board extends onto the shoreward side of the buoy during the patient pick up process.

- (h) The finish is judged on the chest of the first Competitor of the team (i.e. patient or rescuer) crossing the start/finish line, between their beach position gate markers, on their feet, with both the rescuer and patient being in contact with the surf board.



SECTION 7.

BEACH EVENTS

IN THIS SECTION YOU WILL FIND:

BEACH SPRINT

BEACH RELAY

BEACH FLAGS

2KM BEACH RUN

SECTION 7.

[BEACH EVENTS]

7.1 BEACH SPRINT

7.1.1 The Course

- (a) Rules contained in this Section 7 shall only apply to beach Events.
- (b) The course for the beach sprint will be as detailed in the Figure 7.1
- (c) The course shall be rectangular and “squared” to ensure that all Competitors run the same distance and shall be designated by four distinctly coloured 2 metre poles.

7.1.2 Procedure

- (a) Competitors shall take up their positions as drawn at the marshalling line under the direction of the Marshall.
- (b) No starting blocks shall be permitted, but Competitors may create holes and/or hillocks in, and of, sand to aid their start. Competitors using any material other than sand to aid their start shall be disqualified. Water, or similar substance, is not permitted to be used in start blocks.
- (c) The wearing of footwear shall not be allowed unless permitted by the Arena Referee due to the prevailing beach surface conditions.
- (d) Competitors are permitted to flatten, level and/or mark the sand in their lane but must comply with the directions of the Arena Referee.
- (e) The starter is in complete control of the start. A check starter may be appointed. When appointed, the check starter shall have the authority to assist the starter by calling breaks

using a whistle. Both the starter and check starter shall position themselves to ensure a fair start is given.

- (f) On the words of command from the starter “on your marks”, the Competitor shall move forward from the marshalling line and assume a comfortable steady position on the starting mark. If a Competitor disregards the starter’s command and delays the start by taking an unnecessary long time they shall be disqualified.
- (g) On the command “set” the Competitors shall assume a steady posture in the “set” position on the starting mark. If a Competitor disregards the starter’s command and delays the start by taking an unnecessary long time they shall be disqualified.
- (h) These commands shall be followed by a pistol shot, whistle blast or other acoustic signal.
- (i) If, for any reason, the starter has to speak to any Competitor after either command, they shall order all Competitors to stand up and, the start shall be recommenced.
- (j) If a Competitor moves or leaves their mark with hand or foot after the word “set”, but before the start is given, it shall be considered a starting break infringement and a false start declared.
- (k) With the exception of Events up to and including the U/14 age category the first Competitor who breaks shall be disqualified. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.

NOTE: In Events up to and including the U/14 age category one false start shall be permitted. The first Competitor who breaks after the first false start has been declared shall be disqualified. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.

- (l) If in the opinion of the starter or the check starter the start was not fair because of a technical defect or other matter not caused by Competitors the starter must recall the Competitors and recommence the starting process. In such circumstances any false start error by a Competitor shall be expunged.
- (m) Competitors are required to finish the Event on their feet. The finish is judged only on the chest of the Competitor when crossing the finish line on their feet.

NOTE 1: If a competitor is falling across the line they are not deemed to have finished the race.

NOTE 2: Competitors who attempt to record an electronic gate finish result by deliberately using their arms or another part of their body other than the chest to record a finish result may be disqualified.

- (n) Any Competitor who crosses into the lane on either side of them may be disqualified.

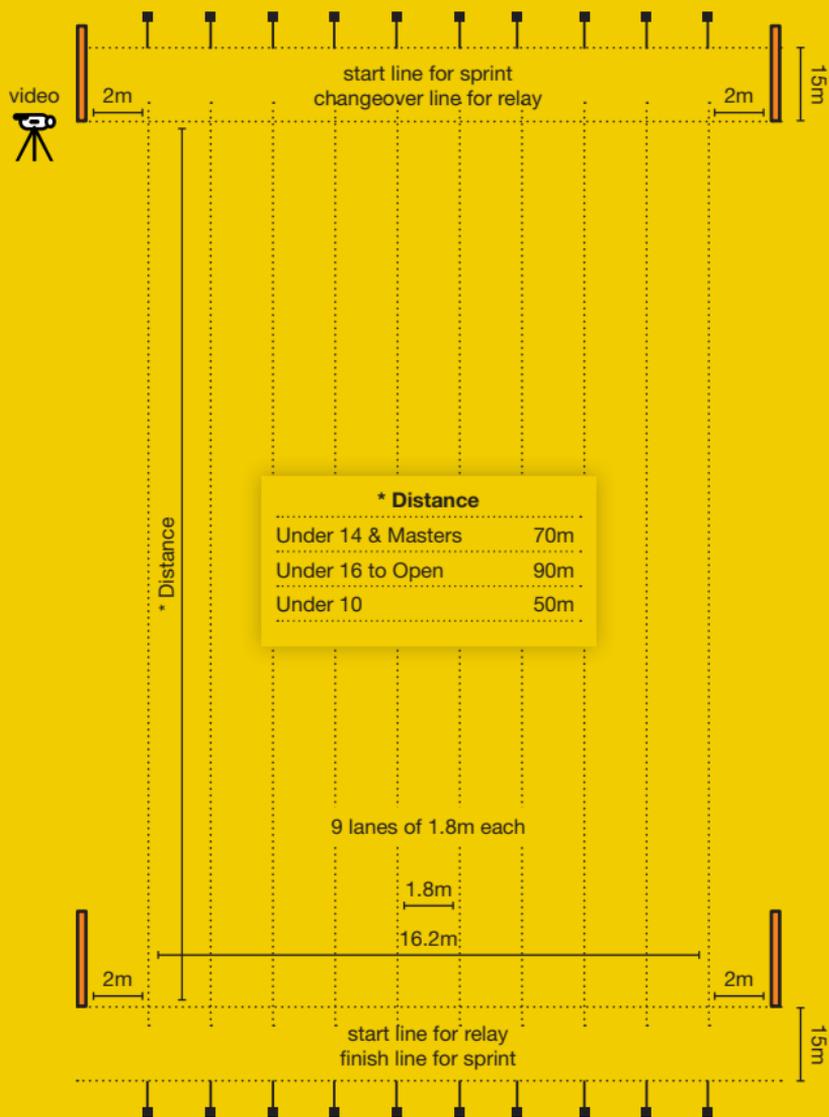
7.1.3 Judging

- (a) The finishing order of the Competitors shall be determined by the alignment of the Competitors' chests with the finishing "line".
- (b) Coloured vests may be required to be worn as an aid for judges. Such vests will be supplied by SLSNZ and the colours allocated to each lane should correspond with the swimming buoy colours (with the tenth lane being purple).
- (c) The Arena Referee, or their appointee, shall position themselves to maintain overall supervision.

7.2 BEACH RELAY

7.2.1 The Course

The course shall be as detailed in the Figure 7.1



7.2.2 Procedure

- (a) A team shall consist of four Competitors with two members at either end of the course taking up their drawn lane.
- (b) Competitors are permitted to level, flatten and/or mark the sand in their lane but must comply with the directions of the Event Referee or Arena Referee.
- (c) Each Competitor will complete a leg of the course with a baton held in either hand. At the conclusion of the first, second and third legs they shall pass the baton to the next runner. All Competitors shall finish their leg of the Event on their feet.
- (d) The beach relay baton shall be approximately 300mm long with an external diameter of approximately 25mm and made of flexible material (e.g. flexible hose).
- (e) The starting conditions shall be as for the beach sprint Event with the first Competitor of the team taking the mark.
- (f) Baton changeovers shall be affected in the following manner:
 - (i) The Competitors taking the baton on the 1st, 2nd and 3rd changes may be moving whilst taking the baton but will be disqualified if any part of the body or hands cross the changeover line before the runner takes the baton.
 - (ii) The Competitor coming in to change the baton must carry the baton to the line. The baton cannot be thrown forward for the receiving Competitor to catch or pick up to run.
- (g) Should a baton be dropped during the changeover the Receiver can recover the baton (whilst ensuring that there is no interference to other Competitors) and continue with their leg of the relay.
- (h) Should a baton be dropped at any other stage, the

Competitor can recover the baton (providing that there is no interference to other Competitors) and continue to run.

- (i) Competitors are required to finish the Event on their feet carrying their baton. The finish is judged only on the chest of the Competitor when crossing the finish line.

NOTE 1: If a competitor is falling across the line they are not deemed to have finished the race.

NOTE 2: Competitors who attempt to record an electronic gate finish result by deliberately using their arms or another part of their body other than the chest to record a finish result may be disqualified.

7.2.3 Judging/Change Over

- (a) Judging in general shall be as for the beach sprint Event with the Arena Referee, the course judge and the finish judges taking similar duties in regards to the start and finish.
- (b) Course judges shall be appointed to check the changeover line for infringements at each end during the changeovers.
- (c) Any infringements observed by the course judges shall be reported to the Arena Referee.

7.3 ALL AGE BEACH RELAY

7.3.1 The Course

The Course shall be as detailed in the Figure 7.1

7.3.2 Procedure

- (a) A team shall consist of Competitors of different age groups as prescribed by the relevant SLSNZ organising authority.
- (b) Competitors shall run in order from the youngest to oldest.
- (c) Under no circumstances shall a team compete unless they have runners from each individual age group complete the designated leg of the course for that age category.
- (d) All other Event conditions are the same as the beach relay.

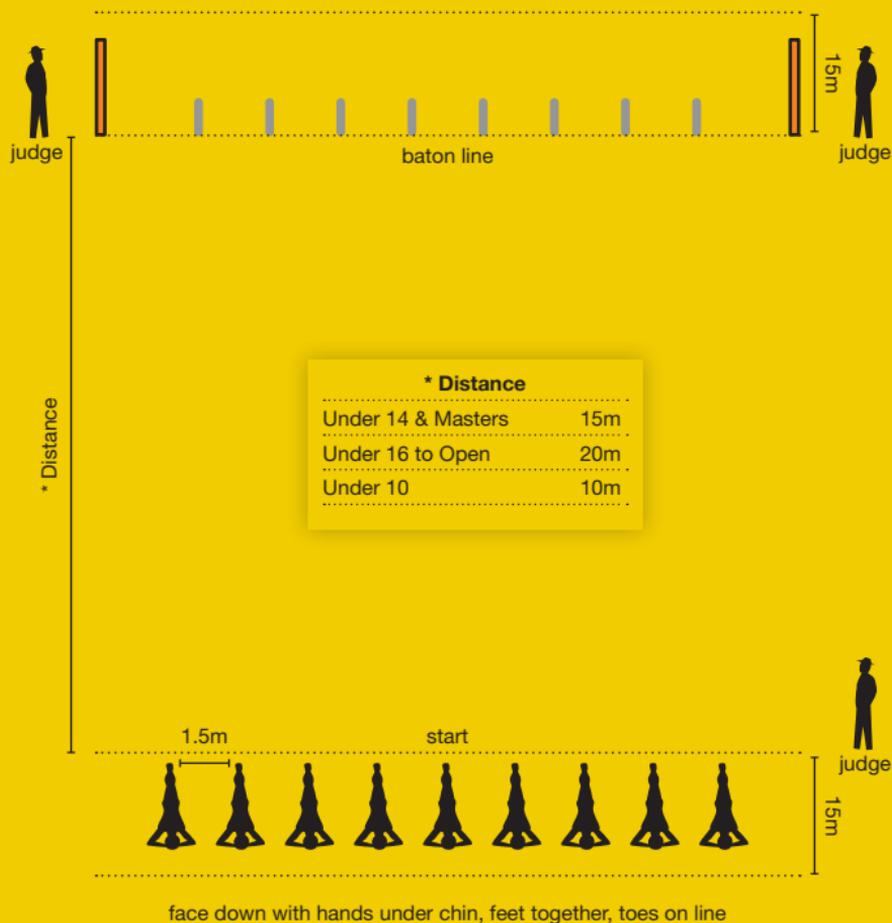
7.4 BEACH FLAGS

7.4.1 The Course

- (a) The course shall be as detailed in the Figure 7.2
- (b) The course shall be rectangular and “squared” to ensure that all Competitors run the same distance and shall be designated by four distinctly coloured markers.

7.4.2 General Conditions

- (a) In beach flags Events there shall always be less batons set down than the number of Competitors starting or remaining in the Event. A Competitor who fails to gain a baton in a run-through is thereby eliminated from the Event.
- (b) The Arena Referee shall determine the number of Competitors to be eliminated in each run-through. With the exception of disqualifications or break eliminations no more than 2 Competitors shall be eliminated in each run through of the first and second rounds of the Event. In subsequent rounds, semi finals and final stages of the Event no more than one Competitor shall be eliminated in any one run through.
- (c) Beach flags (batons) shall be approximately 300mm long with a diameter approximately 25mm and made of flexible material (e.g. flexible hose).
- (d) There shall be a preliminary draw for positions and further draws after each round. In semi finals and finals there shall be a draw after each run-through takes place.
- (e) If two or more Competitors hold the same baton and the finish judges are not able to determine which Competitor's hand grasped the baton first, the finish judges shall advise the Arena Referee who shall decide whether there shall be a run-off between the Competitors involved.
If, after one run off to determine who progresses in an Event



or to determine a final placing result and the Competitors still cannot be separated, run-offs shall be continued until an elimination and or placing result is achieved.

- (f) If it is apparent that a flag has been “lost” (in the sand) the finish judge shall signal that the flag is “lost” and that the run through is finished. This signal shall be given either by whistle or by word. A run off shall occur only between the Competitors involved in the search for the flag.
- (g) Each run through or run off shall be judged as a separate segment of this Event and an infringement in one run through or run off shall not be carried over and counted against a Competitor in a subsequent run through or run off.

7.4.3 Competing for Flags/Deliberate Impedance

- (a) A Competitor may otherwise use their or her body to improve their position to compete for a flag. A Competitor may negotiate the shoulder and or body in front of an opponent, but may not use hands, arms, feet or legs to obtain or remain in this position. If a Competitor legally obtains this front position and maintains normal running action, the Competitor behind is obliged to go around the Competitor in front. A Competitor may cross over in front of a slower Competitor.
- (b) Deliberate impedance is defined as “the deliberate use of hands, arms, feet or legs to impede another Competitors progress”.
- (c) Any Competitor who deliberately impedes another Competitor will be eliminated from the Event. If two or more Competitors are guilty of deliberate impedance, the Competitor who first deliberately used arms, shoulder, hands, legs or feet will be eliminated.

7.4.4 Effect of Elimination and Disqualification

- (a) Any Competitor eliminated from the Event shall retain the point score and/or placing as at the time in the Event.
- (b) Any Competitor who is disqualified from the Event shall lose all standing from the Event. In the Event of disqualification from a medal or points round the Competitor(s) eliminated from the Event immediately prior to the disqualification shall be awarded that placing (except if that Competitor's elimination was the result of a disqualification in which case the next prior Competitor eliminated from the Event through natural attrition will be awarded the medal or points).

7.4.5 Procedure

- (a) Competitors take their allotted positions, a minimum of 1.5 m apart at the start line.
- (b) When directed by the starter, Competitors shall lie face down with their toes on the start line, heels or any part of the feet together, hands on top of each other with fingertips to wrists and with the head up. Elbows should be extended 90 degrees to the body's midline and hips and stomach must be in contact with the sand. The body's mid-line should be 90 degrees to the start line. Competitors may level, flatten, and compress their starting area but no scooping or digging of the sand is permitted.
- (c) The Competitors shall then await the command "Competitors ready" from the starter.
- (d) The starter shall then give the set command "heads down". The Competitors shall place any part of the chin on any part of their hands, whilst maintaining a straight head alignment with the rest of the body and maintaining the body and limb positions detailed in paragraph (b). The Competitors shall then await the start.

- (e) At the starter's whistle blast the Competitor shall get to their feet as quickly as possible, run to the finish line and attempt to obtain a baton.
- (f) Any Competitor picking up two batons shall be disqualified from the Event.

7.4.6 The Start

- (a) The starter must position themselves so that they cannot be seen by the Competitors when they place the whistle in their mouth.
- (b) Any Competitor who continues to disregard the starter's commands or instructions and delays the start by taking an unnecessarily long time to prepare their start area, lie correctly on the sand, or by not putting their head down on the "heads down" shall be eliminated.
- (c) Any Competitor lifting or moving after "heads down" and prior to the start signal has made a starting break infringement.
- (d) With the exception of competition up to and including the U/14 age category the first Competitor who breaks shall be eliminated. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.

NOTE: In competition up to and including the U/14 age category one false start per run through shall be permitted. The first Competitor who breaks after the first false start has been declared in a run through shall be eliminated. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.

NOTE: If an error by an official or starting apparatus causes or precedes a false start by a Competitor the fault of the Competitor shall be expunged and the starting process recommenced.

- (e) Should a Competitor be disqualified or eliminated, the remaining Competitors and batons shall be realigned with no re-draw of positions. The run through is to continue (with the current starting infringement in force for competition up to and including the U/14 age category) until a fair start is effected or until the quota of Competitors needed for the next round is achieved. Should the disqualification or elimination occur for first place in the Event there is no requirement for the remaining Competitor to complete the run-through.

7.4.7 Judging

- (a) The Arena Referee or their appointee shall position themselves to maintain overall supervision.
- (b) The starter, check starter, finish and/or course judges shall be positioned to undertake their respective duties.
- (c) The finish judges shall reclaim the batons from the successful Competitors and then set up the batons for the next run-through.

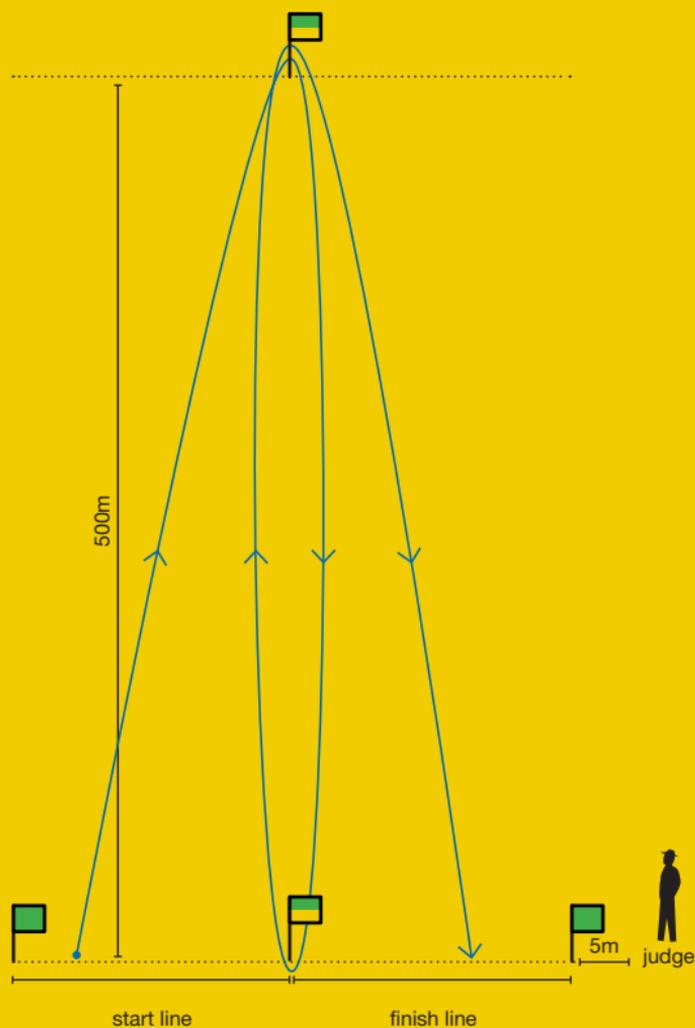
7.5 2KM BEACH RUN

7.5.1 The Course

- (a) The course for the 2km Beach Run will be as detailed in the Figure 7.3. The Arena Referee may set an alternate course on beaches with restricted room.
- (b) The start line shall be designated by a brightly coloured synthetic cord stretched between two poles. The finish line shall be an extension of the start line toward the water. The end of the finish line shall be marked by a third pole. The Arena Referee shall determine the length of the start and finish lines.
- (c) Running lanes: The course shall be divided into two lanes parallel to the waterline. The lane furthest from the water shall be for legs running from the start/finish lines (legs 1 and 3). The lanes shall be divided by coloured tape, bunting, or other appropriate material.
- (d) A pole situated 500m from the start at the end of the lane divider shall designate the turning point.

7.5.2 Procedure

- (a) Competitors race 2000m on the beach in four 500m legs as follows:
 - (i) On the starting signal Competitors race along the left side of the lane to round (clockwise or right hand in) the turning pole 500m distant, and return 500m toward the starting pole.
 - (ii) Competitors round this pole (clockwise or right hand in), proceed back down the beach to round the turning pole as before, and then race back to cross the finish line.
 - (iii) Jostling or obstructing another Competitor so as to impede their progress is not permitted.



- (b) Judges shall be placed to observe the conduct of the Event as well as determine Competitors' place at the finish line.
- (c) The finish is judged on the Competitor's chest crossing the finish line. Competitors must finish on their feet in an upright position.

7.5.3 Equipment and Apparel

- (a) Shorts and shirts and/or vests may be worn at the discretion of the Competitor.
- (b) Shoes may be worn at the discretion of the Competitor.

SECTION 8.

POOL RESCUE EVENTS

IN THIS SECTION YOU WILL FIND:

POOL RESCUE EVENTS

SECTION 8.

[POOL RESCUE EVENTS]

8.1 POOL RESCUE EVENTS

Swimming pool based competitions are conducted by many fellow member countries of the International Life Saving Federation (ILS).

Pool rescue Events are included in the suite of Events conducted in ILS World Life Saving Championships and other international competitions.

The conduct of pool rescue Events also provides a further avenue, outside of the ocean environment, for Members to develop and to demonstrate their lifesaving and organisational skills.

SLSNZ has adopted specific sections of ILS Pool Rescue Rules and Equipment as the standard for the conduct of its pool rescue events.

The ILS Competition Manual is published at: www.ilsf.org

To enable the conduct of pool rescue Events, the following areas of the ILS Manual have been specifically adopted by SLSNZ:

- ILS World Record Principles and Procedures:
- Wearing of Swim Caps in Pool Events, Simulated Emergency Response Competition:
- ILS Pool Events Event Rules:
- ILS Simulated Emergency Response Competition (SERC) Event Rules:
- ILS Facility Standards – Pool Facility Standards and Specifications; and

- ILS Equipment Standards and Scrutineering for Pool Manikins, Obstacles, Rescue Tubes, Swim Fins and Throw Lines.

Except where otherwise provided for by way of Circular, the rules contained in stated areas of the ILS Competition Manual and relevant ILS bulletins shall apply for all other matters relating to conduct of pool rescue Events.



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SECTION 9.

IRB EVENTS

IN THIS SECTION YOU WILL FIND:

GENERAL CONDITIONS

SINGLE RESCUE EVENT

MASS RESCUE EVENT

ASSEMBLY RESCUE EVENT

TEAM RESCUE EVENT

TUBE RESCUE EVENT

THREE PERSON TEAM RESCUE EVENT

SECTION 9.

[IRB EVENTS]

9.1 GENERAL CONDITIONS

9.1.1 Equipment

- (a) All IRB equipment used in competition must comply with SLSNZ equipment specification policy as listed in the SLSNZ Equipment Specification Manual, available on the SLSNZ Website.
- (b) All IRB drivers and crew persons are required to wear a wet suit (min of at least a 3mm vest) or PFD.
- (c) All IRB patients are required to wear a full (sleeves to wrist and legs to ankle) wet suit and encouraged to wear an approved helmet. Patients may also wear a PFD or endorsed buoyancy vest.
- (d) Only SLSNZ sealed engines are to be used in competition.
- (e) No engine may be removed from the beach prior to the completion of the days competition without the clearance of the Referee.
- (f) Where helmets are worn they must be marked in Club colours in accordance with Rule 1.5.2 (d) of this manual.

9.1.2 Scrutineering

- (a) Pre competition scrutineering will include a general compliance and safety check on all IRB equipment. During scrutineering IRB equipment reference numbers will be recorded. The Chief Scrutineer will advise the Referee on any safety concerns and the Referee's decision on safety aspects will at all times be considered final.
- (b) Further IRB equipment scrutineering, including technical

scrutineering and engine fuel testing, may take place during and post competition at the discretion of the Referee.

- (c) Technical scrutineering may consist of a total disassembly of the engine and will be carried out by a suitably qualified Outboard Engine Technician appointed by the Event Manager.
- (d) The Team Manager (or representative) must be in attendance when any IRB equipment is requested for scrutineering during/post competition.
- (e) Clubs refusing to hand over to the Chief Scrutineer or Referee any IRB equipment required for scrutineering will have that Club disqualified forthwith from the competition. Any places and or points won prior to this Club expulsion will be void and any medals won be returned to the Referee. The Club may also be referred to SLSNZ for further action.
- (f) Any IRB equipment (including engine fuel if applicable) that fails scrutineering will result in disqualification of the Club using that IRB equipment from all competition. In addition all costs resulting from that scrutineering will be recovered by SLSNZ from the Club owning/using the disqualified IRB equipment.
- (g) Medals will be presented to place getters as recorded by the judges on the day of competition. In the event of a later disqualification as a result of scrutineering, medals will be recalled and re-presented as may be required by that disqualification. Any trophies so affected by a disqualification will also be returned and re-presented to the appropriate teams/Clubs.
- (h) In the event of a dispute arising over the result of IRB equipment scrutineering disqualification, an appeal committee will adjudicate on the dispute. The committee will

consist of:

- The Event Manager
- SLSNZ appointed technical representatives.

The decision of the committee shall be final.

9.1.3 Event Participation

- (a) A driver or crew person can only compete in a particular Event once and only compete in one division. (with the exception of Open Events)
- (b) Senior division drivers who win a gold medal in the New Zealand Championships Senior division are then only eligible (from the next New Zealand Championships) for New Zealand “Premier” division Events.
- (c) A driver who has competed in an Event cannot be replaced for subsequent rounds of that Event.
- (d) Up to 50% of the balance of a team (crew person or patients) can be replaced in an Event in accordance with Rule 1.17 of this Manual.
- (e) Teams are required to use patients from their own Club. The Event Referee may, at their discretion, allow a team to compete with a patient(s) from another Club.

9.1.4 The Course

- (a) The course for IRB Events will be as detailed in Figure 9.1, 9.2 and 9.3
- (b) All IRB turns will be anti clockwise (right to left).
- (c) IRB's, on returning to shore, must finish within 7.5m (either side) of the crews nominated start/finish position.

9.1.5 The Event(s)

- (a) At the start of each Race, with the exception of the Assembly Rescue, all IRB's shall be positioned directly in front of their respective start/finish marker, with the bow on

the IRB start line (nominally 5m from the waters edge) facing up the beach. The engine will be in neutral gear.

- (b) The crew is to be positioned behind the start/finish line approximately 10 metres up the beach from the bow, in line with their IRB.
- (c) On the starters signal the crew will launch their IRB and proceed out to sea.

NOTE: For all women's Events the IRB line at the start of the Event, where possible, shall be in shallow water, with the IRB secured by two handlers.

- (d) To assist the starter to maintain a fair start line up, two IRB handlers may assist each IRB at the start of each Event. Handlers may only secure the IRB in a starting position and shall not assist crews by:
 - Holding the bow or IRB aloft once the signal to start has been given; or
 - Assist with the turning or dragging the IRB.
- (e) At all times the leading IRB will retain the right of way over all IRB's following. If the IRB's are regarded as being level, then the IRB on the right hand side (drivers perspective) will have the right of way. Crews must observe the 7.5 metre allowance either side of their nominated IRB turning buoy and not impede the progress of other IRB's.
- (f) When a race is underway the IRB engine must not be started until the IRB and engine are in the water.

NOTE: In certain conditions (heavy shore break) the Event Referee may allow engines to be started immediately prior to the IRB and engine entering the water.

- (g) In completing a patient pickup IRB's must go around the IRB turning buoy in an anti-clockwise direction. Initial contact with a patient(s) must be made on the seaward side of the

buoy line.

- (h) On returning to shore the crew person and patient(s) shall be secure within the IRB until the driver has left the IRB.
- (i) Prior to leaving the IRB, the driver will complete engine close down procedures (switch off the engine and place it in neutral gear). The driver will then exit the IRB and run to and cross the finish line. If electronic finishing is being used the driver must ensure they run between the two gates that mark their finish line.
- (j) Once the driver has left the IRB, the crew person may exit the IRB and restrain the IRB. The patient(s) will remain in the IRB until the driver has crossed the finish line, with the exception of the Mass Rescue Event first return to shore.
- (k) Finish judging will be based on the chest of the first driver who crosses the finish line on their feet.
- (l) In Events where electronic finish gates are used crews must be aware at all times they can only cross the start/finish line between the gates at the finish of Races. This is particularly relevant in the Team Rescue and Mass Rescue Events. Crews, who during the normal course of a Race, set off the electronic finish system other than at the finish will be deemed to not have completed the course properly and consequently risk being disqualified from that Race.
- (m) Crews will be disqualified if:
 - The driver crosses the finish line and the engine is still running.
 - The driver crosses the finish line and the engine is not in neutral gear.
 - The crew person exits the IRB prior to the driver.
 - The patient(s) exits the IRB prior to the driver crossing the finish line, with the exception of the Mass Rescue

Race first return to shore.

- The crew person or patient(s) interferes with the engine during or after engine closedown procedures.
- (n) Any crew displaying dangerous or reckless driving techniques will be liable to disqualification by the Event Referee. Such things might include, but not exclusively:
- Driving at excessive speed into oncoming surf causing the driver or crew person to be ejected from the IRB.
 - Running over a patient at the IRB turning buoys during patient pickup.
 - Loss of control of the IRB when the engine is started in gear.
 - Failure to observe the safety of other IRB's/crews in a Race.

9.2 SINGLE RESCUE EVENT

9.2.1 Team Composition

One driver, crewperson and patient.

9.2.2 The Procedure.

- (a) Each team will have one patient positioned in the water on the seaward side of their nominated IRB turning buoy.
- (b) On the starters signal the crew launch the IRB, proceed through the surf and pick up their patient.
- (c) The crew return to shore and complete the Race by the driver completing engine closedown procedures, exiting the IRB and running through the start/finish line.

9.3 MASS RESCUE EVENT

9.3.1 Team Composition

One Driver, crewperson, and three patients.

9.3.2 The Procedure

- (a) Each team will have three patients positioned in the water on

the seaward side of the nominated IRB turning buoy.

- (b) On the starters signal the crew launch the IRB, proceed through the surf, pick up one or two of their patients, and return to shore.
- (c) The Driver will complete engine shutdown procedures before exiting the IRB.
- (d) When the driver has left the IRB on the first return to the beach, the patient(s) will exit the IRB and move away being sure not to impede the progress of any other crews in the Race. The patient(s) will not take any further part in the Event.
- (e) Once the driver and patients have exited the IRB, the crew person shall reposition the IRB for restart. The crewperson is not permitted to make any contact with the engine.
- (f) The driver, on exiting the IRB, runs up the beach, rounds the turning marker positioned approximately 2 metres on the seaward side of the start/finish line, returns to the IRB and relaunches it. The crew proceed through the surf and pick up the remaining patient(s).
- (g) The crew return to shore and complete the Race by the driver completing the engine closedown procedures, exiting the IRB and running through the start/finish line.

9.4 TEAM RESCUE EVENT

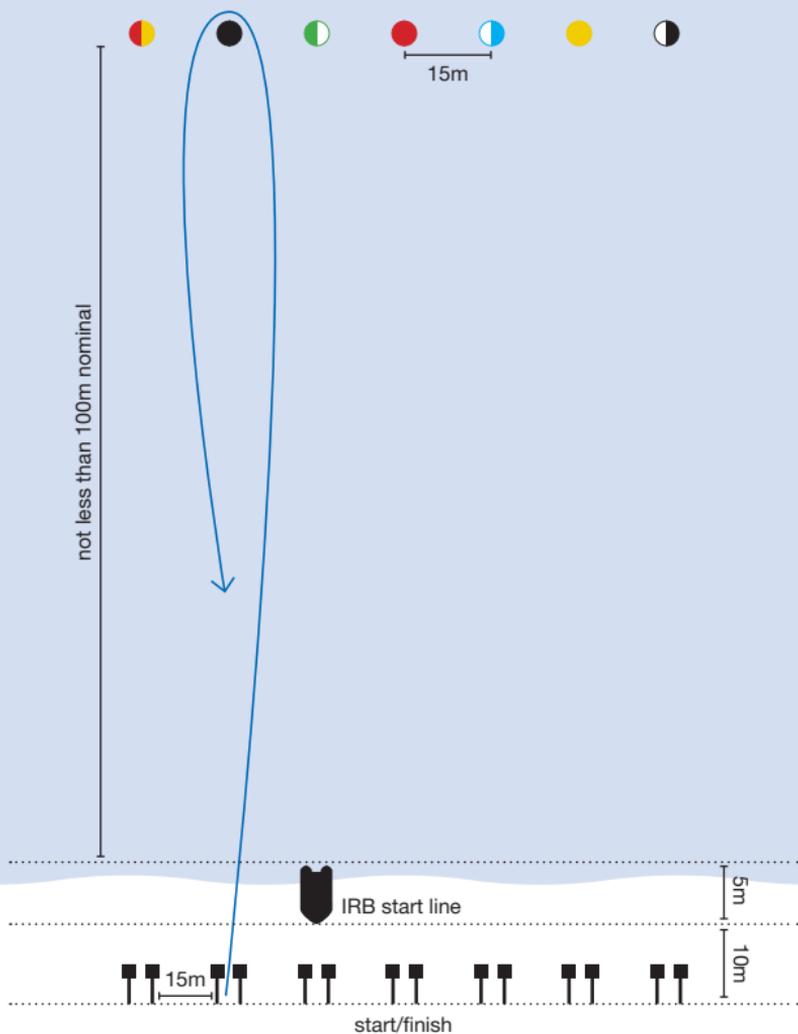
9.4.1 Team Composition

Two drivers, two crew persons and one patient.

9.4.2 The Procedure

- (a) The patient is positioned on the seaward side of the nominated IRB turning buoy.
- (b) The two drivers and two crewpersons form two crews (one driver/one crewperson in each crew). Both crews line up on the start/finish line, adjacent to their beach position marker.

Fig 9.1 IRB Single, Mass, Team and Three Person Team Rescue



- (c) On the starters signal the first crew launch the IRB and proceed through the surf to their patient. The first crewperson exits the IRB on the seaward side of the IRB turning buoy and on the inside of the turn as the IRB rounds the buoy.
- (d) The driver completes the buoy turn and returns to shore.
- (e) Once the first crew have left the shore the second crewperson shall move down to the waters edge to secure the IRB when the first driver returns to shore. The crewperson cannot make any contact with the engine.
- (f) The first driver, on return to shore completes the engine closedown procedures, exits the IRB and runs to the start/finish line and tags the second driver, who must remain behind the start/finish line until the tag is made.
- (g) The second crew then relaunch the IRB, proceed through the surf, pick up their patient and the first crewperson and return to shore.
- (h) The driver will then complete the engine closedown procedures, exit the IRB and run through the finish line.

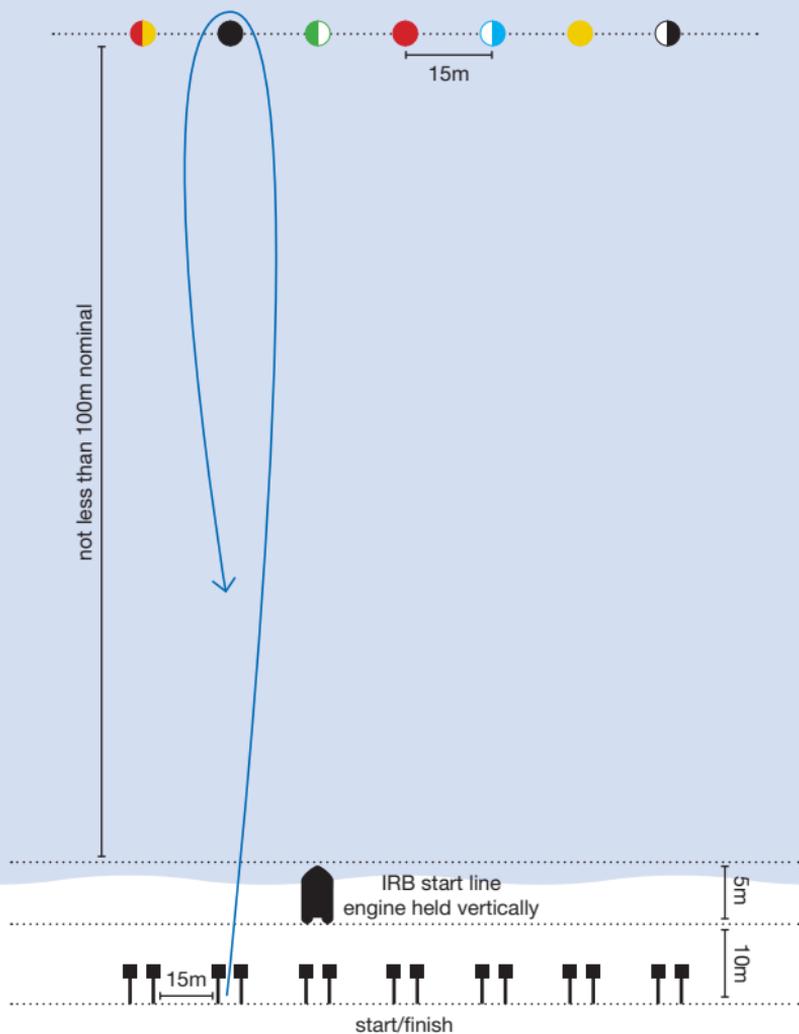
9.5 ASSEMBLY RESCUE EVENT

9.5.1 Team Composition

One driver, crewperson and patient.

9.5.2 The Procedure

- (a) The patient is positioned on the seaward side of the nominated IRB turning buoy.
- (b) The IRB shall be facing seaward for the start of this Event with the transom placed on the IRB starting line.
- (c) The engine, completely removed from the transom including the safety stop, is positioned vertically at the rear of the IRB. A handler may support the engine by placing two hands on top of the engine cover. The fuel bladder is to be positioned



behind the start/finish line.

- (d) For the start the crew member who is to fit the engine over the transom shall be positioned behind the crews start/finish line while the crewmember who will retrieve the bladder, shall be positioned behind the IRB starting line, immediately adjacent to the IRB.
- (e) On the starters signal the crew shall proceed to assemble the IRB. To complete the assembly the crew must:
- Secure the fuel bladder with all four clips clipped to the appropriate floor loops.
 - Connect the fuel line bayonet correctly to the engine.
 - Ensure the safety stop is correctly fitted.
 - Securely fit the engine to the transom.
- Failure to complete the assembly properly before launching the IRB will result in disqualification.
- (f) The crew will then launch the IRB, proceed through the surf, pick up their patient and return to shore. The driver will then complete the engine closedown procedures, exit the IRB and run through the start/finish line.
- (g) Crews will be disqualified if one full turn or more is obtained from either clamp screws at the end of the Race.

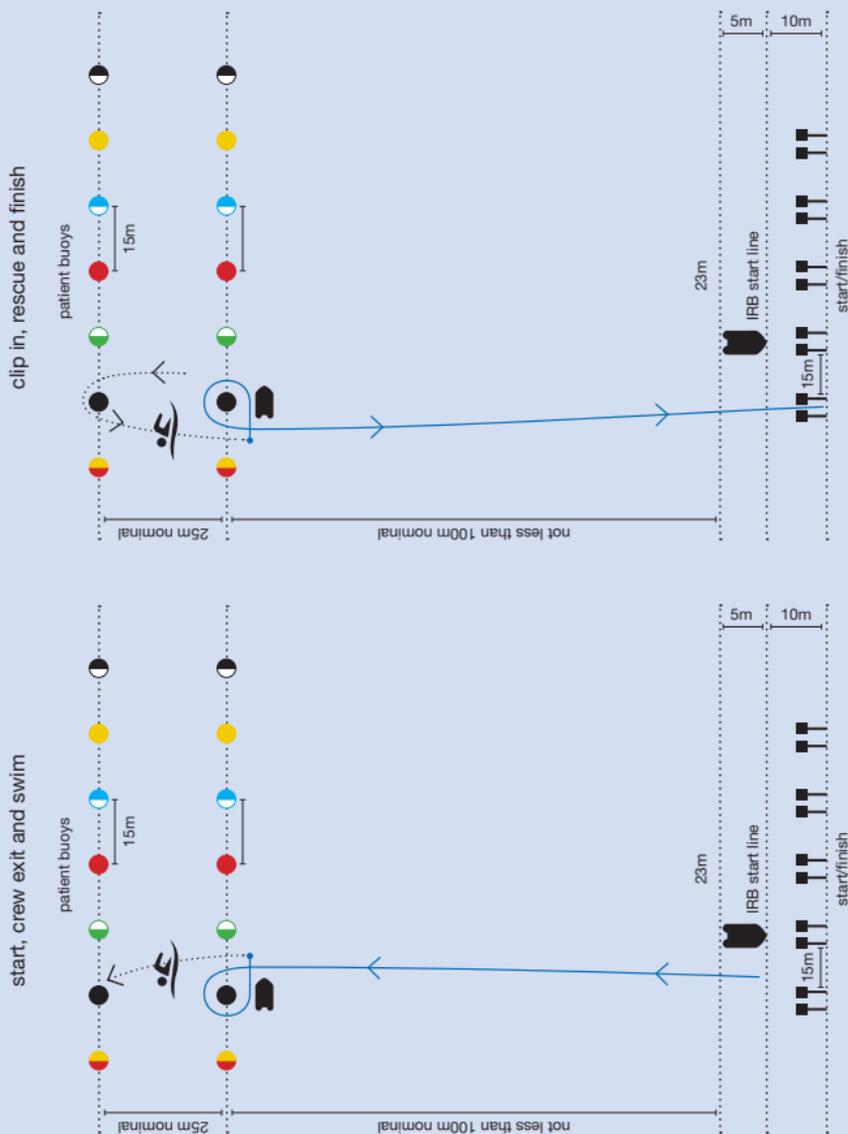
9.6 TUBE RESCUE EVENT

9.6.1 Team Composition

One driver, crewperson and patient.

9.6.2 The Course

As detailed in Figure 9.3 but with a second set of buoys (the patient pickup buoys) set in line approximately 25 metres on the seaward side of the IRB turning buoys. For the tube rescue Event only the rescue tube may, at the start of the Race, be secured in the normal stowage position or in the bow of the boat with the



harness looped over the crewpersons bow rope.

No swim fins, webbed gloves (or other non-approved aids) can be used by the crewperson or patient.

9.6.3 The Procedure

- (a) The patient is positioned on the seaward side of the second set of buoys (furthest from the waters edge) behind the nominated buoy.
- (b) On the starters signal the crew launch the IRB, proceed through the surf and make an anti-clockwise turn around their respective IRB turning buoy. (The closer of the two sets of buoys)
- (c) The crewperson, while maintaining a secure position within the IRB, shall put on the rescue tube shoulder strap in a safe manner. This may be done at any time between launching the IRB and the crew completing the turnaround the IRB turning buoy.
- (d) The crewperson, with the rescue tube shoulder strap on and the rescue tube held in a secure grip (but not clipped in any manner) shall exit the IRB, ensuring no part of the rescue tube, rope or shoulder strap snags the IRB or driver. On exiting the IRB the crewperson shall:
 - Enter the water from the Port side pontoon
 - On the inside of the turn; and
 - On the beach side of the IRB turning buoy, after the IRB has rounded the buoy.
 - The crewperson must enter the water before crossing over the line marking the IRB turning buoys.
- (e) The crewperson shall swim past the IRB turning buoy, on the surface of the water, with the buoy on their left hand side and proceed out to the patient.
- (f) The crew person shall swim past the patient buoy with the

buoy on their left hand side. The crew person and/or the patient will secure the rescue tube around the patient's body and under both arms and clipped to an O-ring. The patient and rescue tube swimmer must remain behind the patient buoy line during the 'clip in' process.

- (g) With the patient clipped into the rescue tube, the crewperson continues anti-clockwise around the buoy and tows the patient to the IRB maintaining the patient pickup buoy on their left hand side. The patient is permitted to assist by kicking, and sculling with their arms under the surface, but must not swim with an out of the water arm recovery. The patient must not be towed on their stomach.
- (h) While the crewperson is rescuing the patient the IRB must remain wholly on the beach side of, and in close proximity to the nominated IRB turning buoy until the start of the patient lift into the IRB. If surf conditions require the driver to move away from the nominated IRB turning buoy then they must avoid any interference with other IRB's.
- (i) The crewperson must swim across the IRB turning buoy line with the IRB turning buoy on their left hand side. The patient lift will be deemed to have started when either the rescuer or the patient makes contact with the IRB on the beach side of the IRB turning buoy line.
- (j) The crewperson and patient are both required to enter the IRB from the port side. The method of entry into the IRB is at the discretion of the crew. The driver may assist with this.
- (k) Once the patient lift into the IRB has commenced, the driver shall then drive the IRB anti-clockwise around the nominated turning buoy and return to shore. During the return journey the rescue tube shall remain clipped up around the patient. The crewperson shall remove the shoulder strap and hand it

to the patient. The patient must keep a secure grip on the lanyard and harness and ensure they do not snag anything within the IRB, extend past the transom or pass through either of the self bailers.

- (l) The driver shall then complete the engine closedown procedures, exit the IRB and run through the finish line. The patient shall remain in the IRB until the finish judge has inspected the tube.

9.7 THREE PERSON TEAM RESCUE EVENT

9.7.1 Team Composition

One driver, one crewperson and one patient

9.7.2 The Procedure

- (a) On the starters signal the crew launch the IRB, proceed through the surf. The 1st crewperson/patient exits the IRB on the seaward side of the IRB turning buoy and on the inside of the turn as the IRB rounds the buoy.
- (b) The driver completes the buoy turn and returns to shore.
- (c) Once the first crew have left the shore, the 2nd crewperson/patient shall move down to the water's edge to secure the IRB when the driver returns to shore. The 2nd crewperson/patient cannot make any contact with the engine.
- (d) The driver will complete engine close down procedures before exiting the IRB
- (e) Once the driver has exited the IRB, the 2nd crewperson/patient shall reposition the IRB for a restart.
- (f) The driver, on exiting the IRB, runs up the beach, rounds the turning marker positioned approximately two metres on the seaward side of the start/finish line, returns to the IRB and re-launches it. The crew proceed through the surf and pick up the 1st crewperson/patient.

- (g) The crew return to shore and complete the race by the driver completing engine closedown procedures, exiting the IRB and running through the start/finish line.

SECTION 10.

PROTESTS, APPEALS & DISCIPLINE

IN THIS SECTION YOU WILL FIND:

CONDUCT & DISCIPLINE

GENERAL RULES

PROTESTS

COMPETITION APPEALS COMMITTEE (CAC)

REFERRALS

SECTION 10.

[PROTESTS, APPEALS & DISCIPLINE]

10.1 CONDUCT AND DISCIPLINE GENERALLY

- (a) SLSNZ expects and requires of its Competitors, Participants, officials, and Members, the highest standards of conduct and behaviour.
- (b) These expectations and requirements are reflected in the SLSNZ Constitution, Regulations and this Manual.
- (c) In the conduct of Competition, situations may arise that may give a reason for protests and/or appeals and/or disciplinary matters. This Section applies to all protests, appeals or disciplinary matters, except as otherwise provided in the Constitution or Regulations.
- (d) For the sake of clarity, this Section 10 of the Manual only relates for situations that may give rise to protests and/or appeals and/or disciplinary matters that occur at Competitions. All other matters will be dealt with by the SLSNZ Judiciary Committee in accordance with the Constitution.

10.2 GENERAL RULES

- (a) The rules in this Manual are made in the best interests of surf lifesaving, Competition and Competitors. The purpose of the rules is to establish and maintain a safe and fair system in which Competitions can be conducted.
- (b) Competitors must adhere to the courses and the rules detailed in this Manual, Circulars and Entry Forms and as directed by the relevant official for the conduct of Events.

Where a Competitor fails to adhere to the prescribed course or breaches or fails to follow a Rule in this Manual, they may be penalised or disqualified by the Event Referee or Arena Referee as set out in the relevant Section in this Manual for that Event.

- (c) For any other alleged breach of any Rule in this Manual (not covered under section 10.2(b)) and for a breach of the Code of Conduct during a Competition, shall be reported by an official to the Arena Referee or Event Referee in the first instance who shall then investigate the circumstances and make a decision.
- (d) Competitors who consider they have been disadvantaged or have been subjected to a breach of the Rules may protest to the Arena Referee or Event Referee in the manner prescribed in Rule 10.3.

10.3 PROTESTS

10.3.1 Protest Categories

Protests from a Participant in relation to a decision by an Event Referee, Arena Referee, Chief Scrutineer or other appointed official, fall broadly into the following categories:

- (a) Protests arising from Competition entry procedures or entry eligibility.
- (b) Protests arising from scrutineering or equipment eligibility.
- (c) Protests arising during participation in an Event and/or from a breach of Rules.

10.3.2 Lodging and Determining a Protest

To lodge a protest, the following rules must be adhered to:

- (a) A protest against the conditions under which a Race or an Event is to be conducted must be made verbally to the Arena Referee or Event Referee prior to an Event or Race (as

appropriate) commencing. The Arena Referee, Event Referee or appointed official shall then inform the Competitors in that Event or Race, prior to its start, of such a protest. A protest against the conditions under which an Event or Race is to be conducted cannot be accepted if it is made at any time other than prior to the Event or Race.

- (b)** A protest (other than a protest under clause 10.3.1(b)) against a Competitor or a team or against a decision of an official (including the declaration of a result) must be lodged verbally with the Arena Referee or Event Referee within 5 minutes of the completion of the Event or Race (as appropriate) or the announcement of the result of the Event or Race (as appropriate).
- (c)** A written protest must then be lodged with the Arena Referee or Event Referee within 15 minutes of the verbal protest being lodged on the protest form provided by SLSNZ. Alternatively, if a protest form is not available, a written protest on plain paper shall be acceptable.
- (d)** Where a protest is lodged, the result of the Race or Event (as appropriate) shall be withheld until the protest is decided. If a protest is upheld, placings and trophies (where relevant or required) shall be varied according to the amended result.
- (e)** Immediately after the correct lodgment of a protest, the Arena Referee or Event Referee may either adjudicate on the protest, as provided for in this clause 10.4, or refer the matter directly to the Competition Appeals Committee Convener for consideration.
- (f)** Where the Arena Referee or Event Referee considers (in their absolute discretion) that a protest is frivolous, or not of a serious nature, they may choose not to accept the protest.
- (g)** Where the Arena Referee or Event Referee accepts the

protest, they will adjudicate on the protest in such manner as they see fit, having regard to the interests of the Participant making the protest, all other Participants and all officials in the Event and also the conduct of the Competition itself.

- (h) Where the Arena Referee or Event Referee refuses to accept a protest or dismisses a protest, the decision may be appealed by the Participant to the Competition Appeals Committee. Such an appeal must be lodged with the Competition Appeals Committee Convenor in writing within 15 minutes of the Arena Referee advising the Participant of their decision.
- (i) A fee may be imposed by the Competition Appeals Committee for lodging an appeal. However, if an appeal is upheld any appeal fee paid shall be returned.
- (j) The result of the protest shall be noted on the back of the Event result card or result records and also on the Protest/ Appeal Form.
- (k) A competitor liaison may be appointed for certain events to provide advice to competitors and their managers prior to lodging a protest. That person only provides advice to the competitor, he does not uphold or consider a protest. After the advice the competitor decides if they wish to continue with a protest.

10.4 COMPETITION APPEALS COMMITTEE

10.4.1 Powers

- (a) The Competition Appeals Committee will deal with all protests referred to it by the Arena Referee or Event Referee under Rule 10.3.2(e) and all appeals made by Participants under Rule 10.3.2(h).

- (b) In considering protests and appeals, the Competition Appeals Committee shall allow all relevant parties a reasonable opportunity to state their respective case and bring forward any relevant evidence to the Competition Appeals Committee. The Competition Appeals Committee will determine in its discretion who is a relevant party for the purposes of this Rule.
- (c) The Competition Appeals Committee shall consider the protest or appeal and make a decision. It may uphold or dismiss a protest or appeal and impose penalties and/or refer the matter to the SLSNZ Judicial Committee as set out in Rule 10.5.
- (d) The Competition Appeals Committee will advise the Participant and relevant parties of its decision and of any penalty (if relevant or appropriate) imposed.

10.4.2 Structure and Functions

The structure and functions of the Competition Appeals Committee are as follows:

- (a) SLSNZ shall appoint a person of suitable experience and practical knowledge to act as a Convener of the Competition Appeals Committee relative to the Competition.
- (b) SLSNZ shall appoint a Competition Appeals Committee of no less than three Persons.
- (c) In the Event of a protest or appeal arising over the result of an engine scrutineering disqualification the Competition Appeals Committee will consist of:
 - The Event Manager
 - Two SLSNZ appointed technical representatives.
- (d) A Member of the Competition Appeals Committee who has made a decision which is the subject of an appeal cannot consider that appeal.

- (f) After hearing all available and relevant evidence, the Competition Appeals Committee shall consider its decision in private.
- (g) The decision shall be recorded on the Protest/ Appeal Form.
- (h) The Arena Referee and the Participant lodging the appeal shall be informed of the decision by the Competition Appeals Committee Convenor as soon as practicable.

10.5 REFERRALS FROM THE COMPETITION APPEALS COMMITTEE

In the Event that the:

- (i) Competition Appeals Committee considers the breach of the Rules of a serious nature; or
- (ii) matter is considered to be not within the jurisdiction of the Competition Appeals Committee,

then the protest or appeal may be referred to the SLSNZ Judicial Committee in accordance with the Constitution and relevant Regulations.

Nothing in this Section 10 prevents the Arena Referee or members Competition Appeals Committee or any other person referring a matter to the NZ Police where appropriate.

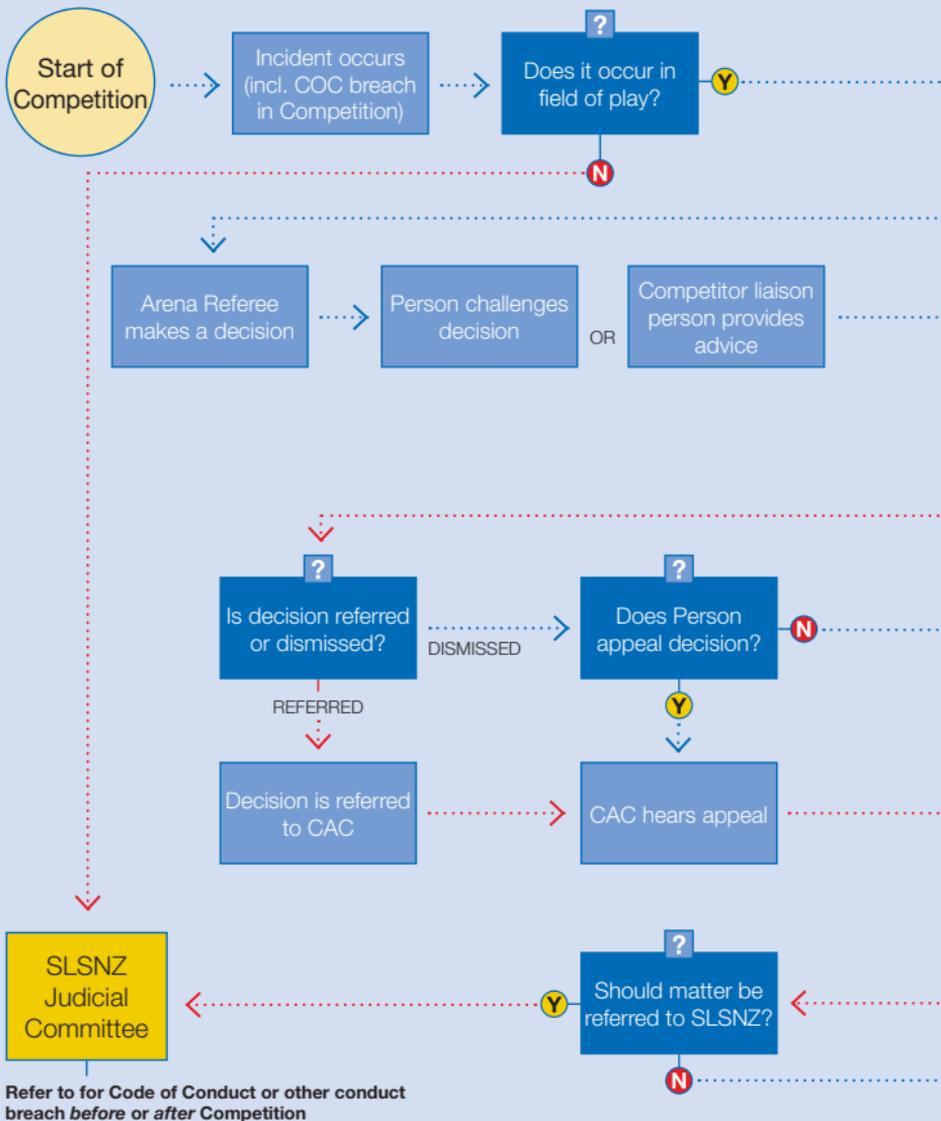
10.5.1 SLSNZ Protest / Appeal Form

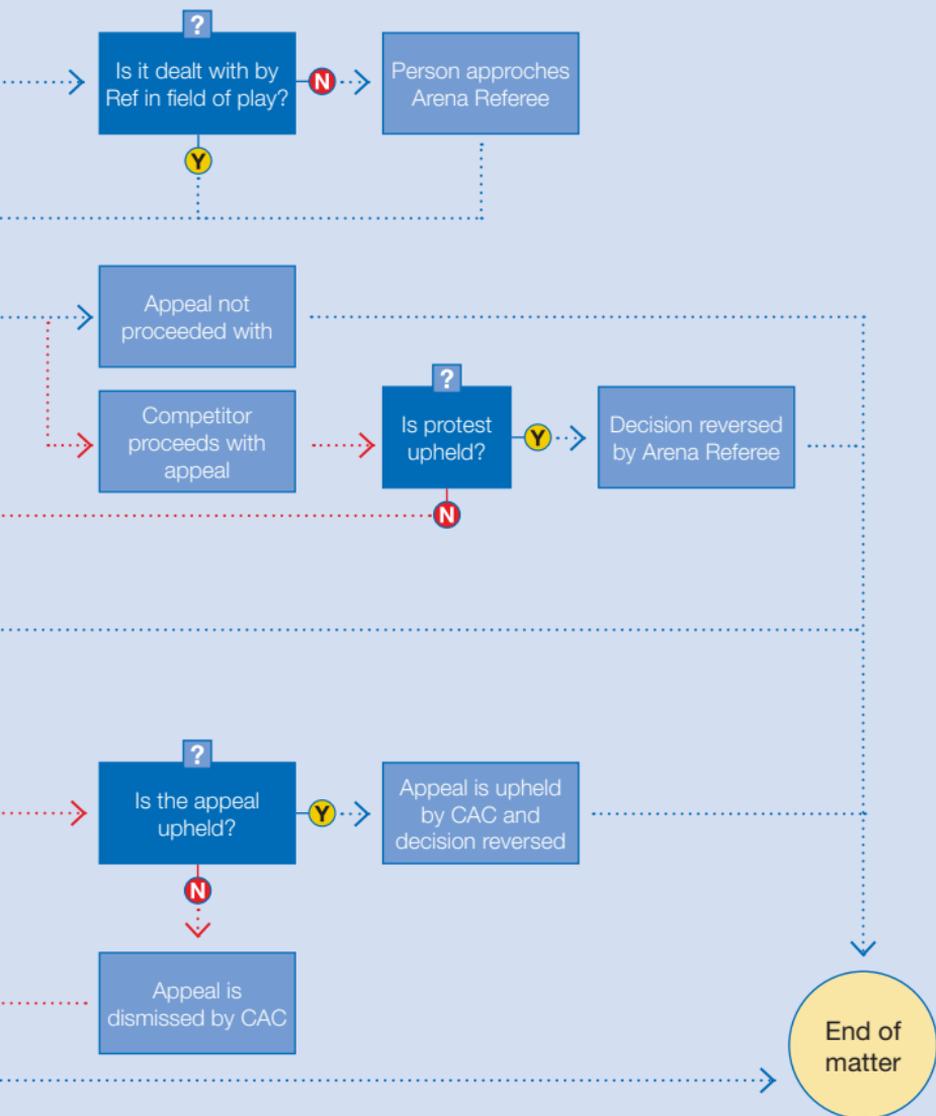
A protest / appeal form is available from the Event Manager or from the SLSNZ website.

Note: For the purpose of this chart 'person' means athlete, team, team manager, SLSNZ official, coaches, club administrators

Y = Yes

N = No





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