

## **AUSTRALIAN POWER BOAT ASSOCIATION**

National Authority Affiliated with the Union Internationale Motonautique

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## **NATIONAL DRIVERS BRIEFING SHEET**

To be read to all competing drivers with any explanations required to be addressed at Drivers Briefing.

This meeting is conducted under the Rules of the APBA. This briefing is a summary of the Rule Book with some additional rules and interpretations of such Rules pertaining to the \_\_\_\_\_\_ racing course.

- 1. **No alcohol** consumption or smoking is permitted by anyone in the Pit area.
- 2. **No open shoes or thongs** permitted in the Pit area.
- 3. **No crew permitted to be riding on Trailers and Drivers to be seated in their boats** when being picked up in the Pit area, while launching and retrieving their boats.
- 4. Drivers shall have a breath test each race day prior to competing and random checks may be conducted for drivers and crews throughout the meeting.
- 5. Boats must turn left at all times.
- 6. No boat is to enter the course while the race is in progress or "in the hands of the starter boat".
- 7. Helmets and Life Jackets are to be worn at all times whilst on the race course.
- 8. Scratch Races: The Start Boat will pick up boats and proceed to an area off the course and the boats will either mill or stop to wait for water to settle. The Starter will then indicate by raising of the white flag and line the boats up with lane 1 next to the start boat while the other competitors must line up in their lane positions abreast of lane 1. They will bring boats down in line with the bow of the boats level with the transom of the start boat and the flag will be dropped on either the front or the back straight. There will be no restarts and if you are in front of the start boat or charge the start you will be disqualified.
- 9. All boats shall maintain their lane positions from the drop of the flag until they exit the lead out buoy on the first corner, maintaining their lane position around the corner. Failure to adhere to this will result in disqualification from the race or heat.
- 10. Do not assume water conditions to be perfect, the decision to race is up to the driver.
- 11. Boats must maintain their course so as not to hinder any other boat, not change lanes until they have attained sufficient lead to do so safely. (Min. 3 boat lengths).
- 12. When passing a buoy and an overlap has been established between two Boats when both of them are about to pass a buoy on the required side, both Boats must maintain their lanes, i.e. they must maintain their distance from the buoy until the buoys has been rounded.
- 13. If you hit a turn buoy you will be penalized unless you can prove you were incorrectly forced onto the buoy. If you are able to continue, wait until all boats have passed and it is safe you may then re-enter the race.
- 14. If you miss a buoy **do not re-attempt it.** Continue around the course. If you re-attempt it, you will be disqualified from the race or heat. A penalty may apply for missing it.
- 15. All races are \_\_\_\_\_ laps with the exception of some Championship races, or unless directions are issued from the Tower to the Pit Controller.
- 16. If you pass a boat you usually wouldn't pass, be aware as there may be a red flag or incident on the course.
- 17. All boats are to STOP on Red Flags. Failure to adhere to this will result in disqualification from the race or heat.
- 18. Do not pass run out buoys at each end of the course.

- 19. If you lose power or are slowing down don't make any sharp turn. Slow down in a straight line. Do not run off course at turn buoys.
- 20. If you are involved in an incident where you are in the water, you will be picked up by the Rescue Boat and taken from the water in the Rescue Basket or floated into the Rescue Craft, no exceptions, and will be assessed by the on board Paramedic.
- 21. All boats to finish on the chequered flag regardless of what lap you are in.
- 22. When the race is finished, continue around the course until black flag is shown from the Tower or Duty Boats. (Do not go past run out buoys or across the course and do not return to the bank until the Black Flag has been displayed).

## 23. Distress Signals

Slow Down raise 1 arm
 Steering Loss raise both arms
 Immediate Assistance stand & wave

• Boats with Cockpits Open canopy & Signal Tower, if no signal – the race will be Red flagged.

## 24. Flags

Blue Peter 3 minutes to Zero (for clock starts)

White Start Flag – in the hands of the starter (start boat starts)

1 minute to start (for clock starts)

Green Race in Progress

Yellow 1 Lap to go

• Chequered Finish (All Boats regardless of what lap)

Black Recall (Do not return to the bank until displayed)

Caution (Red Cross on White Background) - (Keep racing but be aware of an incident on the Course)

Red STOP and wait instruction from the Tower.

- 25. **Race Classes** Engines may be measured along with boat compliance for the Class entered. If you have doubts about the ability of your boat to pass that test you should withdraw from this event.
- 26. **Protests** To be lodged on the appropriate form, available from the Tower, with the appropriate fee attached to the Officer of the Day.
- 27. **Radio Communications** Any radio operators must be in a position where they can clearly see the flags and may inform their respective drivers in a timely manner.

Abuse of any officials – will not be tolerated. Boat Owners and Driver will be disqualified for the day and a Yellow Card will be issued immediately.

These are to be used in their entirety, but may have minor changes depending on the course and Club conditions, eg drop of Blue Peter for events where only start boat starts.