



EMERGENCY PROCEDURES

A dragon boat and its crew are safer dealing with an emergency while at a complete stop. Emergency personnel are better able to initiate emergency procedures without the additional risk of collision with a moving dragon boat.

In the Event of an On-Water Emergency

The steerer:

- directs the paddlers to stop the boat
- signals the emergency with **THREE LONG WHISTLE BLASTS**
- directs first two paddlers to raise and hold their paddles vertically
- all other paddlers steady the boat
- in case of one boat swamping in practice, all other boats must return to the dock

Paddler Overboard

The steerer:

- directs the paddlers to stop the boat
- signals emergency personnel with **THREE LONG WHISTLE BLASTS** – raise first four paddles
- uses the throw bag to pull the paddler to the edge of the boat (on the windward side)
- **DOES NOT** attempt to re-board the paddler (the boat could capsize)
- If paddler cannot be retrieved, points with an arm at the paddler in the water to alert emergency personnel to whereabouts of victim.
- Emergency personnel will take the paddler on board their boat and return paddler to shore.

Collision (can result in serious injury, please hold water at the first sign a collision may happen)

In the event of a collision:

- the race is stopped immediately
- dragon boat teams are **NOT** to assist with the rescue
- All uninvolved dragon boats give the collision site a wide berth and return to the unloading area

Swamping

A swamped boat floats upright just below the surface of the water.

- If water can be safely bailed out, the steerer assigns this job.
- If boat cannot be bailed, the crew stays still in the boat reaching with their paddles as far to the outside of the boat as possible.
- **FIND YOUR BUDDY**
- **ALL TEAM MEMBERS TO STAY WITH AND HOLD ONTO THE BOAT**
- Wait for the arrival of emergency personnel.