



中國香港龍舟總會
HONG KONG CHINA DRAGON BOAT ASSOCIATION

第十屆香港半馬拉松龍舟錦標賽
The 10th Hong Kong Half Marathon
Dragon Boat Championships

領隊會議

Team Manager Meeting

會議內容

Meeting Content

- 參賽隊數 No. Team
- 場地簡介 Race Venue
- 賽前簡介會 Briefing Session before Race
- 隊伍檢錄時間 Time of Crew Marshalling
- 水站及午膳安排 Water Station & Lunch Arrangement
- 場地規則 Venue Regulations
- 惡劣天氣 Arrangement under Inclement Weather
- 緊急應變措施 Contingency plan

會議內容

Meeting Content

- 競賽條例及比賽規則 Competition Regulations and Rules of Racing
- 船身號碼編排 Boat Allocation
- 比賽資料 Race Material

參賽隊數 No. of Team

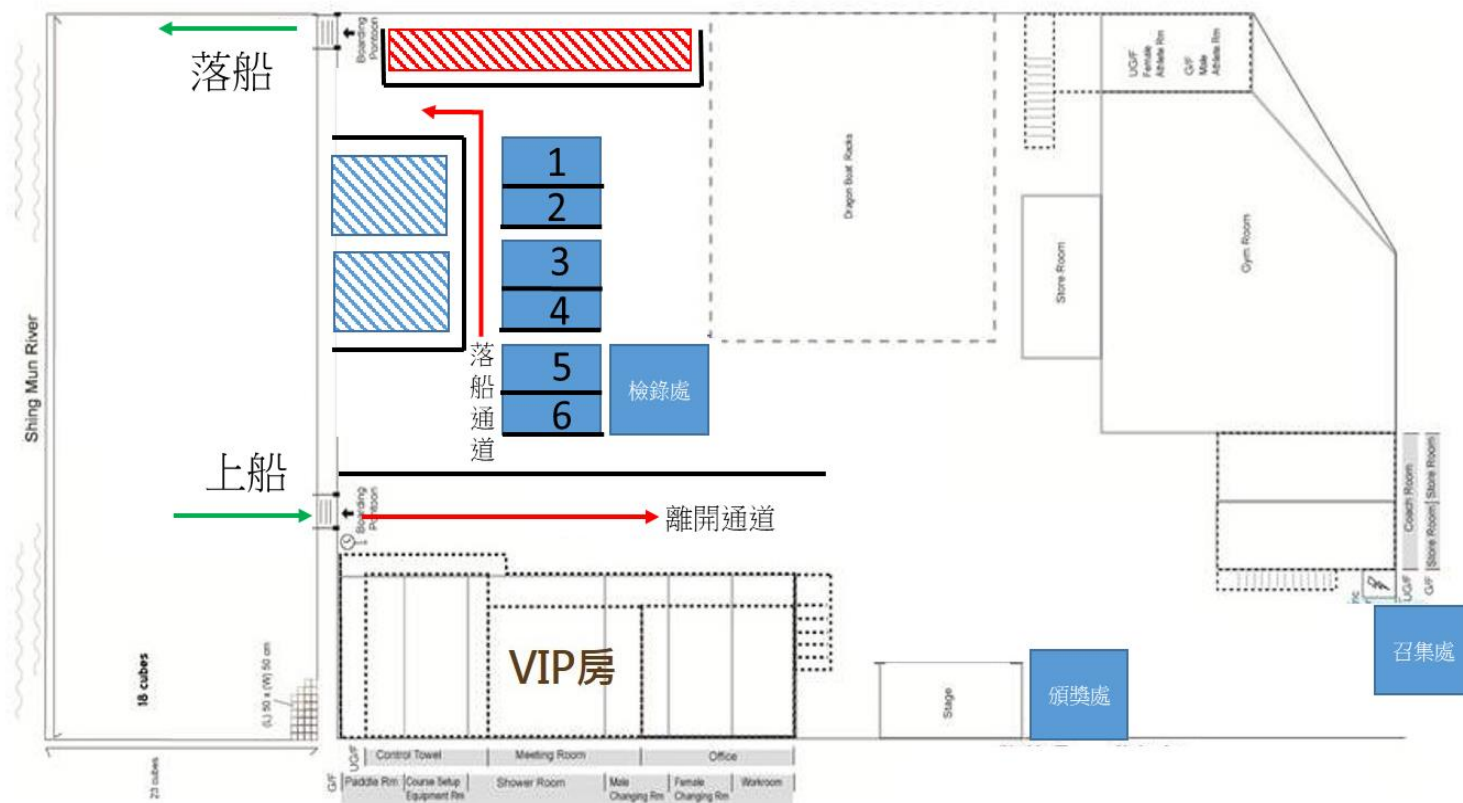
半馬拉松 Half Marathon	標準龍 Standard Boat
公開錦標賽 Open Championships	3
混合錦標賽 Mixed Championships	7
10公里 10KM	標準龍 Standard Boat
公開錦標賽 Open Championships	7
混合錦標賽 Mixed Championships	5

場地簡介

Race Venue



場地簡介 Race Venue



場地簡介 Race Venue — 半馬拉松 Half Marathon



場地簡介 Race Venue

浮標 Buoys

●半馬拉松 Half Marathon

●沿途設有 5 個紅色浮標，賽隊必須在浮標指定的方向繞過(參閱賽道圖，所有浮標都在龍舟的左邊繞過，除第 3 號浮標是去程時在龍舟的右邊繞過外，回程時都是在龍舟的左邊繞過第 3 號浮標)。

●There are 5 buoys set, teams must pass each buoy from the specified side.(Race venue plan refers)

●10公里 10 km

●沿途設有 2 個紅色浮標，賽隊必須在浮標指定的方向繞過(參閱賽道圖，所有浮標都在龍舟的左邊繞過)。

●There are 2 buoys set, teams must pass each buoy from the specified side.(Race venue plan refers)

●*注意 ⚠ 認定浮標位置，切勿跟隨巡航船。

●*Attention ⚠ Do Not follow the patrolling boat.



惡劣天氣下 - 半馬拉松後備賽場

Contingency Plan under inclement weather conditions - Half Marathon



惡劣天氣下-10公里後備賽場

Contingency Plan under inclement weather conditions - 10 km



賽前簡介會

Briefing Session before Race

- 比賽當日，所有參賽隊伍領隊/舵手**必須**出席在總會石門訓練中心課室舉行的賽前簡介會。
- 半馬拉松 – 0830 hrs.
- 十公里 – 1130 hrs.
- All Team Manager/Steerer **must** attend the Briefing Session before Race at Lecture Room of HKCDBA Shek Mun Training Centre on day.
- Half Marathon - 0830 hrs.
- 10 km - 1130 hrs.

隊伍檢錄時間

Time of Crew Marshalling

- 賽隊必須按其比賽時間 45 分鐘前，到達賽隊集合處集合。
- 半馬拉松 - 0915 hrs.
- 十公里 - 1200 hrs.

- A crew must report to the crew assembly area 45 mins. before the time of its race.
- Half Marathon - 0915 hrs.
- 10 km - 1200 hrs.

水站及午膳安排

Water Station & Lunch Arrangement

- 主辦單位將於比賽場地設置水站以取代派發樽裝水，請各運動員自備水樽。
- 午膳須自行安排。
- Water stations will be set up in the venue and NO bottled water will be distributed. Please bring along water bottles for refilling.
- Lunch prepared by Teams.

場地規則 VENUE REGULATIONS

- 請保持場內清潔
- Please Keep event venue clean

- 比賽場地全面禁止吸煙
- No smoking in the event venue

- 請勿攀爬鐵馬
- Please do not climb up to the crowd control barriers

- 請愛護植物及切勿踐踏草地
- Please protect the plantations and do not walk on the grass

場地規則 VENUE REGULATIONS

- 請小心保管個人財物
- Please take good care of your own property
- 檢錄處、賽事控制中心及登岸浮台均不得擅自進入
- No access to Marshal Area, Race Control Tower and Boarding Pontoon without prior approval
- 在比賽場地進行非法搭建或非法霸佔公眾地方或破壞場地設施 / 園林者，實屬違法，有機會被檢控
- Unlawful occupation of unleashed land and construction in public areas are illegal and punishable under the Laws of Hong Kong.
- 所有違法的隊伍將會自動取消參賽資格，一切費用恕不發還
- Team violating the Laws of Hong Kong will automatically be disqualified from the race without notice and refund.

惡劣天氣

Arrangement under inclement weather

1. 如比賽當日上午七時或以後天文台始或仍然懸掛三號颱風或以上、黑色或紅色暴雨警告等訊號，所有賽事將會取消。
2. If Typhoon Signal No. 3 or above, Red or Black Rainstorm Warning Signal is in force at 0700 on the race day, all the races will be cancelled. Entry fee would not be refunded.
3. 如比賽當日天文台懸掛雷暴警告、強烈季候風訊號、一號颱風或黃色暴雨警告訊號，各賽隊仍需依時報到。賽事舉行與否，均以賽事委員會作最終決定及安排。
4. If Thunderstorm Warning, Strong Monsoon Signal, Typhoon Signal No. 1, Amber Rainstorm Warning Signal is in force on the race day, all teams shall report on time. Cancellation or delay of races is subject to the final decision of organizing committee. All teams should obey the arrangement announced by organizing committee.
5. 基於安全理由，在賽事中途遇到任何情況或惡劣天氣，賽會有權取消或延遲任何賽事。
6. In case weather condition is getting worse during the races, the organizer reserves the right to cancel or postpone the race. Entry fee would not be refunded.

緊急應變措施 Contingency Plan

1. 基於安全理由，遇到惡劣天氣或任何情況，主辦單位有權更改賽道或改用後備賽道(城門河內)。
2. Base on safety issues. In case weather condition is getting worse, the organizer reserves the right to change the race route or use the backup race course(Inside Shing Mun River).
3. 鼓手及舵手可以攜帶手機作緊急通訊用途。
4. Drummers and Helms bring along mobile phone for emergency use were allowed.
5. 如遇緊急狀況，可使用船上的紅旗發出求救訊號，通知附近的救援船或至電：
6. In case of emergency, distress signal can be use of red flag on boat and make a call direct to :
7. 賽事控制中心 Race Control Centre 5233 6228
8. 安全主任 Safety Officer 9227 9817
9. 若情況非常緊急時，應立即至電 999 求救，並通知大會。
10. Call 999 for very emergency and inform the organizer.



競賽條例及比賽規則

COMPETITION REGULATIONS & RULE OF RACING



中國香港龍舟總會本地修訂競賽條例及比賽規則(第5修訂版1.4.2018)/
本賽事附例及
國際龍舟聯合會競賽條例及比賽規則撮要

Brief points of Amendments for
HKCDBA Competition Regulations and Rules of Racing (5th Edition 1.4.2018)/
Race By-law and
IDBF Competition Regulations and Rules of Racing

競賽條例及比賽規則

Competition Regulations and Rules of Racing

隊伍的組合 Crew and team composition

領隊 Team Manager

每支參賽隊須有一位領隊，於該隊正在作賽並受賽事職員監管期間，須留在賽員集合處內，並負責與賽事職員聯絡。

(本地競賽條例 CR 3.3)

Each crew must have a Team Manager, who must be present in the Crew Assembly Area during the time that the crew is racing and is under the control of Race Officials. The Team Manager will be responsible for liaising with Race Officials.

(CR 3.3 Local Reg.)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

隊伍的組合 Crew and team composition

鼓手 / 舵手之性別 / 年齡 Gender / Age of Steerer / Drummer

- ◆ 除女子組賽事外，在其他所有組別擔任鼓手或舵手之人士可不限性別及年齡。女子組之划手、鼓手及舵手則依照 IDBF規定之性別及年齡限制執行。但本地各級比賽，船上所有賽員，必需年滿12歲。(本地競賽條例 CR 3.6)
- ◆ Except Ladies' Categories, age and gender of steerers or drummers of all other race classes and categories will not be restricted. Paddlers, drummers and steerers in Ladies' Categories must comply with restrictions regarding age and gender as specified in IDBF Rules and Regulations. However, all members of the crew on a racing boat must be 12 years old or over. (CR 3.6 Local Reg.)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

隊伍的組合 Crew and team composition

每隊人數 Crew Numbers

- ◆ 每艘標準龍最多可載划手 18 名或不少於 16 名划手，另須有鼓手、舵手 1 名。
(本賽事附例)
- ◆ A Standard Dragon Boat may carry up to 18 paddlers or not less than 16 paddlers. Each boat must carry one drummer and one steerer.
- ◆ (Race By-law)

混合組 Mixed Team Composition

- ◆ 標準龍混合組最少有 8 名女划手，最多只可達 12 名女划手。
- ◆ (本地競賽條例 CR 3.7)
- ◆ A mixed crew in Standard Dragon Boat shall race with at least 8 female paddlers, up to a maximum of 12.
- ◆ (Local Reg. CR 3.7)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

賽隊操守 Conduct of crew

划手 Paddler

- ◆ 所有賽隊之划手在比賽過程中必須坐於座位上划船，不得以站立式或半蹲式划船。違者，該賽隊可被取消資格。(本地比賽規則 R2.1)
- ◆ All paddlers shall perform the whole race in sitting position on the paddlers seat; either stand-up or squat down position is prohibited. Any competitor offending this rule will result in disqualification of the whole team. (Locals Rule R2.1)

舵手 The Steerer

- ◆ 所有賽隊之舵手於比賽過程中使用尾舵，除調校航向及穩定艇隻外，不能用尾舵或/及划槳幫助推進以增加龍舟速度。違者，該賽隊可被取消資格。
- ◆ (本地比賽規則 R2.2)
- ◆ During the race, the job of the steerer is primarily steering for direction and stabilizing the boat. The steerer is prohibited to assist paddling or use the rudder for sculling to accelerate the boat speed. Failure to conform this rule will result in disqualification of the team. (Local Rules R2.2)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

賽隊操守 Conduct of crew

鼓手 The Drummer

- ◆ 鼓手應坐在鼓手座位上。除了起步首50米可寬限外，一旦開始比賽，鼓手即應開始全力並有節奏地擊鼓，即在鼓皮上敲擊，直至比賽結束。違規賽隊將被警告或取消資格。
(本地比賽規則 R2.3)
- ◆ The drummer shall sit on the designated drummer's seat throughout the race. The drummer must actively beat the drum with reasonable rhythm throughout the race, except inside the 50m equipment zone. That is, the drum must be clearly seen to be struck with a drum stick on the drum skin. Failure to conform this rule will result in warning or disqualification of the team.
- ◆ (Local Rules R2.3)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

賽隊制服 Crew Uniforms

比賽期內，參賽隊伍所有成員，包括鼓手及舵手，必須穿著個人助浮設備 (PFD) 作賽。運動員可自備個人助浮設備 (PFD) 作賽，「充氣式」除外。(本賽事附例)

Participating crews, including drummers and helms, are required to wear Personal Floatation Device (PFD), during the competition. Athletes can use their own Personal Floatation Device(PFD) for racing,

- 「 Except the Inflatable 」 PFD. (Race By-law)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

集合登船 Marshalling and Embarking

集合時間及查證 Marshalling and Identification Check

- 賽隊必須按其比賽時間 45 分鐘前，到達賽隊集合處集合並準備登船。(本賽事附例)
- A crew must be report to the crew assembly area 45 mins. before the time of its race and be ready to embark the boat. (Race By-law)
- 半馬拉松 Half Marathon - 0915 hrs.
- 十公里 10 km - 1200 hrs.
- ◆ 裁判將會在賽隊集合處檢查運動員證，如有需要，運動員必須出示任何大會指定的證件。(本地比賽規則 R3.1)
- ◆ Crew identity checks may be carried out by Race Officials at any time and crew members must be able to produce identification upon request. (Local Rules R3.1)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

- **集合登船 Marshalling and Embarking**

隊員人數變更 Changes to Crew Numbers

- ◆ 隊員的替換或增加人數必須在船離開浮碼頭前得到浮碼頭裁判長的同意。隊員上船離開浮碼頭後，將不予批准。(本地比賽規則 R3.2)
- ◆ Once a crew has loaded in a boat and left the boarding pontoon, changes of crew members including additions to the number of racers in the boat, will not be permitted unless expressly agreed to by the Chief Boat Marshal, prior to the boat leaves the pontoon. (Local Rules R3.2)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

起步區及起步程序 Starts and Starting Procedure

起步區 Starting Area

- ◆ 全體隊員必須在比賽開始前至少3分鐘前在起點線後方或起步區集合。(本地比賽規則 R4.1)
- ◆ All crews shall assemble behind the Start Line, or in a specially designated start area, at least 3 minutes before their Start Time. (R4.1 Local Rules)

遲到 Late Arrivals

- ◆ 對於在規定時間過後才到達起步區，或在召集時沒有到達起點線 就位的賽隊，發令員有權發出一次正式警告，該警告與偷步警告效力相同。在規定時間過後，發令員有權不理會是否有隊伍仍未到達起步區而依時發出比賽起步號令。(本地比賽規則 R4.2)
- ◆ The Starter may warn a crew arriving late in the start area or the crew delaying its arrival at the start line after the assembly time. If such a warning is given, it shall have the same effect as one given for a False Start, for that race. The Starter may start a race without reference to absentees.(R4.2 Local Rules)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

起步區及起步程序 Starts and Starting Procedure

上線對齊Aligning

- 採用「一次性，同時起步」方式，不設線道分隔，各賽隊依照其龍舟號碼牌編號，右至左順序排列，賽道兩旁設置兩個大橙色浮泡為起點/終點指標，起步時必需在其後方等候出發訊號(向馬鞍山方向)。
- 賽隊可用划槳輔助上線並令龍舟對齊起步線，司線員只會指示超越起點線的賽隊向後退。
- (本賽事附例)
- In the format of “Staggered One Start”, no individual lane provided. Crews in order at the starting position by boat number from right to left, the start line is set between the 2 big orange buoys, all teams should wait for the starting signal behind the start line towards Ma On Shan.
- Teams may adjust and align their starting position with the start line through their paddles. Aligner will instruct crew backwards only.
- ◆ (Race By-law)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

起步區及起步程序 Starts and Starting Procedure

起步信號 Starting Signals

- ◆ 當發令員認為各賽隊已準備就緒，即喊「ATTENTION」，跟著發出「GO」口令。「GO」令一發出，比賽正式開始。(本地比賽規則 R4.6)
- ◆ 起步信號“ATTENTION”，跟著5秒內發出“GO”口令或響號。(IDBF R6.8)
- ◆ When the Starter is satisfied that all teams are ready, the starting signals of word “ATTENTION” followed by the word “GO”. (R4.6 Local Rules)
- ◆ The starting signals of the word “ATTENTION”, followed by the word “GO” or a sound signal within 5 seconds (IDBF R6.8)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

起步區及起步程序 Starts and Starting Procedure

偷步 False Starts

- ◆ 賽隊在 “ATTENTION” 口令後， “GO” 口令之前起步或有任何動作，即被視為偷步。但比賽繼續，發令員不會把賽隊召回重新再起步。(本賽事附例)
- ◆ If a team starts or shows any athletic movement after the word “ATTENTION” and before the word “GO” , it has made a False Start. However, in such cases, the race will carry on. (Race By-law)



處罰 Penalties

- ◆ 任何賽隊偷步，會被發令員記錄並呈報總裁判長，可被判罰加時 30 秒。(本賽事附例)
- ◆ Any team that makes a false start shall face a Time Penalty of 30 seconds. (Race By-law)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

長途賽 Long Distance Races

- 任何2000米或以上的比賽，包括環繞賽或折返賽。(本地比賽規則 R7.1)
- Any race over 2000 meters in length over, including those of circular or retrace nature. . (R7.1 Local Rules)

競賽航線 The Racing Lane and Line of Racing

- ◆ 參賽隊不會因佔用內線 (即航道左側) 而受罰，但某隊如在被超前或有可能被超前時，龍舟因突然改變航線而令別隊受干擾，可被判罰時5至30秒；如實質上已影響賽果，有關隊伍可被取消比賽資格。
(本地比賽規則 R7.2)
- ◆ A crew' s occupation of the inner side (left side) of the course will NOT result in penalty. However, when a crew is being overtaken or is likely to be overtaken and alters its course and makes difficulties for the other boat, a penalty of 5 to 30 seconds may be awarded. If such impeding materially affects the result, the crew may be disqualified. (R7.2 Local Rules)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

長途賽 Long Distance Races

超船 Overtaking

- ◆ 一隊龍舟可於任何時候從左邊或右邊超越別船，包括彎位區段。
- ◆ 無輪直道還是彎道區段，若一隊的「舵手」已被別隊「龍頭」追平或超前，就必須主動保持合理航線以避免碰撞；
- ◆ 如一隊的「鼓手」已被別隊「舵手」超前，該隊被實質上視為已被超前，則必須避讓(give way)。(本地比賽規則 R7.3)
- ◆ Overtaking can be carried out to the left or right of the boat (port or starboard side) of the boat being overtaken, including the turns.
- ◆ No matter in the straight sections or the turns, a boat to be overtaken must maintain its course once the **Head of the overtaking boat is level with or has passed the Steerer in the boat being overtaken**, and must not steer in a manner that is likely to cause a collision with another boat.
- ◆ When the **Steerer of the overtaking boat is level with or has passed the Drummer in the boat being overtaken**, then that boat is deemed to have been "overtaken". The overtaken boat must then **give way** and maintain its station. (R7.3 Local Rules)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

長途賽 Long Distance Races

轉彎 Turning

- ◆ 若兩隊或以上一同入彎，在彎道區段各隊應一直保持入彎前一刻本身與賽道之相對位置，直到離開彎道區段為止；但若改變航線而不令別隊受任何干擾則除外。(本地比賽規則 R7.4)
- ◆ 凡沒有在浮標指定的方向繞過，每次可被判罰加時最多10秒作懲罰。若某隊兩次沒有繞過指定浮標或/及其中一次沒有繞過指定浮標時的距離不合常理而明顯得益，總裁判長有權取消其比賽資格。(本賽事附例)
- ◆ When more than one boat are approaching the turn, all boats shall maintain their station through the turn, that is, maintain the relative position of its own boat with the first inner buoy marking the turn. (R7.4 Local Rules)
- ◆ A crew that turns on wrong side of a Turn Buoy (that is a buoy is passed to starboard) shall face a Time Penalty of 10 seconds, per offence. A crew that turns consecutively on wrong side of 2 Turns and/or one of turn Buoys on wrong side in unreasonable distance and get obviously advantage, may be disqualified. (Race By-law)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

長途賽 Long Distance Races

阻礙及碰撞 Impeding/Collision

- 若發生碰撞或阻礙，引發碰撞或阻礙之隊伍可被罰時5-30秒，若引起其他參賽者安全受威脅等嚴重情況，可被罰取消比賽資格。總裁判長有權決定判受害一隊減時最多20秒作補償。(本地比賽規則 R7.5)
- If Impeding / Collision happens, the crew causing impeding or collision may be awarded time penalty of 5 to 30 seconds, Disqualified when crew safety is compromised. The Chief Official may award the impeded team a Time Deduction Bonus of maximum 20 seconds. (R7.5 Local Rules)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

比賽守則 Race Conduct

撞船 Collisions

- 在撞船事件中犯規船隻可被取消比賽資格。無論撞船事件對比賽結果有否造成實質性影響，大會一律不作重賽安排。各隊有義務避免撞船。(本地比賽規則 R5.1)
- In the event of a collision between 2 or more boats the Chief Official may disqualify the offending boat(s). No matter whether result of the race has been materially affected, the Organizer will not re-race the competition. All teams have obligation to avoid collision. (R5.1 Local Rules)

沉船定義 Capsize Definition

- 賽隊在不需外界協助下，可繼續比賽，但途中裁判或/及安全主任會視乎當時情況，有權終止該隊繼續比賽。大會有責任確保所有參賽隊員安全完成比賽或安全登岸。(本賽事附例)
- Teams can continue racing if they can fix it without the help from others. However, Safety Officer and/or Umpire will make the final decision depends on the circumstances of the time. HKCDBA is responsible for ensuring everyone' s safety. (Race By-law)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

全程時限 Time Limit

- 浮標(check point) 1號，在30分鐘內完成(10公里)
 - 浮標(check point) 3號，在60分鐘內完成(半馬)
 - 全程必須在 1小時30分鐘內完成(10公里)
 - 全程必須在 2小時45分鐘內完成(半馬)
 - (本賽事附例)
-
- For Buoy (check point) 1, complete within 30min.(10km)
 - For Buoy (check point) 3, complete within 60min.(Half Marathon)
 - Complete the whole journey within 1hr. 30min.(10km)
 - Complete the whole journey within 2hrs. 45min.(Half Marathon)
 - (Race By-law)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

Racing Protests 比賽抗議

- ◆ 若有賽隊欲在賽後就另一隊伍的行為提出抗議，應由領隊在賽後十五分鐘內到達賽事控制中心通過總裁判長向競賽委員會提出。如對比賽成績提出抗議，抗議的時間為比賽結果正式公布後的十五分鐘內為限。(本地比賽規則 R8.2)
- ◆ In the event of a team wishing to make a protest following a race, concerning the conduct of another team, the Team Manager must lodge the protest with the Chief Official at Race Control Tower. Such a protest must be addressed to the Competition Committee and made within fifteen (15) minutes of the end of the race. A protest against a race result must be made no later than 15 minutes after the result is officially posted. (R8.2 Local Rules)

Protest Fees 抗議費

- All protests shall be made in writing and shall be accompanied by a fee of HK\$500. The fee shall be refunded if the protest is upheld. (R8.3 Local Rules)
- ◆ 所有抗議均應以書面形式提出，同時繳納伍佰港圓作抗議費。若抗議有效，此費將退還。(本地比賽規則 R8.3)

競賽條例及比賽規則

Competition Regulations and Rules of Racing

申訴 Appeal

- ◆ 領隊收到競賽委員會爭議或抗議決定後，可就決定結果向仲裁委員會提出申訴。賽隊如被取消比賽資格或不滿競賽委員會就其隊伍所涉爭議或抗議做出的裁決，該領隊應在接到競賽委員會書面通知後的二十分鐘內到達賽事控制中心向仲裁委員會主任提出申訴。(本地比賽規則 R8.4)
- ◆ The decision on dispute/protest as informed to the Team Manager(s) is appealable. The Team Manager with the acknowledgement may appeal to the Jury against the decision of the Competition Committee. Such appeal shall be addressed and handed in to the Chairman of the Jury at the Race Control Tower no later than twenty (20) minutes after the Team Manager(s) has been informed, in writing, by the Competition Committee of any disqualification or dispute involving their teams. (R8.4 Local Rules)

申訴費 Appeal Fees

- ◆ 凡提出申訴，均應以書面形式提出，並須同時繳納壹仟港圓作為申訴費。若申訴有效，此費將獲退還。(本地比賽規則 R8.5)
- ◆ All appeals shall be made in writing and shall be accompanied by a fee of HK\$1,000. The fee will be refunded if the appeal is successful. (R8.5 Local Rules)

船身號碼編排 Boat Allocation

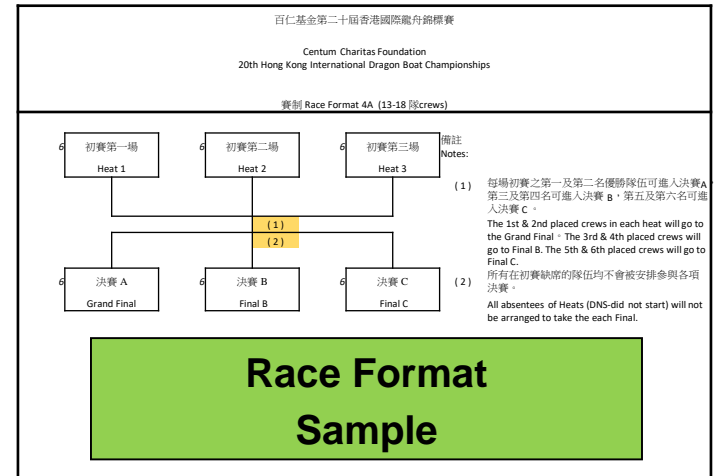
(將在賽前簡介會上進行抽籤)
(Draw lots will be held on the Briefing Session
before Race)

比賽資料 Race Material

- 賽事時間表、線道抽籤 及 比賽賽制
Race Program, Lane draw result & Race Format.

請在本會網站下載：
Please download from our website:

www.hkcdba.org



賽道編排:
Race Lane
Allocation:

1. 各隊初賽之線道安排將在 26-9-2018 以抽籤方式分配。
1. Lanes for Heats will be arranged by the drawing held on 26-9-2018.

2. 各隊決賽之線道之安排將依各隊之初賽名次分配如下:
2. Lanes for the Finals will be allocated according to the ranking in Heats as follows:

決賽 A 賽道分配 Lane Allocation for Grand Final	1	2	3	4	5	6
初賽之名次 Ranking in Heats	初賽 2 2nd in Heat 2	初賽 3 1st in Heat 3	初賽 1 1st in Heat 1	初賽 2 1st in Heat 2	初賽 1 2nd in Heat 1	初賽 3 2nd in Heat 3
決賽 B 賽道分配 Lane Allocation for Final B	1	2	3	4	5	6
初賽之名次 Ranking in Heats	初賽 2 4th in Heat 2	初賽 3 3rd in Heat 3	初賽 1 3rd in Heat 1	初賽 2 3rd in Heat 2	初賽 1 4th in Heat 1	初賽 3 4th in Heat 3
決賽 C 賽道分配 Lane Allocation for Final C	1	2	3	4	5	6
初賽之名次 Ranking in Heats	初賽 2 6th in Heat 2	初賽 3 5th in Heat 3	初賽 1 5th in Heat 1	初賽 2 5th in Heat 2	初賽 1 6th in Heat 1	初賽 3 6th in Heat 3



多謝！
Thank You!