



Presents the 2025
Hurricane Halloween
Regatta
October 25-26



Introduction

The Hurricane Outrigger Canoe Club invites all paddlers to join us for this year's **Spooky-Halloween Regatta**. Spread over two exciting days, this event will bring together skill, fun, camaraderie, and excitement - along with guidance and wisdom for our paddling community.

Race Dates

- **Day 1 – Halloween Cup - Port Beach**
Saturday, October 25
- **Day 2 – Spooky Survivor - Jervoise Bay**
Sunday, October 26

Divisions & Events

Saturday – October 25

- Divisions: U14 / U16 / U19
- Events: OC1 & OC2 – 6km Race

Sunday – October 26

- Divisions: U10 (Minnows) / U12 / U14 / U16 / U19
- Events: 100m, 250m, 1km, 2km, 3km Races

Entry Fees

- **Day 1:** \$15 per paddler (covers all events)
- **Day 2:** \$15 per paddler (covers all events)
- **Camping:** \$15 per person

All entries and payment must be completed online via the AOCRA website.

Please note: Online registrations will close 3 days prior to each event.



Day 1 - Halloween Cup

Race Schedule

Time	Event	Distance
1:00pm	Registrations Open	–
1:30pm	Canoe Scrutineering	–
1:50pm	Welcome & Briefing	–
2:00pm	OC1/OC2 Halloween Cup Event	6 km
4:00pm	Presentations & Farewell	–

Race Format & Requirements

- All crafts will start together.
- Paddlers are required to supply their own canoe for racing.

Briefing & Rules

A race briefing will outline:

- Rules for positioning at the start line
- Guidelines for turns and course conduct
- Safety updates

Attendance at all race briefings is mandatory.

Note: Race times are guides only and may change due to weather conditions or unforeseen circumstances. Please check with the race officials on the day for any updates.

Location - Port Beach

Parking is available at the south end of Port Beach, next to Paddle Coaching and Surfski Sales. A designated area on the beach will be set up for canoe preparation and scrutineering.



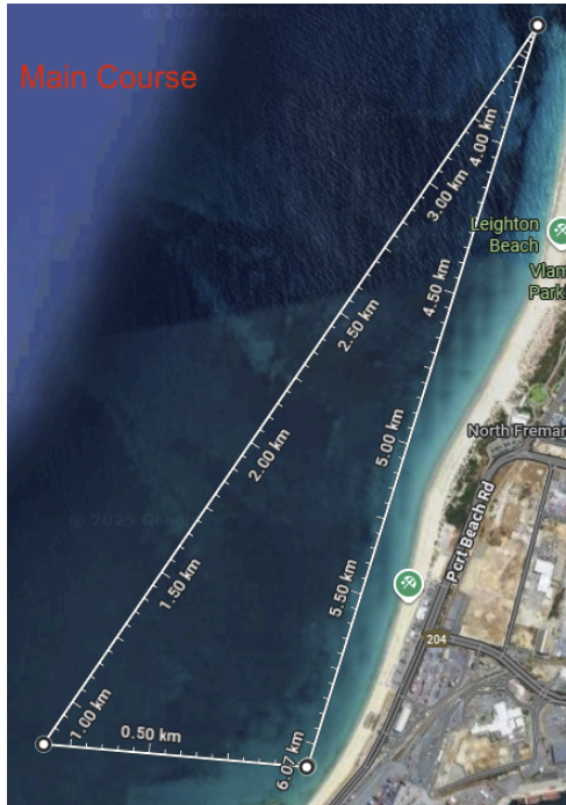


Race Course

The race will launch from the beach at Port Beach, with the official start taking place in deep water. Paddlers will begin near the beach and head towards the first marker past the rock wall. From there, continue to the non-ama turn marker and proceed downwind towards Leighton Beach. After another non-ama turn, the course returns to the start line for the finish. The finish line will also be in deep water, aligned with the flags on the beach.

Alternate Course (Bad Weather Contingency)

If conditions require, an alternate course will be implemented. The start and finish lines, along with the first turning marker, will remain unchanged. However, the second turning marker will be moved closer, creating a 3km circuit. Competitors will complete two laps of this modified course.



Presentations

Presentations will take place shortly after the race at the canoe set-up area

Creepy Camping

After race day, paddlers and their families are welcome to camp overnight at Jervois Bay Sailing Club for just \$10 per person. Join in the fun of decorating canoes for the following day's racing while enjoying a relaxed evening together.

- Camping type: Tent only (no caravans or camper trailers)
- Facilities: Non-powered sites, camp kitchen, and BBQ available
- What to bring: Your own tent and sleeping gear



Day 2 - Spooky Survivor

Race Schedule

Time	Event	Distance
8:00am	Registrations Open	–
8:30am	Welcome & Race Briefing	–
9:00am	Event 1: Strength	100m
10:00am	Event 2: Speed	250m
11:00am	Event 3: Stamina	1km, 2km & 3km
12:30pm	Presentations	–

Teams

Junior paddlers will be split into two **Survival Teams** for the day - **Orange** and **Black**. Each team will include an even spread of paddlers across three age groups:

- **U10/Minnows**
- **U12/U14**
- **U16/U19**

These age groups will form three sub-groups within each team. Teams will be finalised before the event based on registrations and distributed to clubs on the Friday prior.

Team **Orange** [Ghouls]

- U10/Minnows – **Yellow**
- U12/U14 – **Green**
- U16/U19 – **Purple**

Team **Black** [Zombies]

- U10/Minnows – **Yellow**
- U12/U14 – **Green**
- U16/U19 – **Purple**



Leadership

For every event, each team must **elect one U16 paddler** to serve as the **Team Leader**.

- The leader will decide crew selections for the water-based events.
- They will also guide strategy for the land-based activities.
- A new leader must be chosen for each event, ensuring everyone has a chance to step up.

Point Scoring – The Survival Game

This is a **battle for survival!** Throughout the day, points will be awarded (and sometimes deducted) based on team performance.

- Both water and land events contribute to the score.
- Some challenges will carry **higher point values** than others.
- At the end of the day, the team with the most points will be crowned the **Survivors**.

Event 1: Strength



Main Event: OC6 Tug of War

Two OC6 canoes will be tied together with a tow rope. The rope's midpoint will be lined up with the center of a 100m course.

- The first team to pull the midpoint of the rope past their end of the course wins the round.
- Team leaders are responsible for selecting crews each round, making sure:
 - Every paddler competes at least once.
 - No paddler competes more than twice.

Side Activity: Bucket Battle

While the tug of war is happening, the rest of the team will take part in a beach challenge:

- Each team is given one bucket and a set of bailers in different sizes.
- The goal:
 - Fill your opponent's bucket with ocean water.
 - Bail water out of your own bucket as fast as possible.

Rules:

- Buckets must remain in place — no tipping or moving them.
- The round ends when the tug of war is decided.

The team with more water left in their bucket loses the challenge.

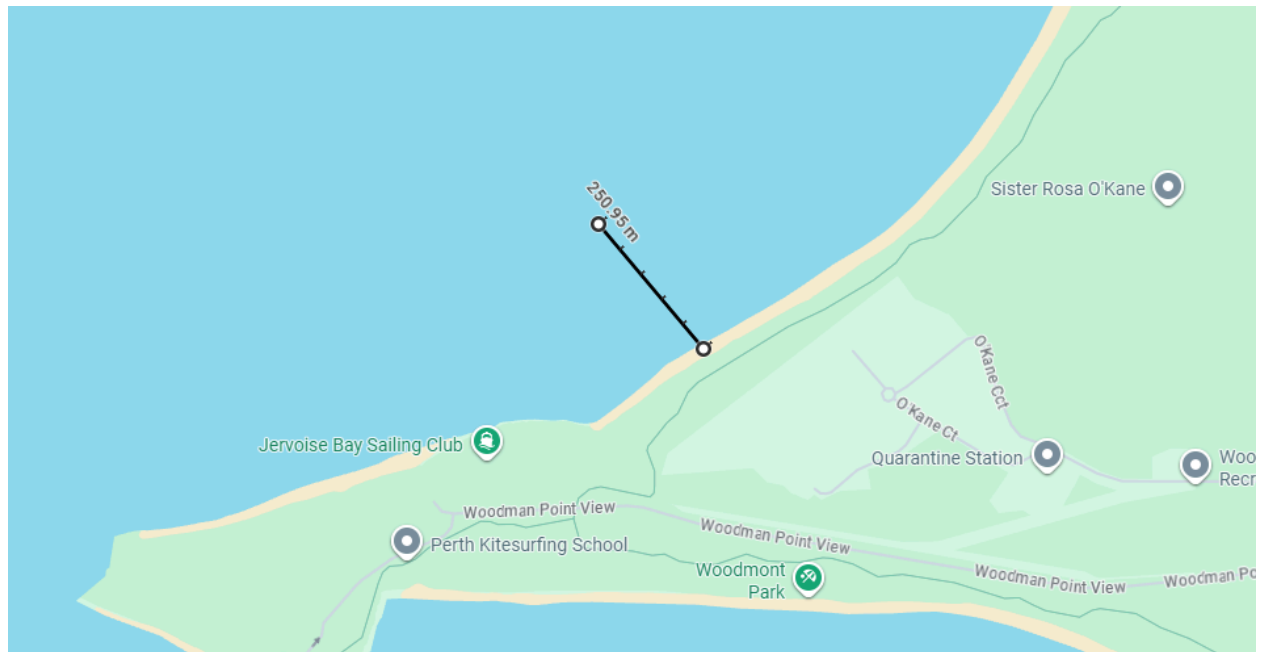
Leadership & Strategy

Team leaders will:

- Assign crews for each tug of war round.
- Plan tactics for the beach activity (who's filling vs who's bailing).
- Make sure their team uses the bailers wisely to gain the upper hand!



Event 2: Speed



Main Event: Relay Race

- Teams will line up their first crew on the beach.
- At the start signal, crews sprint to their canoes, paddle 250m out around the marker, and return to shore.
- Canoes must be backed in so they are ready, facing forward, for the next leg.
- Once ashore, one paddler runs up the beach and tags the next crew waiting in line.
- The relay continues until **all paddlers have raced at least once** (and no more than twice).

Side Activity: Sandcastle Showdown

After completing their relay leg, crews may join their teammates in building the tallest sandcastle possible.

- Construction can only begin once a crew has finished their leg.
- Sandcastles will be judged by independent volunteers based on:
 - Size (10 points)
 - Style (5 points)
 - Stability (5 points)
- Scores are added to the team's overall point total.

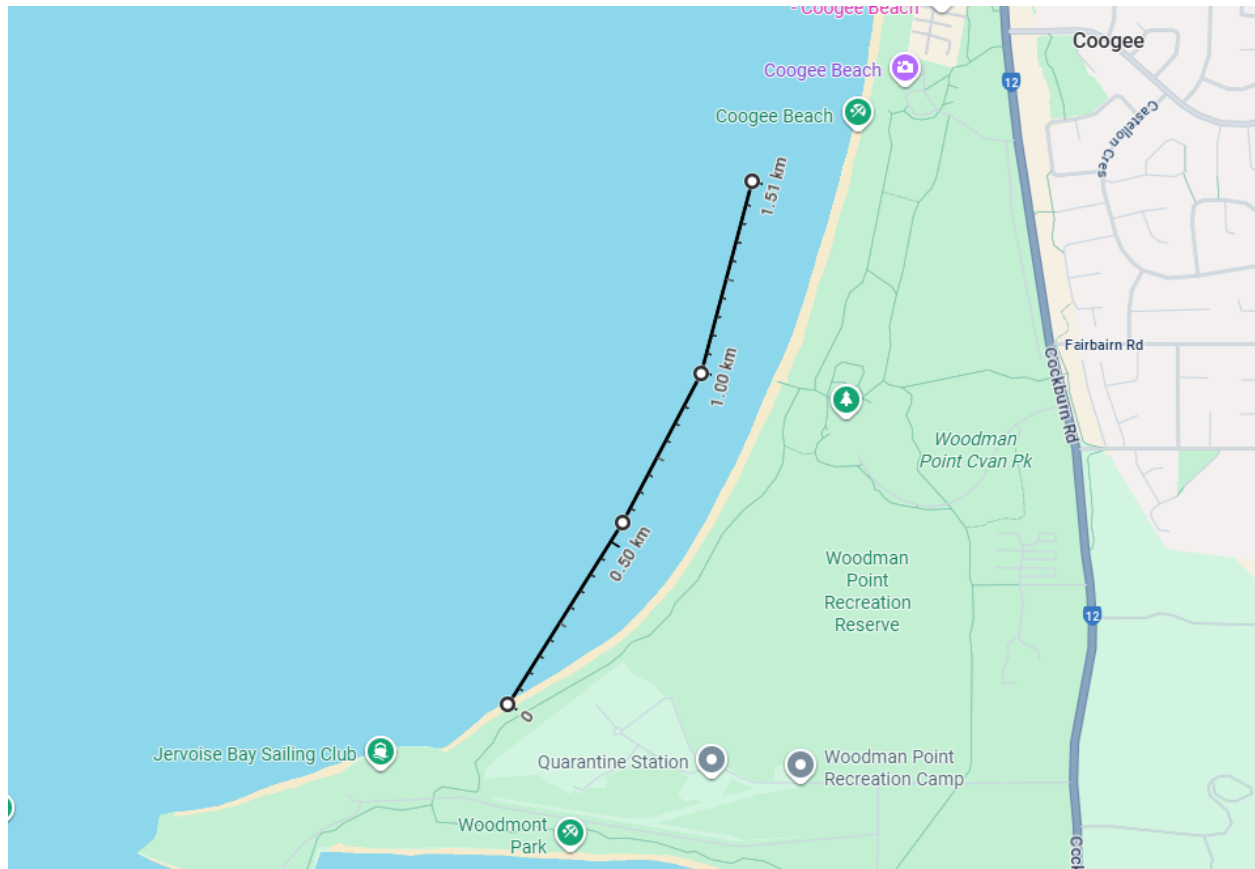


Leadership & Strategy

Team leaders are responsible for:

- Selecting which crews will paddle each leg of the relay.
- Organising the order of crews and ensuring they are ready to go when tagged.
- Coordinating teammates for the sandcastle build once they complete their paddle leg.

Event 3: Stamina



Final Event: Skeleton Scavenger Hunt

Each team will be challenged to build their own skeleton using plastic bones scattered across both land and water.

Collecting the Bones

- Beach Bones: Hidden and buried around the beach.
- Water Bones: Attached to three buoys offshore.



- The two closest buoys each hold one bone per team.
- The furthest buoy holds only one skull, so teams must race to secure it.
- Teams must first collect bones from the closest buoys before attempting the skull buoy.

Rules for Crews

- Every buoy run must use a fresh crew of paddlers.
- No paddler may go out more than twice.
- While crews are paddling, paddlers on the beach will search for bones hidden in the sand.
- Beach paddlers can also solve hints to locate bones and start assembling the skeleton.
- The bone hunt continues until the skull is retrieved, which signals the end of the round.

Leadership & Strategy

Team Leaders will:

- Choose which crews will paddle out to each buoy.
- Decide the order in which buoys are targeted.
- Assign beach roles — puzzle solving, skeleton assembly, or sand searching.

The first team to collect the most bones and correctly assemble their skeleton will win the event.

Survival Games Scoring System

Activity	Points
Tug of War	10 points per win
Bailer Battle	5 points per win
Relay Race	20 points for overall win
Sandcastle Competition	Up to 20 points based on judging criteria Size (10) Style (5) Stability (5)
Skeleton Scavenger Hunt	5 points for each bone placed correctly



Venue Facilities & Guidelines

Venue Facilities

Toilets

Men's and women's toilets are available at Jervoise Bay Sailing Club.

Parking / Canoe Loading & Unloading

Parking is available at both Jervoise Bay Sailing Club and Port Beach car park. Designated areas will be available for canoe loading and unloading.

Food & Refreshments

In line with Regatta and Safety Rules, all competitors and supporters are reminded to bring their own drinking water.

General Safety

Life Jackets

Life jackets must be worn by all paddlers on OC1, V1, and OC2 craft.

A minimum of six life jackets must be available in every OC6.

All minnow-aged paddlers must wear life jackets on all craft.

Leg Leashes

Must be worn by all paddlers on an OC1 or V1 craft.

On a OC2, at least one paddler must wear a leg leash.

Bailers

All OC6 canoes must carry (2) bailers at all times.

Bailers must be securely attached to the canoe.

All V1 paddlers must carry (1) bailer at all times.

Water Safety Requirements

A beach coordinator and first aiders will be stationed on the beach.



Tender craft with skippers and crews will be on the water to assist junior paddlers if needed.

Senior paddlers will also be positioned on OC1/V1 canoes to provide support to junior paddlers requiring assistance.

Weather Conditions

Clubs are encouraged to bring tents or gazebos for shade.

Paddlers should be prepared with sunscreen, hats, and appropriate sun protection.

Umbrellas are useful for both sun and rain protection.

Paddler Ability

Adequate training and preparation for this race are strongly recommended.

All paddlers must be familiar with huli (capsize) procedures and maintain an appropriate level of fitness.

Canoes & Equipment

All canoes must comply with AOCRA specifications.

Canoes will be inspected on the beach prior to the race briefing.

Canoes and safety equipment will be supplied by the hosting club.



Race Specifics

Rules

The regatta will be conducted under AOCRA rules. [View the latest AOCRA Rulebook \(July 2024\)](#)

Starts

Start Procedure

All paddlers must be at the start line prior to the event's scheduled time.

Start flag sequence:

1. **White Flag Raised** - 2 minutes to start
2. **Red Flag Raised** - Move to start position, behind the line
3. **Green Flag Raised** - Race Start

⚠ Crossing the start line after the red flag is raised and before the green flag signals the start will result in a black flag penalty. It is the responsibility of the offending craft to return behind the start line immediately.

Course Markers

Buoys will clearly mark course turns and distances.

A designated area will be provided for paddlers to move safely to the start line without interfering with the race course.

During the course, paddlers not competing are not permitted on or near the course unless directed by the Race Director.

Contact Persons



Race Director (Saturday) - Tori Vidler 0409 965 517

Race Director (Sunday) - Rhys Robinson 0467 263 419

Event Coordinators - Peta Long 0415 689 317 & Maegan Miller 0435 880 892

