

Dragon Boat Commands

Commands for Scouts and Explorers

All Down – Command from drummer/steersperson to stop paddling and rest with paddles on laps.

All-up! – Command from drummer/steersperson to ensure everyone begins to paddle in unison. Paddles are paused in the catch position until command to start paddling is given.

Attention, please – Command given by race starter to prepare crews for departure, the start gun will follow in approximately 3-5 seconds.

Let it run – Command from drummer/steersperson to stop paddling and let the boat coast with blades out of the water.

Ready, Ready – Command used by steersperson/drummer to prepare crew for race start - paddles buried in water at beginning of stroke phase.

Take it Away – Command given by drummer/steersperson to begin paddling, usually follows command of 'All Up'.

Commands for Beavers and Cubs

Rest – Command from drummer/steersperson to stop paddling and rest with paddles on laps.

Ready – Command from drummer/steersperson to ensure everyone begins to paddle in unison. Paddles are paused in the catch position until command to start paddling is given.

Attention, please – Command given by race starter to prepare crews for departure, the start gun will follow in approximately 3-5 seconds.

Pause – Command from drummer/steersperson to stop paddling and let the boat coast with blades out of the water.

Set – Command used by steersperson/drummer to prepare crew for race start - paddles buried in water at beginning of stroke phase.

Go – Command given by drummer/steersperson to begin paddling, usually follows command of 'All Up'.