

# DUKE KAHANAMOKU CHALLENGE

Benefit for The Waikiki Community Center



## WAIKIKI COMMUNITY CENTER

### 28<sup>th</sup> ANNUAL DUKE KAHANAMOKU CHALLENGE

Duke Kahanamoku Beach at Hilton Hawaiian Village

SUNDAY, FEBRUARY 24, 2013

There are a few DLNR rules to abide by in the use of the Duke Kahanamoku Beach & Lagoon, for the participants of the canoe paddling, stand up paddle (SUP) and the Hawaiian games. These are:

1. Alcoholic beverages are not allowed on the premises.
2. Throw rubbish away in the trash containers and clean up your area.
3. All participants are expected to promote good sportsmanship and abide by basic game rules.

#### GENERAL INFORMATION

These are the revised 2013 rules and regulations of the Duke Kahanamoku Challenge. Each team consists of 10 members: 5 to paddle and 1 steersman, 1 SUP paddler and 3 to participate in the traditional Makahiki games. All team members should be at least 18 years old. The team members should be ready to participate at 9:00 a.m.

There will be awards for canoe divisions, SUP paddle race and Ama Glide at OHCRA tent on the beach at 2:00 p.m.

#### CANOE RACE EQUIPMENT & LOGISTICS

1. In order to be as fair as possible, the Event Committee will provide all canoes. The canoes will be of the same design and dimensions. **Any canoe used other than those provided will result in disqualification.**
2. Team members may provide their own paddles, or paddles will be provided upon request.
3. There must be no mechanical or additional attachments for bailing, powering or steering added to the canoes.
4. Each canoe race shall be a one-quarter ( $\frac{1}{4}$ ) mile, "open ocean" course. Each race will start approximately one-quarter mile from beach, turn at flags and return. The finish line will be on the Duke Kahanamoku Beach.
5. Prior to the conclusion of each race, the teams for the next race will wait at the canoe loading dock. When the canoes arrive, the next teams will load the canoes and paddle to the starting line for their heat. **NOTE: If your team is not at the loading area on beach when the canoe arrives you will be disqualified from the heat.**
6. Heat results and race assignments will be posted on a Leader Board at the Officials Tent. Each race will be won according to lowest time. Scores for each race will be assigned points and tallied with the Hawaiian game scores to decide the teams to compete in Huki-Kaula in presenting the Overall Winner.
7. The Canoe Race Committee anticipates running the event with at least two races per team in the official event.
8. A team representative from each team **must** check-in with the Race Director in the Officials Tent at 7:30-9:00 a.m., **one hour** before the opening ceremony on Hilton lawn. **Please be prompt!** At that time the last briefing will be given and any questions answered.

**CANOE AWARDS:** The top canoe teams of each division will be determined by heats which includes consolation opportunities.

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## **STAND UP PADDLE (SUP) RACE EQUIPMENT & LOGISTICS**

1. Each Duke Kahanmoku Challenge team will have one SUP paddler. The SUP paddler will paddle two lengths of Duke's lagoon, approximately 1,100 ft.
2. Paddlers may bring their own SUP equipment, however SUP boards may not exceed 12'6" in length. SUP boards and paddles will be available at lagoon.
3. The race will start and finish at mauka end of Duke's lagoon or as directed by the SUP judge.
4. SUP paddler must be in place 15 minutes before the scheduled start of their race.
5. SUP event will run by heats, and the heats will determine the winner

**SUP AWARDS:** The top SUP paddler will be determined based on overall SUP heat. The SUP winning team will receive a 1<sup>st</sup> place Koa paddle with the Duke Kahanamoku creed engraved on it. SUP winner has the Koa paddle to display in their home or office for the entire year following the competition. Should there be any questions on the results, the SUP Event Officials will make the final decision.

## **MAKAHIKI – ANCIENT HAWAIIAN LAND GAMES (non scoring event)**

There are 4 separate games that will comprise the Traditional Hawaiian games (non championship bracket). They are:

- 1. ULU MAFKA** (sand bowling) - The object of the game is to roll the disc between two pegs. Each disc that goes between the pegs scores a point.
  - A. Each player has 3 rolls. The highest score an individual can earn is 3 points. The highest score a team can earn is 18 points.
  - B. The disc must go completely through the pegs for a point.
  - C. The length of the roll is 20 feet for women and 25 feet for men.
  - D. There will be no score if a participant's foot steps on or beyond the marked start line.
- 2. MOA PAHE'E** (sliding) – The object of the game is to slide the wooden disc shaped dart between two pegs. Each dart that goes between the pegs scores a point.
  - A. Each player will have 3 attempts to slide the mini wooden disc between the pegs. The highest score an individual can earn is 3 points. The highest score a team can earn is 18 points.
  - B. The dart must go completely through the pegs for a point.
  - C. The length of the slide is 20 feet for women and 25 feet for men.
  - D. There will be no score if a participant's foot steps on or beyond the marked start line.
  - E. And will be deducted seconds for each word communicated correctly at the end of the race.

**3. KONANE (Hawaiian checkers)** - The game begins with all the pieces on the board (or table, ground, etc.) arranged in an alternating pattern.

- A. White then removes one of its pieces *orthogonally adjacent* to the empty space created by Black. From here on, players take turn capturing each other's pieces.
- B. *All moves must be capturing moves.*
- C. A player captures an enemy piece by hopping over it with their own piece similar to checkers.
- D. The player's piece hops over the orthogonally adjacent enemy piece, and lands on a vacant space immediately beyond.
- E. The player's piece can continue to hop over enemy pieces but only in the *same orthogonal direction*.
- F. The player can stop hopping enemy pieces at any time, but must at least capture one enemy piece in a turn.
- G. After the piece has stopped hopping, the player's turn ends.
- H. The player that can no longer make a capture is the loser, and the other player is the winner.

#### **4. HAKA MOA (Fighting chicken)**

- A. Number of Participants needed: Two
- B. Directions: Each participant will grab and hold onto their foot and hop within the confines of a designated circle.
- C. Participants must try to push each other out of the circle while remaining in the circle themselves.
- D. If participant falls, steps out of the ring, places both feet on the ground to maintain their balance, or let go of left hand from the back of their clothing, that participant will be declared out.

\*\*\*Should there be any questions on the results, please see the Event Officials who will make the final decision.