

Dad Vail Marshalling Area, Starting Line Procedures & Guidelines for Racing

MARSHALLING AREA INSTRUCTIONS:

- 1) All boats will proceed to the Marshalling Area as per the enclosed map and instructions.
- 2) All boats should respond quickly to the River Marshall's instructions.
 - The River Marshall will space crews and direct them to the appropriate lanes for the start of the race. The River Marshall will move all boats to the starting line together. This will enable the starting procedures and schedule to flow smoothly.
 - Warm-up and practice starts are permitted in the marshalling line area at the discretion of the River Marshall. When departing from Rower's Village, turn immediately to the west bank and go up river in single file, row very slowly. Crews not rowing should sit in the area immediately below the Twinstone Bridges above the marshalling area. All traffic must stop 200 meters above the starting line area. Traffic flow for practice will be in Lanes 1 through 6 down river.
 - When crews are in the immediate starting line area, instructions will be given by the Starter. NOTE: Crews must be in the marshalling area 10 minutes before their scheduled starting time.
- 3) Any crew that capsizes in the marshalling area, starting line or while racing will be not permitted to compete. If a crew capsizes while rowing to the start (outside the marshalling area) they will be permitted to compete provided all of the athletes and the related equipment are deemed to be in good condition. No races will be delayed due to a capsize event.

STARTING PROCEDURES:

2-305 Start

- (a) After the Judge at Start signals that alignment has been achieved, the Starter shall announce the name of each Crew.
- (b) If alignment is lost during the announcement of the Crews, the Starter may suspend the process and resume when the previous condition is restored. If there is a significant delay, the Starter may repeat the entire procedure.
- (c) Once the announcement of the names of the Crews begins, the Starter shall disregard any Crew signaling that it is not ready under this procedure regardless of when such signal is given.

2-306 Starting Commands with Flags

- (a) After the Crews have been announced, the Starter shall start the Race by: (1) calling out "Attention!", (2) raising the Starter's flag overhead, and then (3) after a distinct and variable pause, calling out "Go!". The command "Go!" shall be accompanied by a quick and simultaneous downward motion of the Starter's flag to one side.
- (b) If, after the Starter's flag has been raised, the Starter believes for any reason that the start should not occur, he or she shall call out "As You Were!" and gently lower the Starter's flag directly in

front of him or her. The Starter then shall repeat the starting commands in their entirety, but may dispense with announcing the Crews.

(c) Crews may leave the starting line when the Starter's flag begins to move.

GUIDELINES FOR RACING:

- Coxswains and crews take note: Act promptly on any instructions a referee may give you during the race. Remember that you, not the referee, are responsible for steering a correct course. **You must stay within the buoys that mark your lane at all times and make sure you pass directly beneath your assigned lane number marked on the Strawberry Mansion Bridge.** If at any time a part of your equipment is not within these buoys, you risk interfering with another crew and may be excluded. Pay special attention to steering beneath your assigned lane number marked on Strawberry Mansion Bridge as you make the turn at Strawberry Mansion Bridge.