



Torpids 2007

Marshalling and Umpiring Briefing

Format of Torpids

- 11 divisions
- Standing Start from bunglines below Donnington bridge
- Aim to 'bump' the boat in front
- Stop racing if/when you bump them
- Carry on racing if/when you get bumped
- Crew bumping starts next day ahead of crew bumped

What is a 'bump'?

- A boat touches any part of the boat in front of it—including oars, rudder, and crew.
- When the cox of the leading boat acknowledges that a bump is inevitable by raising their arm.
- When one boat rows clean past another

A crew ceases racing when...

- It has bumped the crew in front as explained
- It's stern crosses the finish line

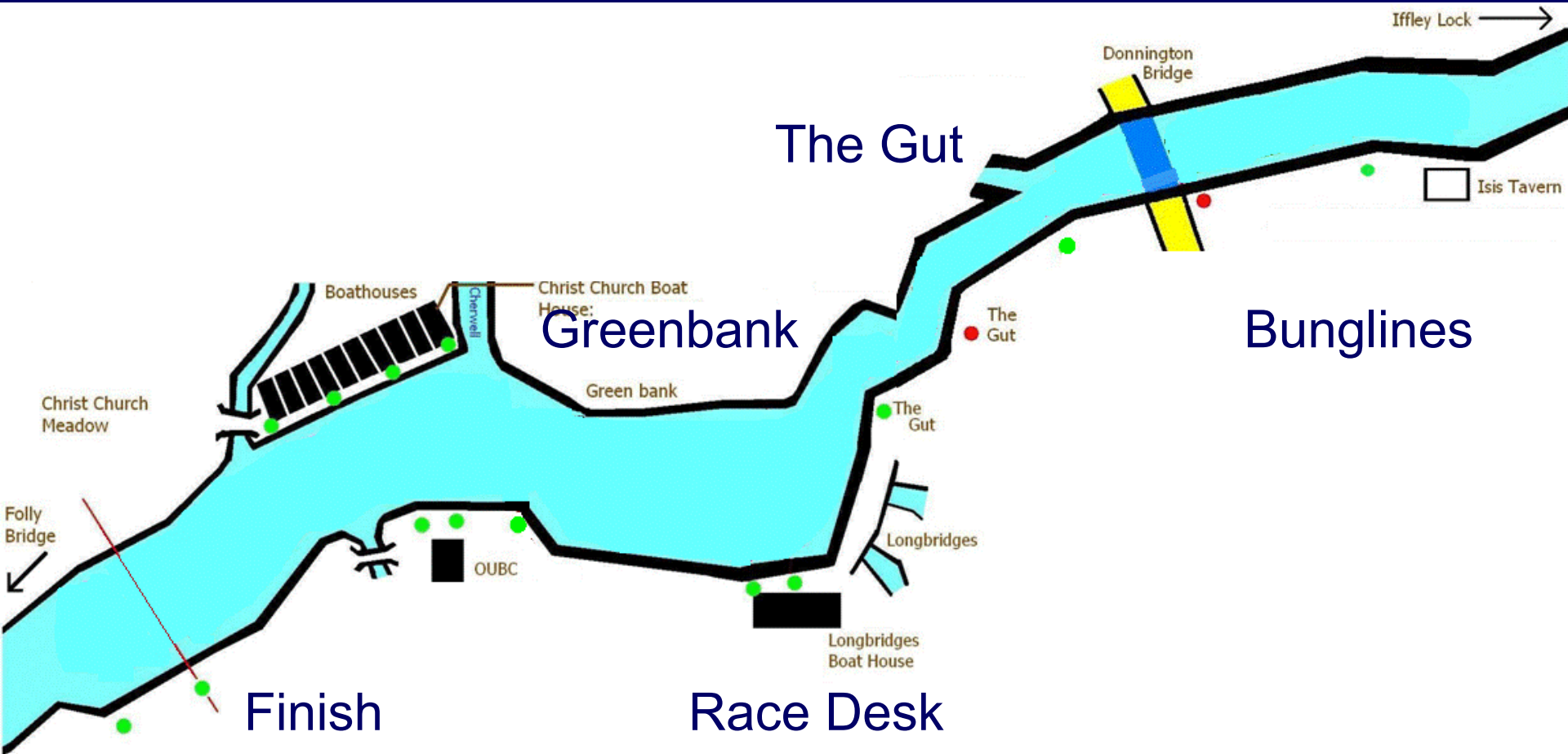
The Start

- Start on bunglines:
 - A rope attached to the bank that the cox holds
 - 1^{1/4} lengths apart, below Donnington Bridge
 - A crew is 'on' their bungline if the cox is holding the rope
 - Should be 'on' well before 1-minute gun
- Guns fired at 5 min, 1 min, and the start.

The Course

- Wherever you like, as long as upstream.
- Crews bumping should clear the line asap and park out of the way.
- Conventional line for fastest time:
 - LHS below gut
 - Cross in gut, RHS on greenbank
 - Cross at ChCh, LHS to finish.
 - Common sense

The Course



So....you: Umpires

- Umpires

- Impartial race observers cycling along side
- Assigned a crew per division
- Numbered bib
- Report back to desk

- Senior Umpire

Umpiring Questions

- ◆ Was crew attached to bungline when start gun fired?
- ◆ Did the crew bump? Where?
- ◆ Did they get bumped? How many times? By whom? Where?
- ◆ What was the sequence of events?
- ◆ Did the cox of the crew being bumped concede once a bump was inevitable?
- ◆ Did the cox of the crew bumping wind down as soon as there was a concession or impact?
- ◆ Did the crew bumping clear the racing line (get out of the way!) as quickly as possible?



Logistics

- Turn up to the Race Desk at Longbridge
- Please be on time: no umpire, no race
- Bike
- Helmet
- Appeals and Delays

Marshalling

- Responsible for the safe running of the event
- Safety of crews, not results.
- Make sure all river traffic is in the right place and know where they are going—both race traffic and non-race traffic.
- 12

Equipment

- Again, report to race desk
- Yellow bib
- Radio
- Klaxon
- Megaphone
- Copy of start order and times
- Marshalling card: blades, etc

You need to bring:

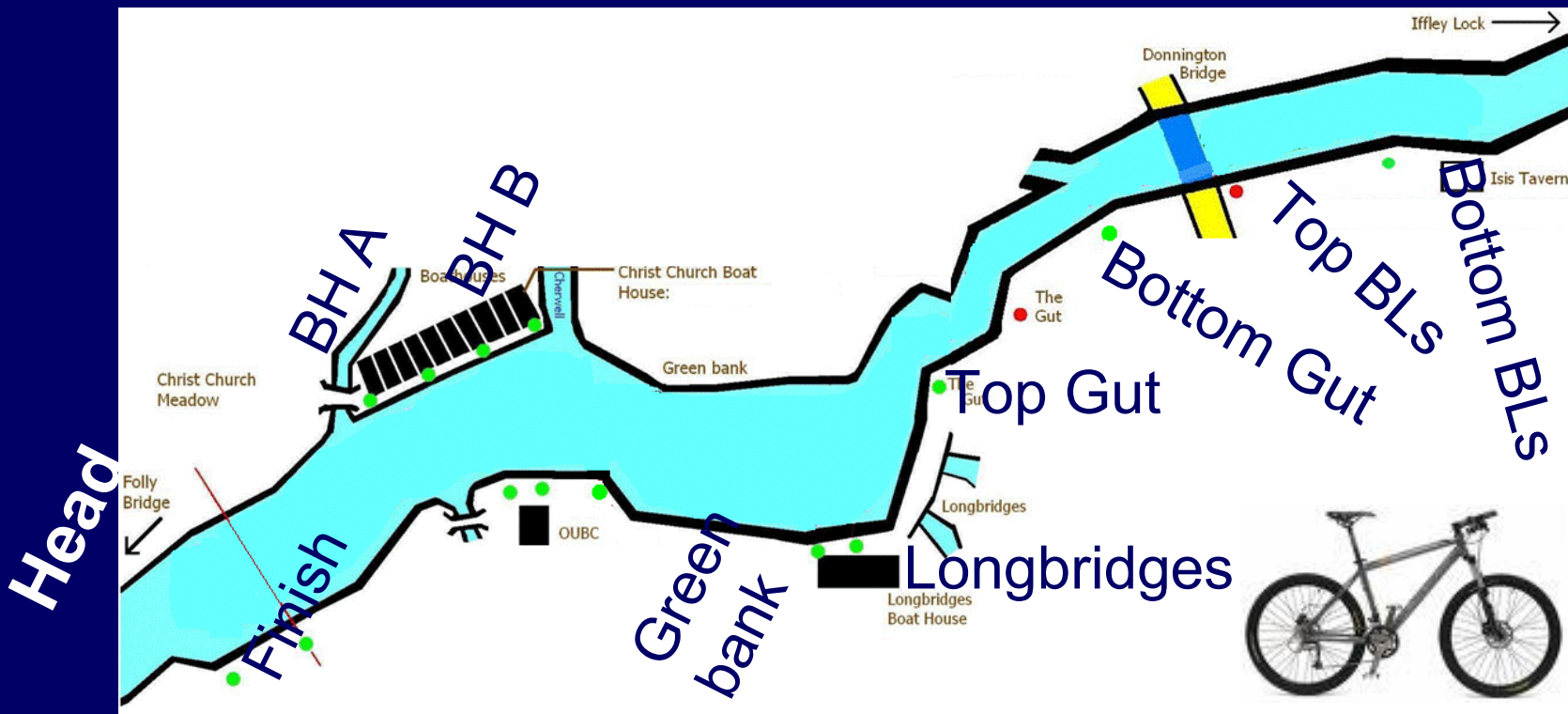
- **Yourself**
- **Pen**
- **Watch**
- **clothes**

The Radio

- Hold down the button before you speak
- CLEAR and SLOW
- Position not name: you are addressed by your position and should address others by position
- Race Desk and SU priority
- Klaxon
- Radio Silence after 1 min gun
- Brief commentary

River Check

- Called by SU
- Head to Start Area: “Head, Clear”



If it's not "Clear" ...

- Don't say it is
- Debris, cruisers, canoeists, fishermen
- Which way is it going?
 - Up (towards the Head)
 - Down (towards the bunglines)
- No need to mention EA launch (hopefully)

Klaxon

- Emergency Stop: 10 seconds
- All crews must stop racing
- Radio: “Klaxon Klaxon”
- When?
 - No clear line for next racing crew
 - Person in water
 - Another klaxon is fired or heard over radio



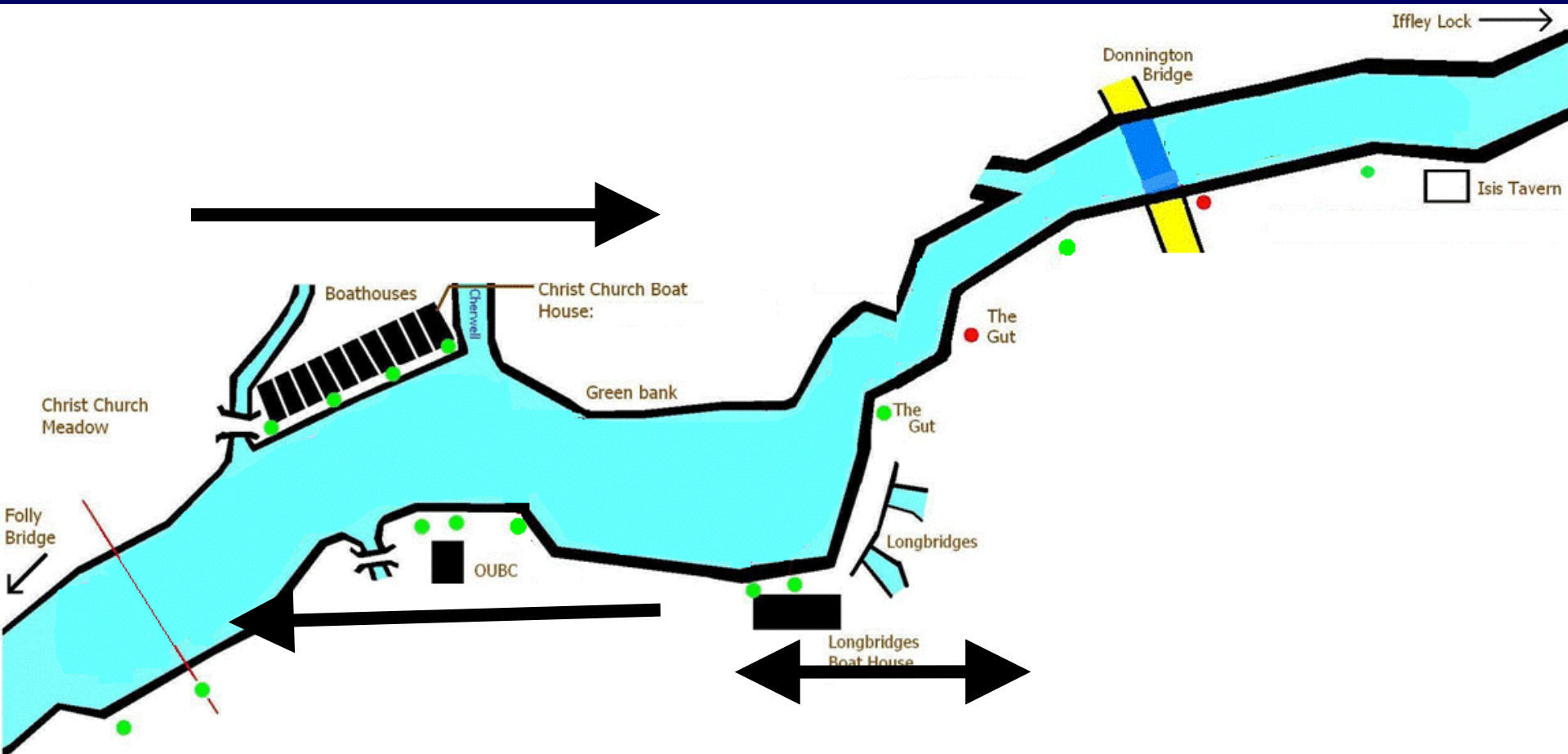
Race Time

- Divisions set off from the Race time set at a race desk.
- As a marshal crews will ask you
- Set your watch when you arrive at race desk.

Boating

- Boat on raft as crews from two divisions early lands
- Push off as soon as last racing crew from previous division
- Direction....

...direction



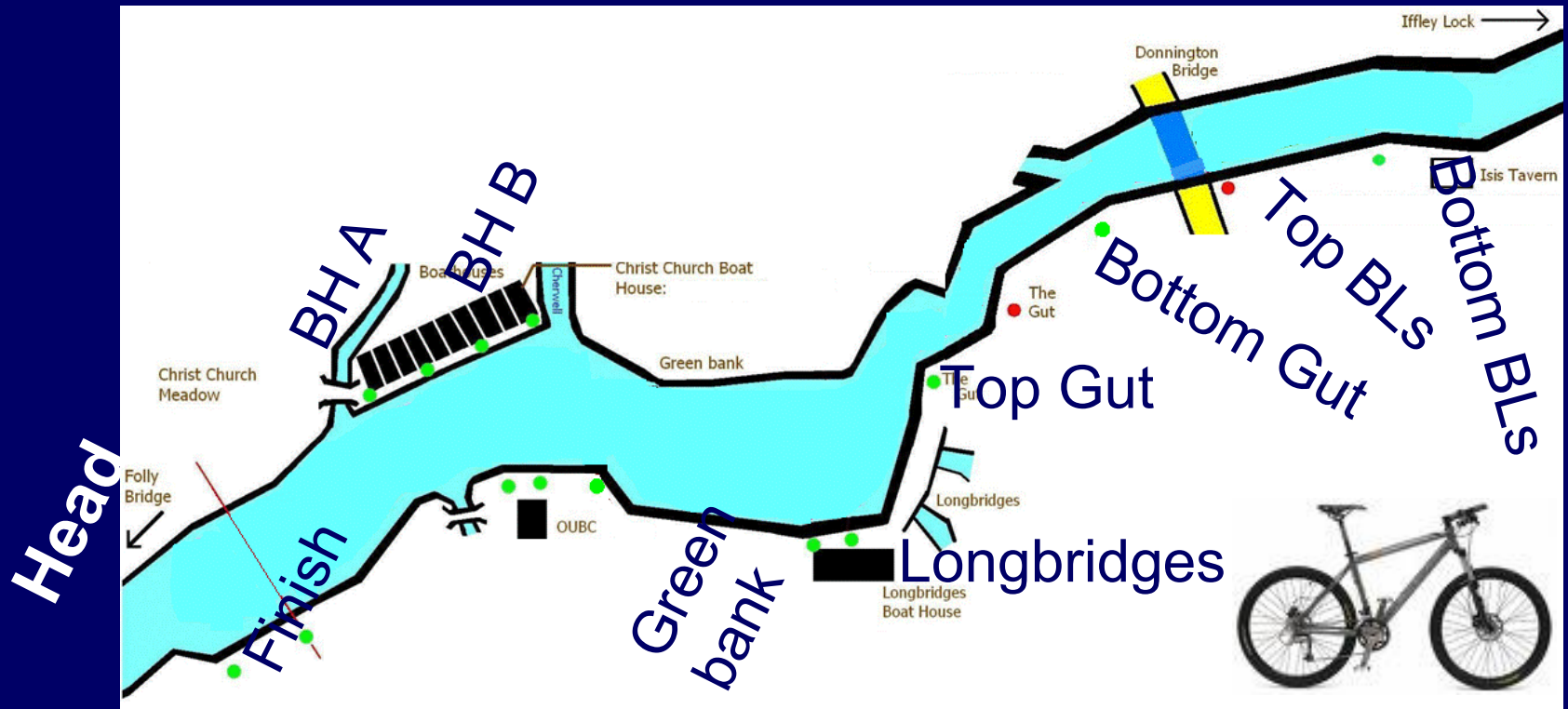
Warm-up

- Top 6 crew above the gut
 - Opposite to 'normal'
- Bottom 6 below it
 - 'Normal'
- Crew 7 either above or below
- All **MUST** be through the gut to bunglines before 5 min gun

After Racing

- Crew which have bumped out must pull in and wait for the last racing crew – follow the last racing crew.
- If bump before Longbridge/OUBC and live there:
 - Land straight away
- If bump after or do not live at those:
 - Row to the finish, spin, and return to raft

Duties



Head Marshal

- ◆ Head of the River, not marshal in charge!
- ◆ First in River Check.
- ◆ Instructs crews crossing finish line to row up and wait as far upstream as possible to prevent build-up at finish.
- ◆ Hold crews above finish line until all racing crews finished. May spin before division finishes but only very far up towards Folly Bridge.
- ◆ Communication with other river traffic to prevent obstruction of course, liaising with SU. May have to hold cruiser at mooring point A.
- ◆ Has a megaphone.

Finish Marshal

- ◆ Operate the finish clacker to indicate when crews cross the finish line.
- ◆ Clacker brought down over the STERN of the boat.
- ◆ Instruct crews to clear finish line once crossing it to avoid build-up.
- ◆ Inform Race Desk when racing crews finish, especially last racing crew.

Raft Marshals

Boathouses, OUBC & Longbridges

- ◆ Safety checks on boats:
 - Bow ball
 - Heel restraints
 - Lifejacket on cox
 - Hatches on sealable compartments
 - Lights for later divisions.
- ◆ 2006 EA licence.
- ◆ Bod card checks.
- ◆ Ensure prompt boating but boats not on raft early.
- ◆ Field questions from competitors.
- ◆ Liaise with Race Desk about equipment problems.
- ◆ All have klaxons, BH B also has megaphone.

Green Bank Marshal

- ◆ Observe racing and make sure crews clear the racing line after bumping out.
- ◆ Make sure crews keep to the correct bank during warm-up.
- ◆ Encourage crews warming up above gut to be through it with 5 min to go.
- ◆ Make pedestrians on the towpath aware of the event.
- ◆ Has a klaxon.

Gut Marshals

- ◆ Top Gut - tick off on start order which crews have passed you in warm-up on their way to the start, in order to keep the SU informed.
- ◆ Bottom Gut – Ensure crews coming down in warm-up are on towpath side.
- ◆ Stay very alert during racing – a lot of bumps happen in the gut and it is most likely place for a blockage of the racing line.
- ◆ Encourage crews to keep rowing after bumping and clear racing line; if necessary they should continue at race pressure.
- ◆ Bottom gut has megaphone, both have klaxons.

Bunglines Marshals

- ◆ Help get crews in position to spin onto their bunglines.
- ◆ Keep a record of which crews are attached, and liaise with SU.
- ◆ Top Bunglines deals with crews 1-7, Bottom Bunglines with 8-13.
- ◆ Bottom Bunglines communicates with cruisers and other river traffic as Head marshal. May have to hold at mooring point C.
- ◆ Both have klaxon, Bottom Bunglines has megaphone.

Bike Marshal

- ◆ Cycle along the towpath from Bungline 1 to finish, just ahead of the division.
- ◆ Warn spectators and members of the public that an event is occurring and 26 accompanying bikes will be following at speed.
- ◆ Ask pedestrians to please leave room on the towpath for these bikes.
- ◆ Report back to Race Desk after each division.

Rowing on (Tomorrow)

- Short Course: Longbridges to Head
- Crews are marshalled in bottom gut and below for starting
- Circulation, boating/landing, marshal duties are the same for bumps
- Give way to passing crews
- Finish is when the BOWS cross.

General Points (1)

- You are responsible for safety of crews on the water
- Stay alert
- Report Problems (yours or theirs) to the race desk
- Do not interfere with racing except for safety
- If you don't know, ask race desk.

General Points (2)

- When you hand over FULLY BRIEF your successor
- Tell them the Race Time
- You may spilt slots within your college but:
 - Not more than 10 mins before division
 - Tell the Race Desk