**Please read the “Recommended starting procedures for head races” on the SR website which provides some background information:-**

[**http://www.scottish-rowing.org.uk/images/pdf\_folder/Racing/Starting\_procedures\_for\_Head\_races.pdf**](http://www.scottish-rowing.org.uk/images/pdf_folder/Racing/Starting_procedures_for_Head_races.pdf)

**General Principles**

1. The aims of the marshalling teams are
   1. to provide safety lookout, e.g. for crews who are moving too fast in the marshalling zones
   2. to sort the crews into order in the location set out in the plan for each colour group
   3. to ensure that the middle of the canal is kept clear to allow the free passage of boats moving to their marshalling location
   4. to encourage crews to keep moving through the marshalling areas unless there is congestion or until they have reached their stopping point
   5. to speak to coxes / strokes of coxless boats in a calm but authoritative manner using concise commands to state what action you want them to take
   6. once the race has started, to feed crews down to the start line with a gap of around 10 seconds between each crew.
2. There are six teams identified by colour on the marshalling plan. Team leaders should collect the correct colour jackets for their team, running orders, megaphones and a radio before leaving the boathouse.
3. Team Leaders should gather their team and ensure there is transport available to reach Dochgarroch 90 minutes before the start of each division.
4. There will be a briefing for all marshals at Dochgarroch lock gates 75 minutes before the start of each short course, i.e. 10:00 and 13:30 on Saturday and 9:30 and 13:00 on Sunday.
5. On reaching your location (roughly 45 minutes before the short course start) , you should assign a range of crews to specific individuals and walk through the instructions set out below to ensure there is a common understanding of what should happen and when over the next 45 minutes or so.

**Blue Group**

You will be dealing with the experienced Fours and Quads. They will be the first group to race in each division over the long course. Your marshalling station is on the city bank upstream from the start of the long course heading away from the boathouse along the Dochgarroch straight.

The boats with the lower bow numbers should be closer to the start line and the boats with the higher bow numbers closer to Dochgarroch. Unless it is very windy boats should spin before they pull into their position close to the boathouse bank (this will be confirmed at the marshalls’ briefing).

Your boats will be amongst the last to arrive.

Your group should

1. **Keep an eye on crews getting too close to the moored boats and warn them to keep well clear of the boathouse bank– we must ensure that no crews touch these moored boats with their blades or hulls.**
2. When your crews arrive say hello so they know you are in charge then let them know where they should stop, e.g. “Crew 23 spin and pull in 2 lengths after Crew 21”.
3. As the area fills up you may need to ask crews to make way for new arrivals.
4. Please ensure that crews do not drift back towards the boathouse by reminding them to back down and maintain their position as the need arises
5. It does not matter if some crews are out order – the allocation of bow numbers to crews is essentially random and it makes no difference to the results if crew 23 were to start after crew 25, for example. All we are trying to ensure is that crews in the same event row down the course together.
6. Crews should be close and parallel to the bank but if there is insufficient room some overlap is OK, provided that there is room in the middle of the canal for other boats to pass. You may need to remind crews to stay close in every few minutes. As the event progresses, we need this space to hold the Pink Group so it is essential that as much of the width of the canal as possible remains available.
7. Keep them in place until the Start umpire announces that it is time to strip off before the start – this may be some time after the Red group have started (expect it to be when this group have reached the halfway house).
8. Starting from the boat closest to the start, instruct boats to push out.
9. In order, tell each boat to start moving down to the Start Umpire – remind them that they should not build their speed until instructed to do so by the Umpire. You should take care to avoid gaps between crews and also calm down those who are too keen and want to go too fast. Remember that crews will be affected by adrenaline and may not be taking due care of their surroundings so we need to keep a look out for them.
10. If any crew seems to be slow in getting ready causing there to be a large gap then pull them into the bank until they are ready and let other crews overtake them.
11. When your crews have started, please offer assistance to the Orange Group as their boats make their way to the start.