

JER GoR:

All Marshals/Umpires must be familiar with the Marshalling instructions.

Marshal's Instructions

Eight marshals will be required: Two Reach Marshals; Two Grassy Marshals; Four Stationary Marshals.

Marshals will be required to report into the Control Umpire at the start line.

Reach Marshals (2)

- Start at the Long Reach to ensure crews marshal in reverse race order between the Little Wooden Bridge and bottom spinning zone of the Long Reach.
- Each marshal assists one of the Marshalling Umpires stationed on the Long Reach. Each pair will take responsibility for half of the novice crews who are marshalling there.
- When signalled by the Marshalling Umpires, get the novice crews pushed off and cycle with them to First Post Reach, ensuring they maintain reverse race order and spin together; assisted by the Grassy Marshals.
- Ushers crews to the start line once races begin.

Grassy Marshals (2)

- Between the Plough and First Post, ensuring senior crews spin downstream of First Post corner and marshal in order on the Plough/Gut.
- Ensures smooth traffic between marshalled senior crews and novice crews rowing down to spin.
- Ushers crews to start once racing begins.
- Assists the Reach Marshals with marshalling and spinning the novice crews.
- Assists Marshalling Umpires.

Stationary Marshals (4)

- Millennium/White Bridge to control any other river traffic and report late-marshalling crews.
- Green Dragon to coordinate marshalling traffic and crews going home.
- Railway Bridge Marshal to coordinate traffic and report safety issues, assists with crews marshalling on Long reach.
- Mid-Reach Marshal to co-ordinate traffic and report safety issues, assists with crews marshalling on Long reach.

Umpire's Instructions

Start/Control Umpire (1 + CUCBC committee.):

- The CUCBC Committee member will act as Control; the lead for the event, has overall awareness and strategic planning of the day.
- The Start Umpire will record the start times for each crew.
- Any superfluous Marshals/Umpires should assist with keeping crews moving to the start.

Finish Umpire (1 + CUCBC Committee):

- Records results
- Ensures crews continue to row past the finish line.
- Controls river at Finish and P&E.

Marshalling Umpires (4):

- To split appropriately between the Long Reach to co-ordinate the novice marshalling, and the Plough/Gut/First Post Reach to coordinate senior and novice marshalling (each taking charge of getting a group of crews into correct marshalling order) .
- To cycle with the first crew, last crew, and space themselves and Marshalls uniformly between crews to ensure flow and all crews able to spin at once. (one umpire/marshal every 2-3 crews)
- Ensures crews are spinning appropriately, marshalling in proper order, and assisted by 4 Marshals.

JER Regatta Days:

All Marshals/Umpires must be familiar with the Marshalling instructions.

Marshal's Instructions

Nine Marshals will be required for each race: Two Stourbridge Common Marshals; Two Plough Reach Marshals; One Finish Marshal; Four Stationary Marshals.

Marshals will be required to report into the Control Umpire at the start line.

Stourbridge Common Marshals (2)

- Situated on Stourbridge Common, on the meadow side between Green Dragon FB and P&E.
- Assists Stourbridge Common Umpire.
- Marshals crews in the right order; each marshal takes responsibility for half of the division.
- Assists Green Dragon Marshal to control marshalling traffic around the corner.

Plough Reach Marshals (2)

- Situated between Plough reach and First Post reach.
- Ensures all crews are spinning at an appropriate place, and that all crews are spinning downstream of First Post Corner.
- Assists Plough Reach Umpire.
- Ensures crews are in start order on Plough reach.
- Ushers crews along to start as races progress.
- Control any non-CUCBC traffic from coming onto the race course from downstream.

Finish Marshal (1)

- Assists the Finish Umpires – a variable role which may include:
- Ensures crews clear the finish quickly
- Helps to organise traffic in the P&E area
- Organises any crews who may be marshalled in P&E on the towpath side

Stationary Marshals (4)

- Millennium/White Bridge to control any other river traffic and report late-marshalling crews.
- Green Dragon to co-ordinate marshalling traffic and crews going home.
- Railway Bridge Marshal to co-ordinate traffic and report safety issues and racing crews not following their station.
- Mid-Reach Marshal to co-ordinate traffic, and report safety issues and racing crews not following their station.

Umpire's Instructions:

There will be nine Umpires: Two Start Umpire (one from CUCBC who will act as Control.); Two Finish Umpires (one from CUCBC); One Stourbridge Common Umpire; One Plough Reach Umpire; Four Racing Umpires.

Start/Control Umpire (1 + CUCBC Committee):

- The CUCBC Committee member will act as Control; the lead for the event, has overall awareness and strategic planning of the day.
- The Start Umpire will get crews straight and level and start the races.
- Any superfluous Marshals/Umpires should assist with keeping crews moving to the start.

Finish Umpire (1 + CUCBC Committee):

- Records results and margins, with a Marshal assisting.
- Ensures crews continue to row past the finish line.
- Controls river at Finish and P&E, and the marshalling of crews at the P&E for large divisions.

Stourbridge Common Umpire (1):

- Ensures crews are marshalled appropriately and in order, with three Marshals assisting (2 Stourbridge Common Marshals, 1 Green Dragon FB Marshal).
- Controls traffic going upstream and downstream.
- Controls the river upstream of the Finish line.

Plough Reach Umpire (1):

- Ensures crews row up, spin and marshal properly at the start, with two marshals assisting.
- Ensures crews spin in order and all do so downstream of First Post corner, cycling with the most upstream crew to ensure this is the case. One of the marshals should cycle with the first crew to ensure no crews spin early.
- Controls river downstream of the Start

Racing Umpires (4):

- Cycles alongside racing pairs, ensuring each crew keeps to their station.
- Performs any restarts, DQs due to crashes (due to going out of station)/stops race if unsafe.
- To cycle until the finish, then return to the start to pick up another race.