

JER GoR:

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

Marshal's Instructions

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

Reach Marshals (4)

- Starts at the Long reach to ensure crews marshalled in reverse race order between the Little Wooden Bridge and bottom spinning zones of long reach.
- Assists the Reach Umpires.
- Then moves to First post reach, cycling with crews, to ensure crews maintain reverse race order and spins together; assisted by the Grassy Marshals.
- Ushers crews to start line once races begin.
- Assists Marshalling umpires.

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 with Reach marshals to marshal 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.):

- Overall, the lead for event.
- Starts crews, has overall awareness and strategic planning of the day.
- Any superfluous Marshals/Umpires should assist with Starts

Finish Umpire (2):

- 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.

- 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 6 Marshals.

JER Regatta Days:

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

Marshal's Instructions

Ten Marshals will be required for each race: Two Stourbridge Common Marshals; Two Plough Reach Marshals; One Start Marshal; 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.
- Gets marshalling crews into the right order
- Assists Green Dragon Marshal to controls 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, such 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.

Start Marshal (1)

- Assists the Start Umpire – a variable role which may include:
- Ensures crews are ushered along to the start
- Ensures crews are in the right race order.

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: One Start Umpire (who will act as Control.); Two Finish Umpires; One Stourbridge Common Umpire; One Plough Reach Umpire; Four Racing Umpires.

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

- Overall, the lead for event, with a Marshal assisting.
- Starts crews, has overall awareness and strategic planning of the day.
- Any superfluous Marshals/Umpires should assist with Starts

Finish Umpire (2):

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

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 river upstream of 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, cycling with the most upstream crew to ensure so; with marshals cycling 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.