

May Bumps 2009
Coxing Talk

It's Only For Fun...

- Bumps is potentially very dangerous and Safety **MUST** be the number 1 priority.
- Boats must have intact Bow Balls & Coxes must have a life jacket.
- Keep it sporting

Important people

LISTEN TO WHAT THESE PEOPLE SAY!

- **Chief Umpire**
- **Senior Umpires (SUs)**
- **Junior Umpires (JUs)**
- **Race Organisers: CUCBC Committee**
- **Marshals:**

Racing

- Divisions spaced by 45min, except M6/W5 (5min)
- Marshall at least 45 minutes early.

- Wednesday-Friday:
 - First race (M6) starts at 12:55
- Saturday:
 - First race (M6) starts at 10:55

Finishes

	Top Finish (1-9)	Bottom Finish (11-18)
Men	Concrete post before Chesterton	Morley's Holt
Women	Peter's Posts	Upstream Side of the Railway Bridge

The Course



The row down to the start

- Row down to the start when directed to by a marshal or umpire.
- Take care as you row down
- Observe normal navigation rules & keep in order
- Two practice starts are allowed unless you are informed otherwise.

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The Countdown Begins...

- An umpire will come and introduce themselves to you
- Stay calm and in control of your crew
- 4 Minute Gun
 - You should either be spinning or have spun by this point. Crew should be getting ready for the start.
- 1 Minute Gun
 - Everyone should be ready to go

The Final Minute

- Your bank party will push you out
- **Hold on to your bung and keep it visible until after the cannon**
- Keep your boat straight!



GUN!

- Drop the bung and start racing!





- Keep calls short and to the point
- Try to focus on areas for a specific time to avoid confusion
- Try and stick to your race plan
- Follow the best line

Look **in front** and **behind** you. Look several crews in front: not just at the one you're chasing. Crews will bump out ahead, often very quickly. You need to be aware of this, and be ready to steer/stop if necessary, especially round corners. **Don't get tunnel vision.**

Bumps is **noisy** - listen carefully to your bank party, they will give you useful information about what is ahead of you.

How to bump

- A bump is any contact from one crew on another: bow on stern, blade on stern, blade on blade, etc.
- Alternatively, a bump is awarded if one crew overtakes another.
- Between the Start and Grassy a crew is 'bumped' if the bow-ball of the chasing crew passes the cox of the pursued crew.
- **Never ever** attempt bump a stationary crew: row past and then pull in. **You WILL be FINED or possibly DISQUALIFIED if you go into them.**

Making a Bump...



Example of a clean, safe bump:

- Contact made
- Sidney cox's hand clearly in the air
- Selwyn immediately hold it up
- Sidney row on into the side

Keep it Sensible!

If you bump...

- Watch for the concession; if the cox fails to concede, the bumps will be declared by the JU/SU so listen for them.
- As soon as the bump is conceded **hold it up hard.**

Hold It Up

- **Do not let your crew celebrate - you need to clear the river immediately.**

Continuing to row into a crew which has conceded or celebrating too early are both finable offences.

If you are bumped...

- You must concede as soon as contact is made, by raising your hand high in the air.
- If you are told by your DU to concede do so. Sometimes a bump is inevitable and it is safer to concede early.
- Wind down but **keep paddling** - you need to get out of the way of the crew that has bumped you.

Clear the River



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Clearing

- You need to clear the river as quickly as possible: **there will be crews racing towards you.**
- **Keep firm control of your crew:** get the appropriate people to take strokes and then paddle you into the bank.
- Clear to the **outside of corners.**
- **Failure to clear is extremely dangerous and will be severely penalised. If nothing else, remember that you will be the first person injured if a crew hits you from behind.**

Carnage...

If boats bump out ahead of you and don't clear the river this will happen:



SO.....

Clean Bump & Carnage

- <http://www.facebook.com/home.php?#/video/video.php?v=17555460487&subj=36914302>
- <http://www.youtube.com/watch?v=EP34ZrExo-A>

HOLD IT UP

NEVER row into a stationary crew

Sirens

- There are static umpires positioned along the course up to Grassy. If a division must be stopped (due to severe carnage, ejector crabs...) then they will be told by the chief umpire to use the sirens.
- If your boat has yet to pass the marshal sounding a siren then you **MUST** stop immediately.
- If you hear a siren sounding behind you, continue to race.

Once parked

- Keep control of your crew and boat.
- **Clear the towpath**
- **Bury** riverside blades for racing crews if you need to.
- Call three cheers for the boat you have bumped/who have bumped you!
- Take greenery, but don't strip the bank!

Rowing over

- If you fail to bump, you will end up 'rowing over' the entire course.
- Bumps is a STERN finish – you can still be bumped until your stern has crossed the line!
- Know where your finish is:
 - Crews 1-9 race to 'top finish'.
 - Crews 11-18 race to 'bottom finish'.
 - Crew 10 can pick: if you are close to the bump, then you can carry on to top finish; if you've nothing to chase though, you'll be better off winding down at bottom finish.
- At the finish, wind down but **keep rowing** - there may be crews racing behind you.

The row home

- When the last racing crew has passed, you will be told you can push off and row home.
- Again be careful:
 - Crews with Damage
 - Next Division rowing down
- Observe normal navigation rules.
- Sandwich boat: spin and pull in at Penny Ferry

What if?

- If your rudder breaks during the race, or one of your rowers drops out and you can't get round a corner, **stop!** If you are able to continue, it will be quicker to stop, straighten up and go again than to drive into the nearest bank.
- If one of your crew catches a crab, get his/her partner to drop out; if they still can't get the blade back, you will need to stop so they can get it back.
- **Always prioritise safety. Bumps is no fun when people get hurt.**

Etiquette

- Lots of people come to watch bumps, including members of the public.
- A certain standard of behaviour is expected of all racing crews.
- Foul and abusive language and behaviour **will not be tolerated**.
- If another crew or bank party are aggressive or abusive report it to a JU or SU. Do not get drawn into arguments.
- Remember that you are representing your college and the University.

Penalties

- Failure to follow rules of racing will result in fines.
- Incidents of a serious nature will be dealt with severely: coxes and crews can be disqualified, bumps can be disallowed.
- Each bumps, many many fines are awarded for simple things like failure to concede, failure to hold it up and, most of all, failure to clear.
- Coxes are the most vulnerable people during bumps.
- Bumps can be **very very dangerous** - the rules are there to make racing **safe** and **enjoyable** for all crews.

Any questions?

If you have any other questions or would like any further information, please contact me:

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