



# Coxing Bumps Races

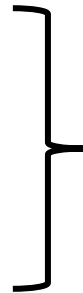
Novices



# Bumps is fun...!

- Potentially very dangerous
- Keep it sporting!

- Bow ball
- Lifejacket



Need both



# Be on time!

Division	Wed. – Fri.		Sat.	
	Race	Marshal	Race	Marshal
M1	19:45	19:00	17:45	17:00
W1	19:00	18:15	17:00	16:15
M2	18:15	17:30	16:15	15:30
W2	17:30	16:45	15:30	14:45
M3	16:45	16:00	14:45	14:00
W3	16:00	15:15	14:00	13:15
M4	15:15	14:30	13:15	12:30
W4	14:30	13:45	12:30	11:45
M5	13:45	12:55	11:45	10:55
M6	13:00	12:45	11:00	10:45



# Important People

- Chief Umpire + Deputies
  - Have final authority.
  - Will make final decision in case of dispute.
- Marshals
- Umpires
  - Will introduce themselves at the start.
  - 1 S.U./J.U. per 3 boats.
  - Can award bumps.
  - Can instruct crews to concede, or stop at any time if necessary.

**Listen to & obey all instructions!**



# Marshalling

- M6 crews go straight to the start (arriving at least 10 minutes before).
- All others marshal in reverse racing order between Chesterton and the P&E, 40 minutes before the start.
- Pull in to bank.
  - Bank parties should help.
  - Parking can be tricky!
  - Marshals will assist.

**Listen to marshals.**



# Alternative Marshalling

- In the event of protesters interfering, Morley's Holt to the Railway Bridge on the towpath side will be designated the new marshalling area.
- Instructions will be relayed from the police via email, the Riverside marshal, Twitter, and the Flag system.
- If protesters throw missiles at your boat, row away or get off the river (e.g. at Cantabs or the Combined Boathouses), do not react to them and inform the police.



# Rowing to the Start

- Row down when told to by marshals.
- Row down carefully on your side of the river.
  - Crews returning, who may have sustained damage.
- Keep in order.
- 2 practice starts
  - Railway Bridge and outside the Plough.
  - If running late, may just be one or no practice starts (instructed by marshals).
- Row up and spin on to your station – pull in to the bank.



# The Countdown

- Your senior/junior umpires will introduce themselves to you.
- Keep calm & in control of your crew.
- 4 minute gun
  - Should be spinning or have spun by this point.
  - Crew getting ready for start.
- 1 minute gun
  - Everyone ready to go.





# The Final Minute

- Your bank party will push you out (about 30 seconds).
- Hold on to your bung.
- Hold it up until start gun, unless doing so will pull you off straight.



# GUN!

- Drop your bung and start racing!



# During the Race



- Keep calls short & to the point
- Try and stick to your race plan
- Follow the racing line

- Look around you.
  - Look several crews ahead: not just at the one you're chasing.
  - Crews will bump out ahead, often very quickly. Be ready to steer or stop if necessary to avoid them.
  - Umpires may tell you to go wide/stay tight.
  - **Don't get tunnel vision!**
- Bumps is noisy - listen carefully to umpires and your bank party, they will give you useful information about what is ahead of you.



# How to Bump

- A bump is defined as any contact by one crew on another.
  - e.g. bow on stern, blade on stern, blade on blade.
- Alternatively as overtaking (bowball past bowball).
- Or between the start and grassy as bowball past cox.
  
- **Never row into a stationary crew!**
  - Hitting them is very dangerous – you will be fined/disqualified.
  - Instead, row past them and pull in, the bump will be awarded anyway.



# If you are bumped...

## RAISE YOUR HAND

- Acknowledge sensibly by raising your hand high in the air.
- If the bump is inevitable, **concede early**.
- Fines are given for late acknowledgment.



# If you are bumped (continued)...

- Wind it down, but **keep paddling**.
  - Get out of the way of the crew which bumped you.

## CLEAR THE RIVER

- There will still be crews racing behind you.
- Pull in as soon as you can/where instructed.



# If you bump...

## HOLD IT UP

- As soon as the other cox concedes, or if instructed by the umpire, hold it up hard straight away.
- Clear the river and pull in to the bank as soon as possible.
- Do not let your crew celebrate until safely pulled in.
- Fines are given for celebrating early, or continuing to row into a crew if it has conceded.



# Clearing the River

- Both crews need to clear the river as quickly as possible after bumping/getting bumped.
- Pull in to the bank as soon as you can/where instructed.
- **Keep firm control of your crew:** get the appropriate people to take strokes and then paddle you into the bank.
- Avoid parking on the inside 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.





# Once Parked

- Keep control of your crew and boat.
- Blades (and people!) need to keep clear of the towpath as there will be umpires and bank parties cycling through with crews who are still racing.
- If on the bank, **pull in** riverside blades for racing crews if you need to.
- If on the inside of a corner, **bury** riverside blades.
- Do not row home until all racing crews have come through and an umpire says that it is safe to do so.

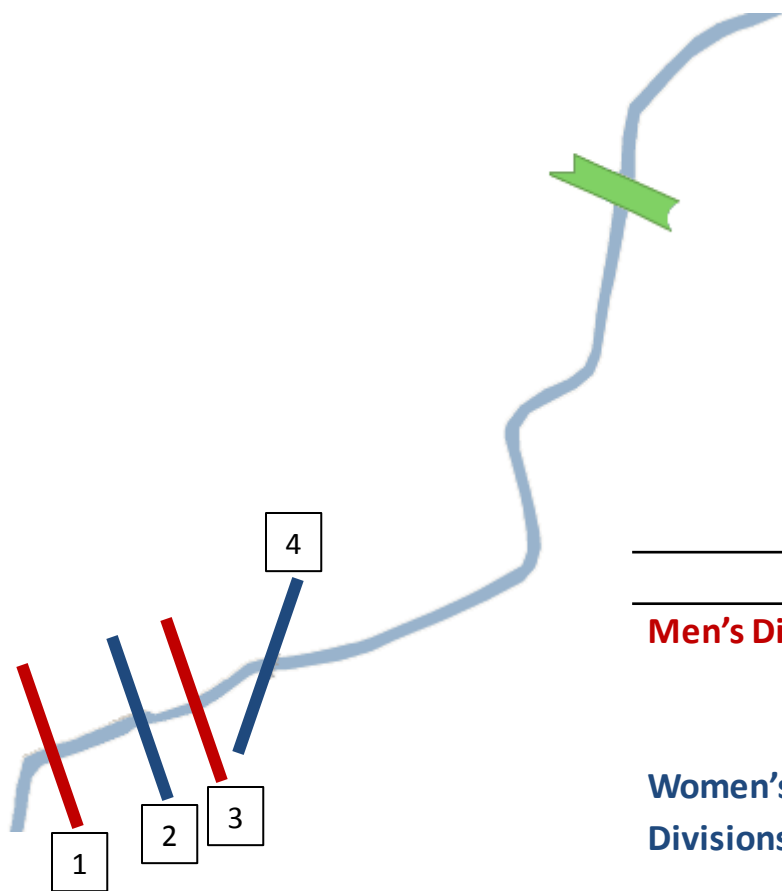


# Rowing Over

- If you fail to bump & do not get bumped, you will have to 'row over' the entire course.
- Crews 1-9 row to **top finish**.
- Crews 11-18 row to **bottom finish**.
- Crew 10 can choose (i.e. can chase a bump to top finish but stop at bottom finish if not).
- **Stern finish**.
  - Stern must cross line to be 'safe.'



# Know your finish is!

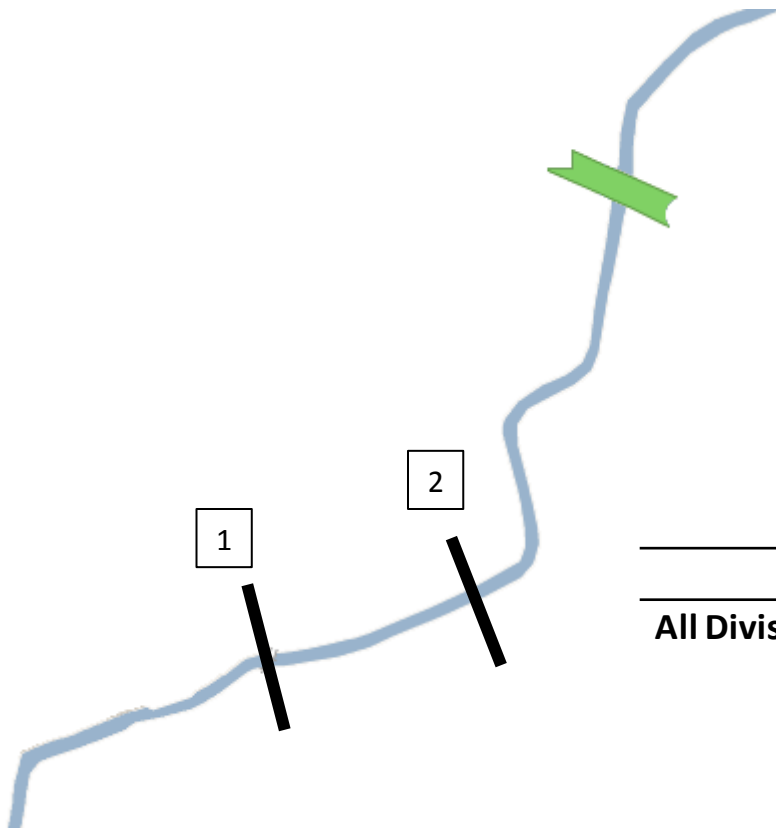


	Top Finish	Bottom Finish
<b>Men's Divisions</b>	Post just downstream of Chesterton Footbridge (1)	Concrete post at Morley's Holt (3)
<b>Women's Divisions</b>	Peter's Posts (2)	Upstream side of the Railway Bridge (4)



# Alternative Finishes

In the event of protesters causing disruption upstream of the Railway Bridge.



	<b>Top Finish</b>	<b>Bottom Finish</b>
<b>All Divisions</b>	Upstream side of Railway Bridge (1)	White House (2)



# What if...

- ...the rudder breaks?
  - (or one of your rowers drops out & you can't get round the 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.
  - Do not attempt to race with no rudder!
- ...someone 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.**



# Rowing Home

- When the last racing crew has passed, you will be told you can push off and row home.
- Again be careful: crews around you may have damaged equipment and the next division will be rowing down to the start.
- Observe normal navigation rules.
- If you finish top of your division (either row over head, or bump the 1st boat), then you are the Sandwich boat, and will race again at the bottom of the next division up.
  - The sandwich boat must spin and pull in at the P&E to marshal for the next division.



# Emergencies

- Keep watching what is ahead and if necessary...

**HOLD IT UP**

- NEVER row in to a stationary crew!
- If you have to stop while racing, we can award technical results



# Emergency Stop

- Stationary umpires are positioned along the course up to Ditton corner.
- If a division must be stopped (due to severe carnage, ejector crabs, swimmers...) then they will activate sirens pointed at the boats.
- All boats able to hear a siren upstream of them must stop, immediately.
- Instant re-rows can be performed in certain circumstances (even on Saturday).





# Racing Cancellation

- In the event that racing must be cancelled or interrupted for any reason, notice will be given immediately via e-mail lists and the use of a red flag status.



# 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.
- Do not argue with the umpires; their decision is final.
- 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 bump, 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 dangerous - the rules are there to make racing safe and enjoyable for all crews.





# Thank you

Any questions?

[coxing@cucbc.org](mailto:coxing@cucbc.org)



- S Static Umpire
- U Chesterton Umpire
- M Marshal
- 1 Key Stations

