



Start Marshal (1000m Course)

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Remember – Only when racing has stopped can crews be passed through the Abbey Bridge and through to the Start.**
- **Check crews are paired up correctly.**
- **Liaise with Start to ensure a smooth flow of competing crews to start. Advise Start if crews becoming too numerous in the marshalling area.**
- **Warn crews of other river traffic.**
- **Encourage crews to keep kit on if cold / wet, keep covered up and hydrated if sunny.**
- **Other river traffic. Liaise with Start Umpire as to a suitable time to suspend racing for craft.**
- **Other river traffic. See Instructions to other river craft.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

Keep radio traffic to essential information only.

See Event Safety Plan.

Safety of all crews, officials club members and public is our primary consideration



Metal Staging Marshal (1000m Course)

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Remember - Only when racing has stopped can crews be passed through the Abbey Bridge and through the Start.**
- **Keep in constant communication with Stop/Go to ensure no undue delays or over stocking of boats in your section.**
- **Control flow of crews from Upstream of Staging to Start. Liaise with Start as to when to allow crews to travel from upstream of the staging to the start.**
- **Keep all crews in close to the bank and well away from any racing.**
- **Do not hold more crews than you can easily handle at your position.**
- **Other river traffic. See Instructions to other river craft.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

Keep radio traffic to essential information only.

See Event Safety Plan.

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Finish Marshal (1000m Course)

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Control river traffic. See Instructions Dealing with Other River traffic.**
- **Control flow of crews from the Finish back to the Landing Stage.**
- **Do not allow early turning before the allocated buoys DO NOT let crews stop at the Finish.**
- **Turning crews when safe to do so after the finish and downstream of Workman Bridge**
- **Keep all crews returning to the staging in close to the bank and well away from any racing.**
- **Other river traffic. See Instructions to other river craft.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

Keep radio traffic to essential information only.

See Event Safety Plan.

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Stop /Go Marshal (1000m Course)Road Side

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing) Stop / Go Lollipop (to be returned to boathouse at the end of racing)

Primary Duties

- **The Stop / Go Marshal Road Side shall inform the Stop / Go Marshall Boathouse Side as to when it is clear for crews to leave the Boathouse Landing Stage and move across the racing course to the Road side of the river. This is achieved by using the “Stop / Go” control lollipop with radio as backup.**
- **Liase with Metal staging to ensure a smooth flow of boats towards the start**
- **Control flow of crews from Landing Stage and towards Metal Landing Stage.**
- **Keep all crews in close to the bank, upstream of the metal staging and well away from any racing.**
- **Do not hold more crews than you can easily handle at your position.**
- **Other river traffic. See Instructions to other river craft.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

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Stop /Go Marshal (1000m Course)Boathouse Side

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Control flow of crews from Landing Stage across the river to road side bank.**
- **The Stop / Go Marshal Boathouse side receives instruction via the “Stop / Go” control lollipop from the Stop / Go marshal Road side when boats may leave landing stage.**
- **When given the “GO” signal instruct the landing stage marshals to release boats to move briskly across the racing course towards Stop / Go Road Side and head downstream towards the start keeping well in on the road side bank opposite the rowing club.**
- **Crews heading to the start will be held along the road side bank up to Metal landing stage where marshals will provide instructions to crews as appropriate.**
- **There may be times when racing has been suspended when boats can head direct to the start, this must only be allowed to happen following instructions from Start.**
- **Other river traffic. See Instructions to other river craft.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

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Landing Stage Marshals

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Control boat movements onto and off the ramp and landing stage area.**
- **Control boat movements onto and off the water.**
- **Follow instructions from the Stop / Go Marshal Boathouse side, as to when to release boats wishing to cross over the racing course.**
- **Instruct crews and coxes to move briskly across the river once given the command to go.**
- **Help departing and returning crews.**
- **Keep landing stage clear of all obstacles – such as shoes, bottles, blades, coaches and public. Where appropriate use helpers / coaches and crews to do this**
- **Advise crews and public to watch out for each other.**
- **Instruct all crews leaving the landing stage to return to the trailer field to go along the path between the fence and the river. No crews to go direct to the boathouse.**
- **In an Emergency make sure the route to the landing stage and water is clear for emergency access from both land and water**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

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Footpath Marshal

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Keep public moving – they are not to stop in the landing stage area or sit on landing stage bank.**
- **Inform Cyclists that we do not allow them to cycle on the ERC path during the regatta. The number of people using the path and boats being carried on the path make cycling to dangerous. Ask them firmly but nicely to dismount and walk until clear of the club.**
- **Boats going onto the water must pass between the tennis courts and the fence.**
- **Boats leaving the water must pas between the fence and the river.**
- **Make sure boats are not impeded by the public on return to the trailer park.**
- **Advise crews and public to watch out for each other.**
- **Make sure the blade racks are tidy and caution any clubs leaving their blades in a dangerous position.**
- **In an Emergency make sure the route to the landing stage and water is clear for emergency access from both land and water.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

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Car Park Marshal

Equipment Radio, Megaphone, (return to Control at the end of the days racing)

Primary Duties

- **Manage the flow of traffic onto the meadow.**
- **Segregate cars, and trailers.**
- **Tell vehicles where to go when they park.**
- **In an Emergency make sure the route to the Club House is clear for emergency access.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

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Flats Marshal (500m Course)

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Keep crews moving to the start, keep them tucked in and aware of when a race is on the course.**
- **Crews move to start under the arch nearest to the town.**
- **Be aware of crews on or leaving the start to control potential collisions.**
- **Liase with Start Marshal to control flow of crews into the start holding area.**
- **Keep all crews in close to the bank and well away from any racing.**
- **Other river traffic. See Instructions to other river craft.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

Keep radio traffic to essential information only.

See Event Safety Plan.

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Start Marshal (500m Course)

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Pass paired crews to start.**
- **Check crews are paired up correctly**
- **Control flow of crews through Workman Bridge to the Weir. Liaise with Start as to when to stop racing if a problem arises or river traffic appears.**
- **Warn crews about other river traffic.**
- **Encourage crews to keep kit on if cold / wet, keep covered up and hydrated if sunny.**
- **Control River traffic. Liaise with Start as to a suitable time to suspend racing for river craft to pass.**
- **Make use of any lull in racing to encourage as many crews as possible to pass through to the Weir, turn and be ready to race. Stack them up in their paired crews.**
- **Other river traffic. See Instructions to other river craft.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

Keep radio traffic to essential information only.

See Event Safety Plan.

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Finish Marshal (500m Course)

Equipment Radio, Megaphone, Throw Rope (return to Control at the end of the days racing)

Primary Duties

- **Control River traffic. Liaise with Start as to a suitable time to suspend racing for river craft to pass.**
- **Control flow of crews from the Finish back to the Landing Stage.**
- **Clearly instruct each crew regarding the Landing Stage they will disembark on. Turn crews only when it is safe to do so.**
- **Do not let crews stop at the Finish**
- **Other river traffic. See Instructions to other river craft.**

Accident and Emergency Plan

Inform “Co-ord” (Coordinating Umpire) and “Safety” Event Safety Advisor.

Keep radio traffic to essential information only.

See Event Safety Plan.

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