

# Umpiring: Minimum Standards

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Original by: Wayne van Osterhout,  
Amended by: Sam Fischer, Mike Bagshawe, Ge-an Rijniersce



# All Umpires

## *FAIRNESS*

- \* Be courteous in exchanges with coaches, crews and volunteers
  - \* Always act professionally
  - \* Refrain from what could be conceived as verbal harassment.
  - \* Keep an even tone

## *SAFETY*

- \* You are the eyes and ears of the Chief Umpire when out on the water
- \* Keep the CU apprised of changes in water or weather conditions
- \* Use radios sparingly

# Control Commission

## TASKS

- \* Safety checks
- \* Perform ID checks
- \* Hand out bow numbers
- \* Record the launch time in the event of any queries from the Start

# Start Area

## *MARSHALLING ONTO STAKEBOATS*

- \* No more than two lengths away from the stakeboat
- \* Direct crews so they can anticipate wind, tide, current effects
- \* Explain ‘spiking’ to a crew
- \* Ensure blades are back in the correct hands before the roll call

## *MARSHALLING TO A FLOATING START*

- \* Find the crews for your next race
- \* Put crews in lane order
- \* Select one of the centre crews to align all other crews to
- \* Speed up slow down crews as needed to keep them aligned
- \* Tell the crews “You are now under the direction of the aligner”

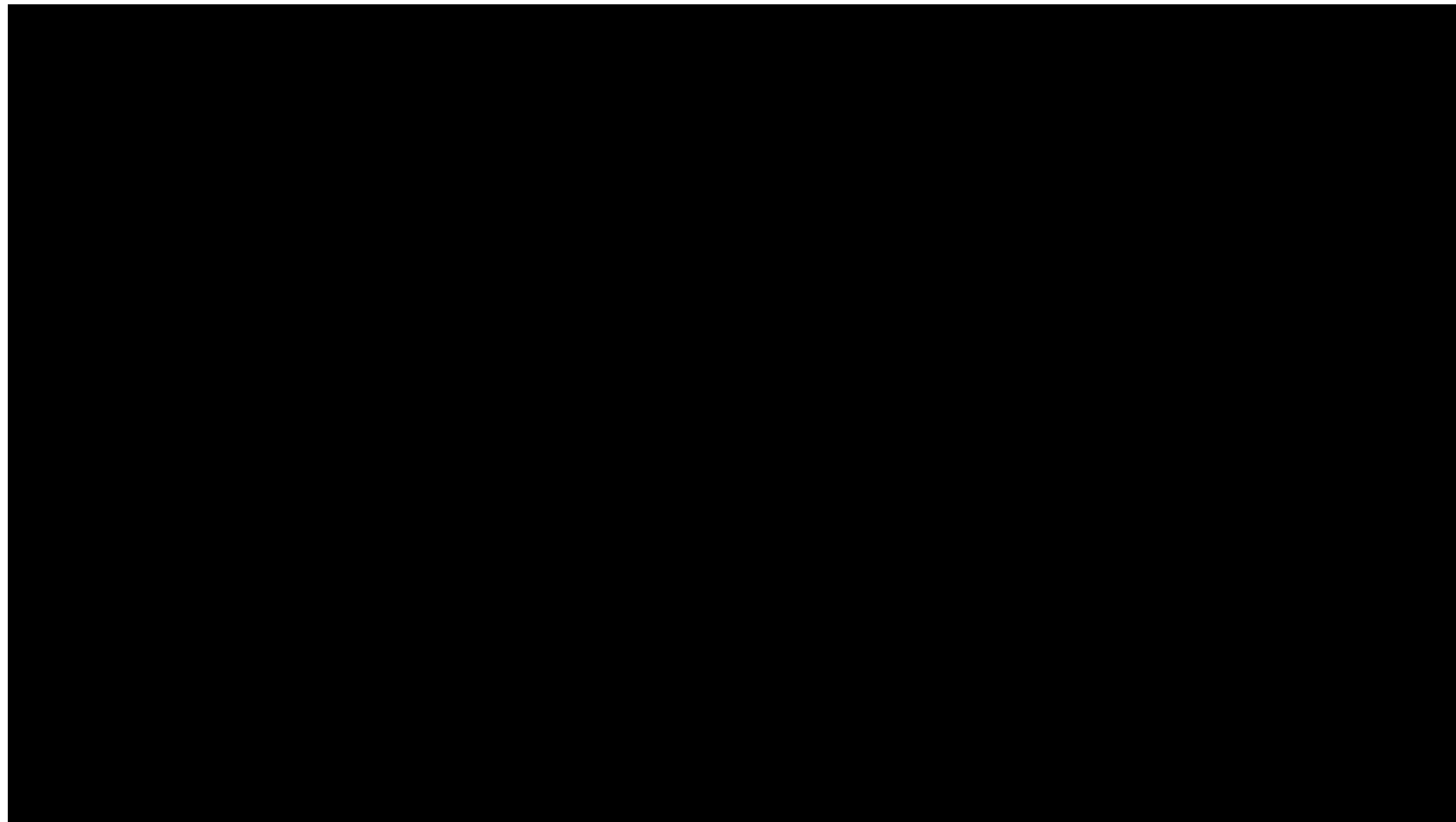
# Judge at the Start

## *FLOATING START*

- \* Address crews by their bow number
- \* Use parts of the boat to indicate distances:
  - \* 1 seat, 2 seats
  - \*  $\frac{1}{4}$  deck,  $\frac{1}{2}$  a deck
  - \*  $\frac{1}{2}$  boat, etc.
- \* Calm, clear and consistent vocabulary:
  - \* Move toward bow: “Touch it up (e.g. one deck)”
  - \* Move toward stern: “Back it down (e.g. one seat)”
  - \* Let a boat drift: “Let it run”
  - \* Have a boat stop: “Hold water”
  - \* Move bow sideways: “Spike it on (+ one side) e.g. port side”

# Judge at the Start

## *FLOATING START*



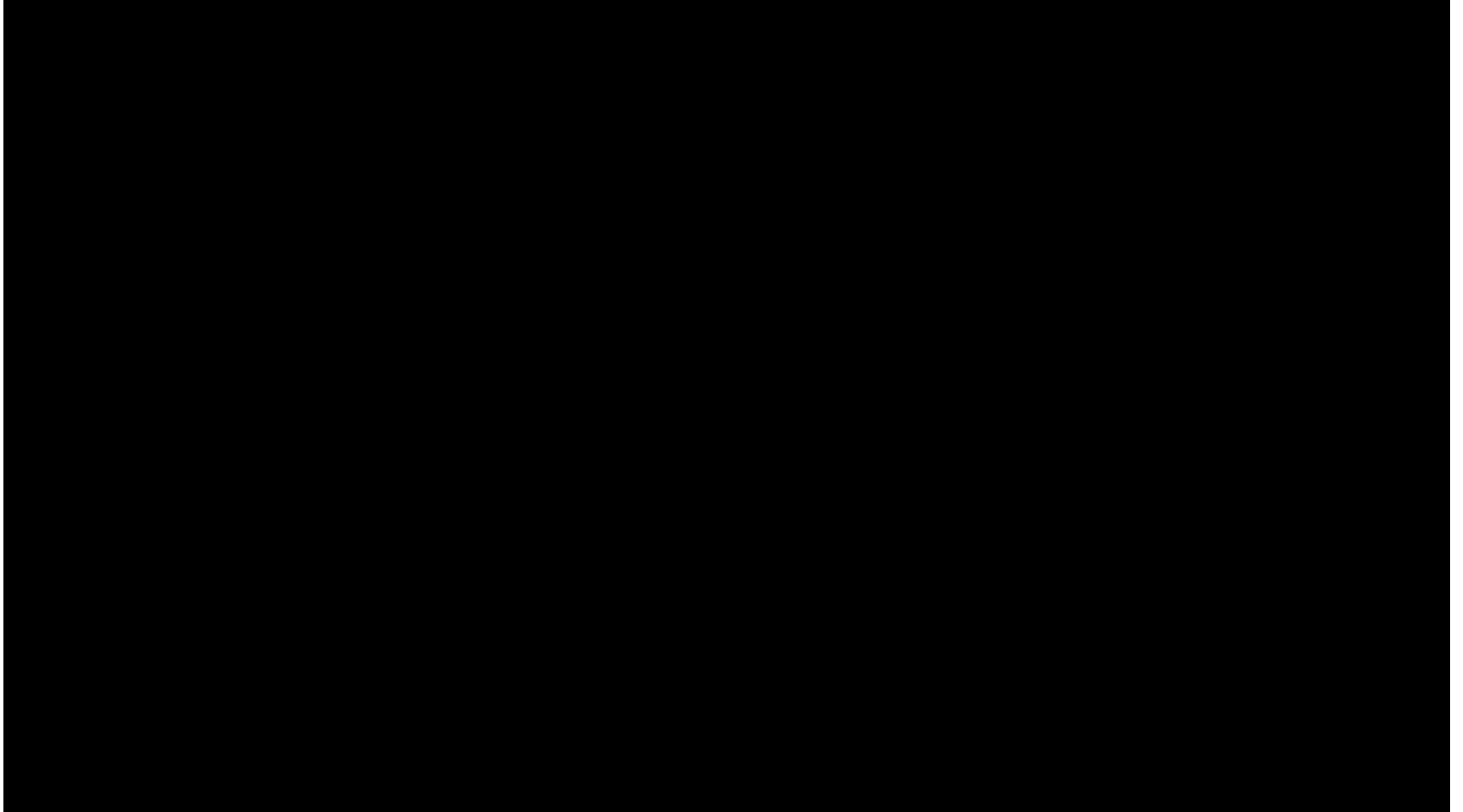
# Judge at the Start

## *START WITH STAKEBOATS*

- \* Address boat-holders by their lane number;
- \* Calm, clear and consistent vocabulary:
  - \* Move away from boat-holder: “Out”
  - \* Move toward from boat-holder: “In”
  - \* Stop boat at the desired position: “Hold”
- \* When the boats are aligned, raise the white flag

# Judge at the Start

*START WITH STAKEBOATS*





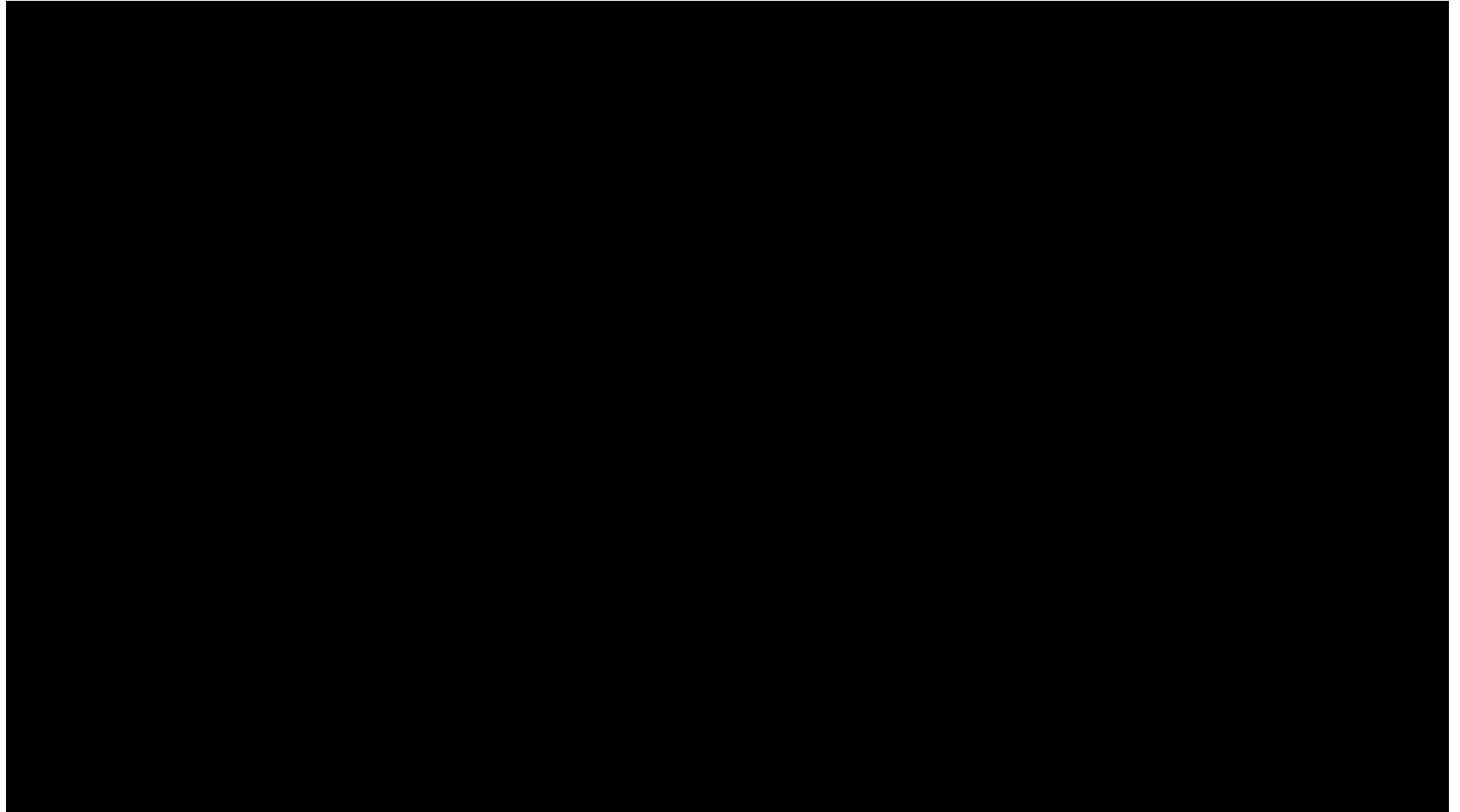
# Starter

## *START WITH STAKEBOATS*

- \* Calm, clear and consistent voice;
- \* Inform the crews of their racing lanes
- \* Announce the 5, 4, 3, and 2 minute time intervals
- \* Poll competitors or announce “Quick Start”
  - \* “Attention”
  - \* Raise Flag
  - \* Simultaneously drop the flag and say “Go”

# Starter

*FULL START*



# Race Umpire

## *WARNING A CREW*

- \* Raise the white flag
- \* Call crew by crew name (and lane number if needed)
- \* drop the flag to the direction you want the crew to go to

## *STOPPING A CREW*

- \* Raise the white flag
- \* Call crew by crew name (and lane number if needed)
- \* Give the command “Stop”

## *STOPPING A RACE*

- \* Wave the red flag
- \* At the same time saying “Stop”

# Race Umpire

## *AT the FINISH*

- \* Check for health issues
- \* Check for objections

## *NO OBJECTIONS*

- \* Show the white flag toward the athletes
- \* Show the white flag toward the finish umpire
- \* Wait for finish to acknowledge with a white flag
- \* Where the race umpire does backup time, radio in the time

# Race Umpire

## *OBJECTIONS*

- \* Go over to the crew with the objection
- \* Listen to the objection
- \* Advise crew your decision on the objection
  - \* If allowed inform all crews of your decision
  - \* If not allowed inform the objection crew:
    1. They have the right to make a protest
    2. Inform the crew(s) of the time
    3. The Protest need to be done:
      - a) within 1 hour,
      - b) in writing,
      - c) to the CU,
      - d) With the protest fee.

# Race Umpire

## *OBJECTIONS [continued]*

- \* Regardless of whether or not the Objection is allowed, you always:
  - \* Show the red flag toward the athletes;
  - \* Show the red flag toward the finish umpire;
  - \* Wait for finish to acknowledge with a red flag
- \* Where the race umpire does backup time, radio in the time

# Race Umpire

## *RETURN TO THE START*

- \* In the middle lane
- \* Multiple boats: single file

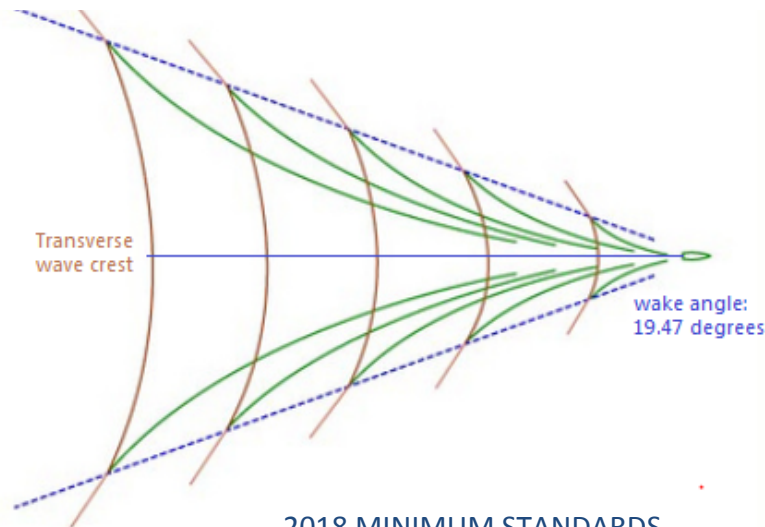
## *TURN OF THE COURSE*

- \* De-throttle
- \* When the wash hits the stern, turn the boat 90°
- \* Exit the course slowly with no further wash

# Race Umpire

## WORKING WITH A BOAT DRIVER

- \* Introduce yourself;
  - \* Determine the drivers experience;
  - \* Review hand signals;
  - \* Review traffic pattern
  - \* wake control;
- \* Check safety basics:
    - \* Gas tank with sufficient gas;
    - \* Sufficient life jackets;
    - \* 2 paddles;
    - \* Use of the engine cut-off switch;





# Judge at the Finish

## *FINISH*

- \* Umpires are responsible for order of finish;
- \* Where umpires do backup timing: drop the finish flag once;
  - \* For the winning boat only
- \* Sound the horn for every boat crossing the line;
- \* Check for the Race umpire's flag, and respond with same color;
- \* Where camera's are used work with OC to replay where needed;

# Judge at the Finish

## *NO OBJECTIONS*

- \* Confirm the Race umpire's white flag with a white flag;
- \* Check and sign the finish sheet and have the results posted;

## *OBJECTIONS*

- \* Confirm the Race umpire's red flag with a red flag;
- \* Check the finish sheet. The CU may need this information;
- \* Wait with signing and posting results until the objections have been dealt with;

# THANK YOU !



Full Document with Minimum Standards can be found [here on the Rowing BC website](#)