



## MARSHALING CREWS TO A FLOATING START

## Marshaling crews to a floating start

This only works if everyone works as a team!

- 1. Race umpires must find the crews for their next race, and get them into lane number order well behind the start line;
- 2. When it is their race, the race umpires move the crews together, as one line, towards the start using light pressure, only bow or bow pair rowing;
- 3. In case of current/wind affecting course, the race umpire advises crews on how to correct for this.
  - a) With wind have crews point their boats into the wind;
  - b) Work on spacing the crews appropriately across the lanes;
- 4. Select a crew in the centre of the course and key the other crews on the selected crew;

## Marshaling crews to a floating start

- 5. Speed up stragglers, slow down leaders –the goal is to have all bow balls hit the line simultaneously;
- 6. At a pre-determined point, race umpires hand over control to the aligner; a) When the aligner is taking over, tell the crews "You are now under the direction of the aligner";
- 7. Race umpires should NOT speak to the crews again;
  - a) If you see anything needing correction with crews, use your radio to tell the aligner;
- 8. The aligner should work hard to ensure that no bowball crosses the line –if you have to back a crew, you have lost the battle;
- 9. If multiple bowballs cross the start line, consider stern-alignment as a last resort. [Not appropriate for "next best time" progressions];
- 10. A Quick Start may be advisable if there is any wind/current in play.