



# **Rowing British Columbia**

## **UMPIRE SEMINAR 2022**

Umpiring at a Coastal Regatta

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# UMPIRING COASTAL REGATTAS

## Quick Coastal Regatta recap

- Endurance: 4 – 8 km race
- Beach / floating start
- Multiple turning points
- Beach / on-water Finish
- Coastal boats
- Love the waves !



# UMPIRING COASTAL REGATTAS

## Umpire stations

- Control Commission
- Starter & Judge @ Start
- Key turning point umpire
- Penalty umpire
- Race umpire
- Finish



# UMPIRING COASTAL REGATTAS

## Control Commission

- Check safety equipment of boats
  - Floating tow rope, PFDs
- Check boat numbers before embarkment
- Sign crews out for launching
- Check all boats have returned after a race
- Sign crews in after a race



Crew Name





# UMPIRING COASTAL REGATTAS

## Starter & Judge at the Start – Beach start

- Start checks the environment, waves, wind, type of beach
- Start with red flag (or balls)
- Long blast of horn
- Judge at the Start calls false starts
  - Runner crosses start line early
  - Crew member boards boat early



Crews allowed to jump in and go



# UMPIRING COASTAL REGATTAS




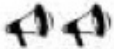





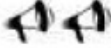
## Starter & Judge at the Start – Floating start

- Start is between two large buoys
- Start with red balls and horn blasts
- Long blast of horn
- Judge at the Start calls false starts
  - Few boats cross start line early: time penalty (1 minute)
  - Many boats cross start line early: restart



# UMPIRING COASTAL REGATTAS

## Starter & Judge at the Start – Floating start

Time	Visual signals		Audio signals	
-3 minutes		3 balls (red with white cross)		3 short blasts of hooter
-2 minutes		2 balls (red with white cross)		2 short blasts of hooter
-1 minutes		1 ball (red with white cross)		1 short blast of hooter
<b>START</b>	 <b>drops</b>	<b>Dropping the single ball (red with white cross)</b>	 <b>LONG</b>	<b>Long blast of hooter</b>
Mass false start	 <b>Waving</b>	Starter waving red flag	 X repeated	Repeated short blasts of hooter



# UMPIRING COASTAL REGATTAS

## Key turning mark umpire

- Checks for safety of crews and interference
- Checks that crews round the turning buoys
- Can assign (time) penalties for missed buoys or interference
- Radios penalties to penalty umpire
  - Most offences: 1 minute penalty





# UMPIRING COASTAL REGATTAS

## Race umpire

- Follows the race around the whole course
- Checks that crews round all buoys
  - might not be able to see all boats as boats will spread apart
- Can assign (time) penalties for missed buoys or interference
- Radios penalties to penalty umpire
  - Most offences: 1 minute penalty

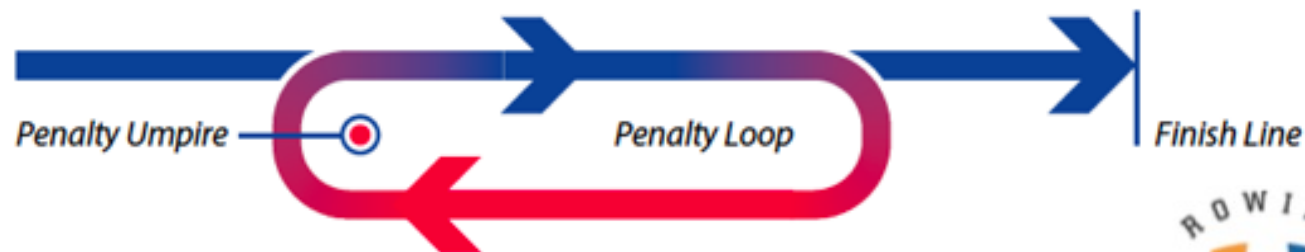


# UMPIRING COASTAL REGATTAS

## Penalty umpire

- Receives the time penalties via radio
- Controls the Penalty area
- Locates crews that have penalties
- Informs crews what their penalty is
- Checks that crews take their penalty

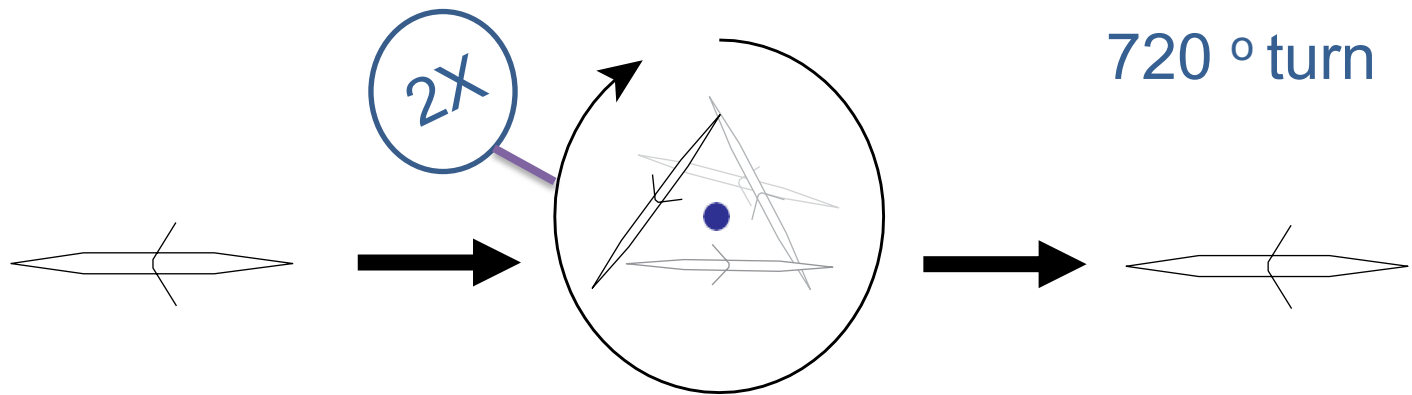
## Penalty Loop



# UMPIRING COASTAL REGATTAS

## Penalty umpire

### *Penalty Turn*



### *Penalty Box*

- Beach finish only
- Penalty umpire times the penalty



# UMPIRING COASTAL REGATTAS

## Finish umpire – Beach finish

- Checks that crew's boat is under control before they run to a finish (line, flag, buzzer)
- Checks the runner passes any flags in the correct side
  - Missed flag: 10 sec time penalty
- Might be a penalty box on land before finish (penalty umpire)
- Confirms order of finish





# UMPIRING COASTAL REGATTAS

## Finish umpire – Floating finish

- Checks that the boat passes between the two buoys behind the finish line
  - If missed crew may row around again and pass through
- Calls the order of finish
- Confirms the results



# UMPIRING COASTAL REGATTAS

Questions?

