

## **2011 Samsung World Rowing Cup – Munich TIME TRIALS TEST**

### **Instructions to Coaches and Crews**

### **Fixed Start Scenario**

- Time Trials for all events will be raced on Friday 27th May.
- **For events with 13 and more entries** the Time Trials will replace the heats. All repechages, quarter-finals, semi-finals and finals will all be normal side-by-side racing.
- **For events with 7 - 12 entries**, the Time Trials will be used only for the purpose of seeding. After the Time Trials, normal side-by-side heats will be held with the Draw and lane allocations based on the Time Trial results.
- Events with 6 and less entries will have Preliminary Races only and no Time Trials.
- The Time Trial heats will be started at 6 minute and 5 minute intervals. Each heat will be a separate Time Trial.
- There will be two types of start:
  - (1) "Fixed start"
  - (2) "Flying start"

This document describes the process of **Fixed Starts**.

For Fixed Starts, boats will be held at the start fingers and will be timed from the normal start signal. Two racing lanes will be used, with the first boat starting in Lane 5, the second in Lane 6, the third in Lane 5, the fourth in Lane 6, etc., each boat starting 30 seconds apart. Crews will race for 2,000m.

- In the Draw for the Heats, the 2 seeded crews will be drawn in starting order 1 & 2 of each heat. This means they will start first and second in each Time Trial heat. Other crews will be drawn randomly to define the starting order. Crews shall start the Time Trial in the order they are drawn in.
- A Summary Start List will be produced showing the starting order for each crew.

### **Organisation**

**(See Traffic Rules Start Plans at Annex 1 (Fixed Start))**

- Boats should warm up and go to the Start following the normal Traffic Rules.
- Approximately 10 minutes before their race time crews should leave the warm-up area and move to the waiting area near the 50m mark in Lanes 00 and 0 under the control of a Marshal. No additional warming up (involving turning) is permitted once crews pass through the 100m mark.
- Approximately 5 minutes before their race time crews will be instructed to move to the Waiting Area near the Start in Lanes 2 & 3 and wait for the instruction of officials. Boats should enter the Waiting Areas in starting order (order of bow numbers).

- As soon as all the crews in the previous heat have started, the Starter will instruct crews in the Waiting Area to go to the two waiting lanes. Boat Nos. 1, 3 & 5 will go to lane 4 (Waiting Area 2A). Boat Nos. 2, 4 & 6 will cross over the racing lanes and go to Lane 7 (Waiting Area 2B). All boats must be in their correct waiting lanes, adjoining their racing lane, at least 2 minutes before the start time.
- All crews in waiting lanes 4 and 7 must position their boats so that the first crews to race can immediately back into the start pontoon in their racing lane as soon as they are instructed to do so and without being blocked by other waiting crews. Assistant Starters positioned behind Lanes 5 & 6 will control the movement of the boats in the Start Area.
- Approximately one minute before the start time of each crew, the Starter will instruct that crew to back into their racing lane and attach to their start pontoon. Crews must immediately follow the instructions of officials and be ready to race when they come onto their start pontoon.
- Crews in lane 7 should not block the view of the Aligner and Judge at the Start to the start line.
- Each crew will have approximately 55 seconds to attach to their pontoon and be aligned.
- No crew shall enter the two racing lanes until called by name by the Starter.

### **Start Procedure for Fixed Starts**

The conventional start procedure with Traffic Light will be used for starting each boat. Crews should note that all traffic lights in all lanes will activate each time one boat is started.

As soon as the boat is aligned, the Starter shall start the boat by calling

**“(Country)” - “Attention” - (red light) ...  
and giving the start signal.**

Only the boat instructed by the Starter shall start.

As soon as one crew is started the next crew for that lane will be called onto the start pontoon.

### **False Starts**

- If a crew causes a False Start it will be stopped in the usual way by the Starter, using the traffic light and start signal system. That crew must stop and immediately turn out of its lane into the next lane (a crew racing in Lane 5 must turn into Lane 4; a crew racing in Lane 6 must turn into Lane 7).
- The crew should return directly to the start, making sure not to interfere with following crews, be ready to start right away again and await instructions from the Starter.
- The Starter shall then start the crew again in the same lane in the normal way approximately 30 seconds after the last crew.

### **Damage in the Start Zone**

- The Time Trial will not be stopped for damage to equipment in the first 100m.

### **Overtaking Boats**

If a boat catches the crew that has started before them, the slower boat in front must move aside into the next lane to allow the faster crew to pass. Note that crews racing in Lane 5 should move to Lane 4 to allow a faster crew to pass. Crews racing in Lane 6 should move to Lane 7 to allow a faster boat to pass. After the faster boat has passed them the slower boat must immediately move back into their racing lane. No boat shall hinder or cause interference to another boat which is passing them.

### **Umpires**

- Umpires will be in catamarans at 500m, 1000m, 1500m and near to the Finish line. They will be responsible for checking that any overtaking by crews is carried out in the correct manner. Crews failing to give way to a faster boat or causing interference to another boat or failing to move back into their own lane after being overtaken may be penalised.