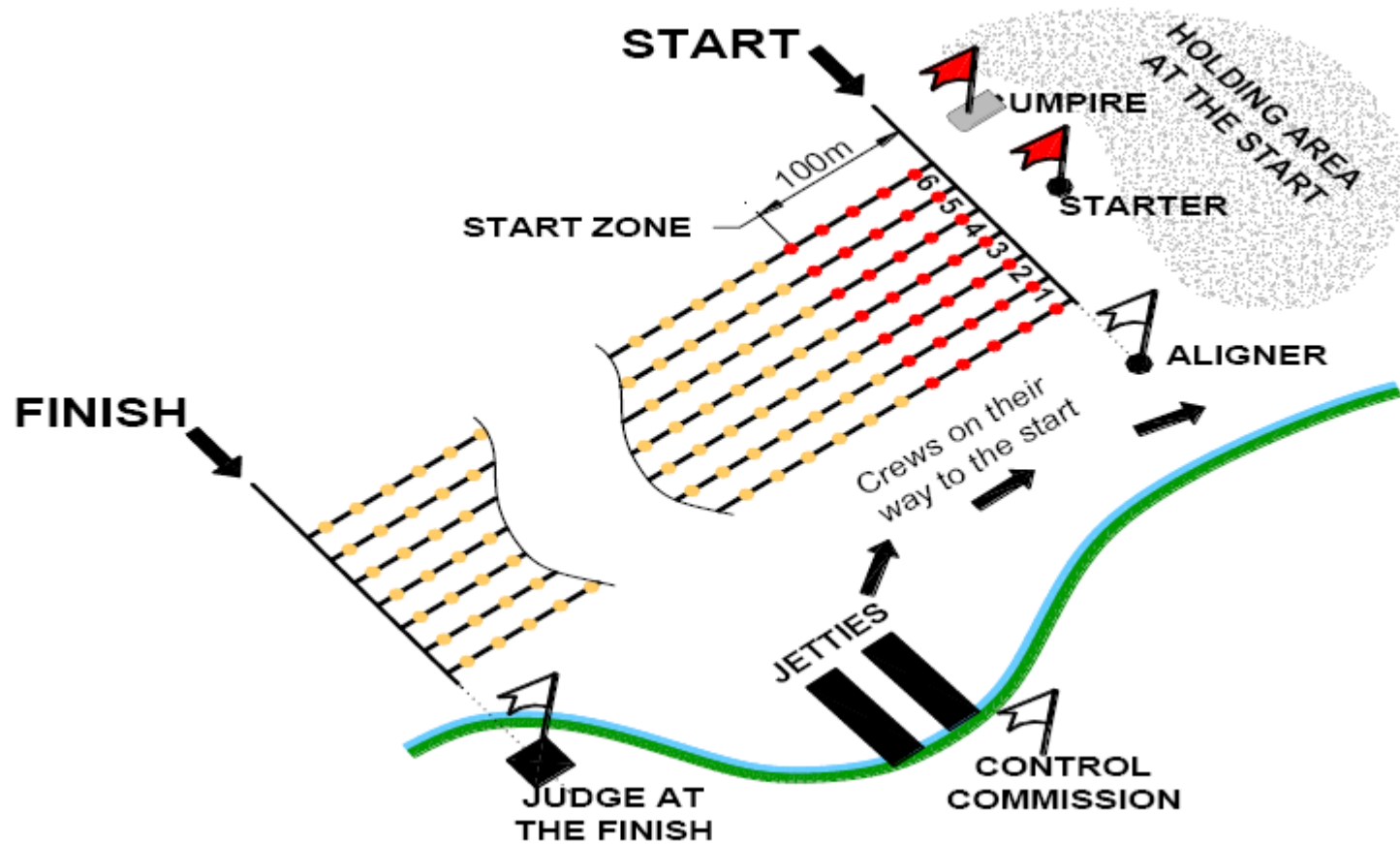


Aligner Judge at the Start

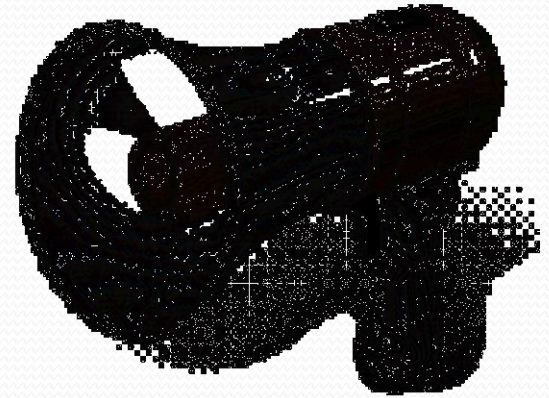
Selwyn Jackson
16 September 2013

Positioning of the aligner



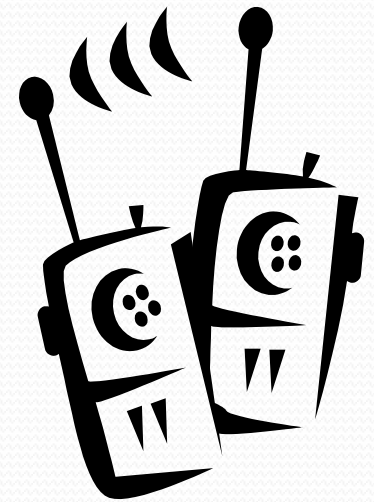
Equipment

- Two way radio and spare batteries
- Megaphone equipped with a siren
- PA system to address the crews
- Updated racing program
- Read and white flags
- Stop watch and clock set to regatta time
- Pen or pencil
- Tools for rendering assistance to crews



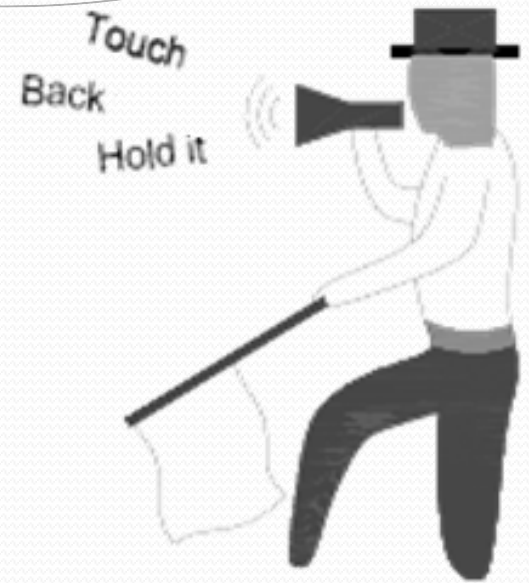
Preparation

- Arrive early to ensure that aligner's platform is rigged
- Ensure that the start line is visible and unimpeded
- Synchronise watches with regatta control
- Test the PA system
- Test radio communications
- Test electronic start (if available)



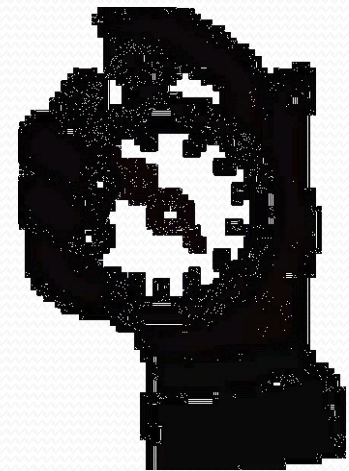
Aligner's duties

- Hold white flag ready
- Do the aligning
- Check that starter/umpire is ready
- Indicate that boats are aligned by raising white flag
- Call “Hold it all crews”
- Check for false starts
- Keep to the racing schedule



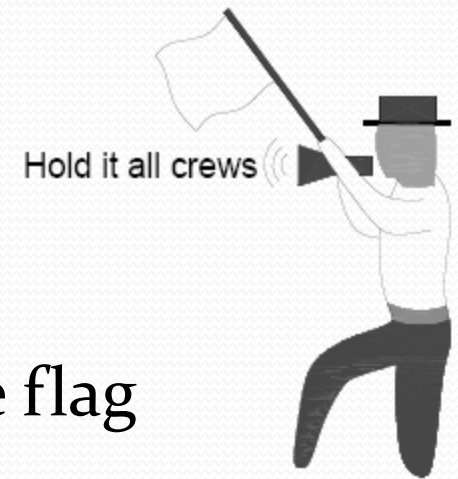
Assistant Aligner's duties

- Update the program as necessary
- Press the electronic start button (if available)
- Start the stop watch for each race
- Pass time to time box should the start be missed
- Mark off crews as they arrive at the start
- Manage radio communications



Aligning

- Call crews to get their bow balls in line with the start
- Calls are:
 - [Crew name] Lane number <Direction> <Distance>
 - Direction is “Touch” or “Back”
 - Distance in boat lengths, canvas etc.
- When a crew must stop moving:
 - [Crew name] Lane number “Hold”
- When crews are aligned raise the white flag
 - “Hold it all crews”



Aligning tips



- Most important is to **say as little as possible**
 - [Starter/umpire must keep quiet during aligning]
- Keep calm, be patient – don't shout at crews, it upsets everyone at the start
- If crews move out of alignment, lower white flag and realign crews
- If there is a false start, raise the red flag, sound siren, inform starter/umpire which crew must be given a **Warning** (yellow card)

More tips

- Take note of the type of race – alignment is important for a final or 1st crews
- For U14, B and C races, alignment is not as critical
- Be careful of crews touching up after they have been moved to position
- Do not move crews onto the course until previous race has cleared 100 metre mark
- Boats cannot stop immediately. You need to take into account the speed and size of boat and instruct them to stop a corresponding distance before the line.

Exceptions

- Normally starter/umpire will call the roll
- At Wemmer Pan the aligner calls the roll
 - Louder PA system
- Wemmer Sprints has a local rule where a false start means exclusion
 - Notify umpire and do not stop race
 - Umpire will inform crew at end of race

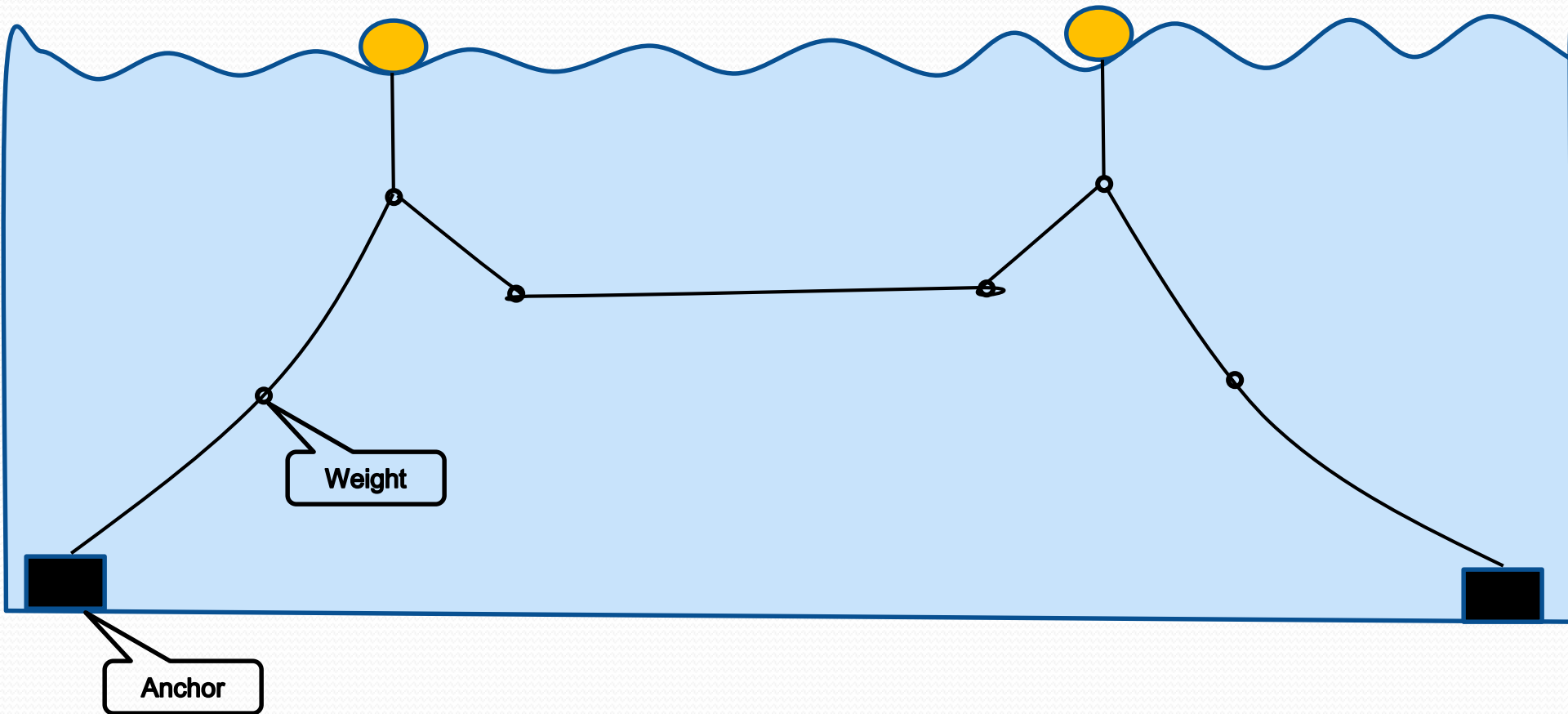


Windy conditions

- Best to get all boats to move together
 - They will all drift the same amount
- A stationary boat cannot move sideways
 - Boats can only move forwards and backwards
 - Only sculls can turn on a “tickey”
- If rope hold starts are available encourage crews to use them
 - You *cannot* exclude a crew for not using a rope hold start
- Where there is space, use a rolling start



Rope hold starts



Rolling starts

- When used, must be used for all heats in the same event
- Umpire may decide on rolling start
- Umpire gets boats moving together
- Call to crews to get them in line while they are moving
- As crews pass start line, aligner calls “*Prepare to race*”
- The umpire then calls “*Attention*” “*Go*” without a pause
- Crews are not called to stop rowing

Summary

- Ensure that the correct starting procedure is followed
- Align the boats and indicate when they are aligned
- Judge false starts
- Keep to the racing program
- And above all - Safety
 - Keep a lookout for traffic violations
 - Don't start races too close together

Afterwards

- Ensure that aligning platform is put away
- Return all equipment
- Disconnect battery from PA system, megaphones



Questions?

