

1 Job Descriptions :: LAUNCHES

1.1 General Notes for all launch drivers

- 1.1.1 On arrival please report to the Launch Manager who will tell you which boat to use. (Minerva boat driver should report via radio to confirm they have launched).
- 1.1.2 All people driving launches must hold a RYA level 2 (or above) qualification. All launches must be equipped according to British Rowing Row Safe guidelines.
- 1.1.3 Launch drivers should ensure that they and all passengers wear life preservers and nobody is allowed in the boat wearing Wellington boots.
- 1.1.4 Please watch your speed when not attending emergencies, especially near the Marina entrances and when passing moored craft and all rowing boats.

1.2 Job Description : Launch Manager

- 1.2.1 Your task is to check that all the launches provided by Saltford Rowing Centre clubs are in good working order and fuelled for the day. This will mostly be done well in advance of the race day.

Code	Name	Base and Operation area
A	Safety 1	Minerva RC : Upstream of bottom bridge.
B	Safety 2	Bottom bridge : Downstream thereof.
C	Safety 3	1/2 way along straight for shared use by Monitor 10.
D	Marshalling	Above the start
E	Marshalling	Above the start
F	Course checker	Checks & clears river : Helps marshalling the short start.
G	Sweeper	Below rafts : Sending crews back to the rafts.
H	Spare	In case of breakdown of other launches.

1.3 Job Description : Launch A Rescue 1

- 1.3.1 Your main area of patrol is upstream of the mid-course bridge. Please take over at the bridge, from the lower safety boat to follow the last crew up to the start, before following the last crew down from there to the bridge.
- 1.3.2 You will be required to help with any safety incidents. The driver must be RYA Level 2 qualified and the crew should be experienced and able-bodied. There may be occasions where competitors need to be pulled out of the river, and boats dragged along behind your or another launch.
- 1.3.3 Whilst waiting for the crews to race please moor at the Minerva slipway unless there is an emergency.
- 1.3.4 Refreshments are available from the catering tent. Please feel free to have what ever you like. There is no charge.

1.4 Job Description : Launch B Rescue 2

- 1.4.1 You will be required to help with any safety incidents. There may be occasions where competitors need to be pulled out of the river, and boats dragged along behind your or another launch.
- 1.4.2 Your main area of patrol is downstream of the mid-course bridge. Please follow the last crew to launch from Saltford Rowing Centre and then follow up to the bridge where you wait before following the last crew down from there to the finish.
- 1.4.3 You will also assist the umpire at the bottom bridge marshal the crews racing over the short course.
- 1.4.4 You will be required to help with any safety incidents - principally, from the top of the long straight to below the finish. The driver must be RYA Level 2 qualified and the crew should be experienced and able-bodied. There may be occasions where competitors need to be pulled out of the river, and boats dragged along behind your or another launch.
- 1.4.5 Please follow the last of the short course crews only as far as the top of the long straight as a new boat based half way down the straight will monitor their progress. Unless called upon to attend an incident, please will you return to wait at the bridge, as we will be starting the long course as soon as the last short course crew enters the top of the straight.
- 1.4.6 Unless required to undertake a rescue please wait by the bridge before following the last crew on the long course down from there to the finish.
- 1.4.7 You will be joined by Safety boat 1.

- 1.4.8 Refreshments are available from the catering tent. Please feel free to have what ever you like. There is no charge.

1.5 Job Description : Launch C Rescue 3

1.6 Job Description : Chief Marshall and Assistant Start Marshals in Launches D and E

- 1.6.1 There should be two marshals boats, each manned by two people.
- 1.6.2 Their job is to marshal the crews into start order from the top bridge up to Twerton Lock. Lowest numbered crews nearer the bridge.
- 1.6.3 WE USUALLY HAVE A VERY LARGE ENTRY AND NEED TO START 70+ CREWS IN EACH DIVISION FROM THE LONG START AND 40+ FROM THE SHORT START. THERE ARE ONLY 30 MINS TO GET THEM ALL AWAY SO YOUR ROLE HERE IS CRUCIAL. THANK YOU.
- 1.6.4 Scullers and pairs should be marshalled well upstream. If necessary they can be double parked. Eights and fours just above the bridge leaving plenty of room for them to turn especially if there is a fast stream.
- 1.6.5 Crews should remain with their bows pointing upstream.
- 1.6.6 When all crews have arrived and are in position inform the starter. (NOTE: Crews arriving late may be held at the Minerva slipway and started at the end of the division).
- 1.6.7 The Starter will liaise with the Safety Adviser and only when given the all clear will ask the Chief Marshall to instruct the crews to remove their outer garments and turn their boat for racing.
- 1.6.8 Please ensure that a short but safe distance is allowed between each crew. About 20 sec intervals is ideal, but you can decide how much, based on your impression of the competence of each crew when they arrive.
- 1.6.9 ALL RIVER TRAFFIC TO BE STOPPED SO NONE ARE ON THE COURSE DURING RACING. BOTH MARINAS HAVE BEEN TOLD.
- 1.6.10 Please try to persuade any other river traffic to wait until all the crews have started. If they insist on proceeding please inform the starter asap.
- 1.6.11 See Job Description for Race Monitor 10.

1.7 Job Description : Launch F

- 1.7.1 Before boats go afloat it is used by the Course Preparation Team to check the course & put up signs.
- 1.7.2 This launch is then usually parked at the bottom bridge to help look after the competitors in the short race.

1.8 Job Description : Launch G

- 1.8.1 Please report to the launch manager after you have told the personnel manager that you have arrived. He will tell you which boat to use.
- 1.8.2 You will need to be on the water before each division starts racing. You should patrol between the bend below the rafts and the marina entrance.
- 1.8.3 Your job is to ensure that all boats turn safely and return to the rafts. See circulation plans - especially those for when the stream is fast.
- 1.8.4 Boats wishing to return to Minerva should be told to wait by the Saltford bank between raft 1 and the finish whilst looking out for crews who have just finished racing. The race or traffic manager will tell them when it is safe to proceed back to their club.

1.9 Job Description : Launch H

- 1.9.1 Spare Launch