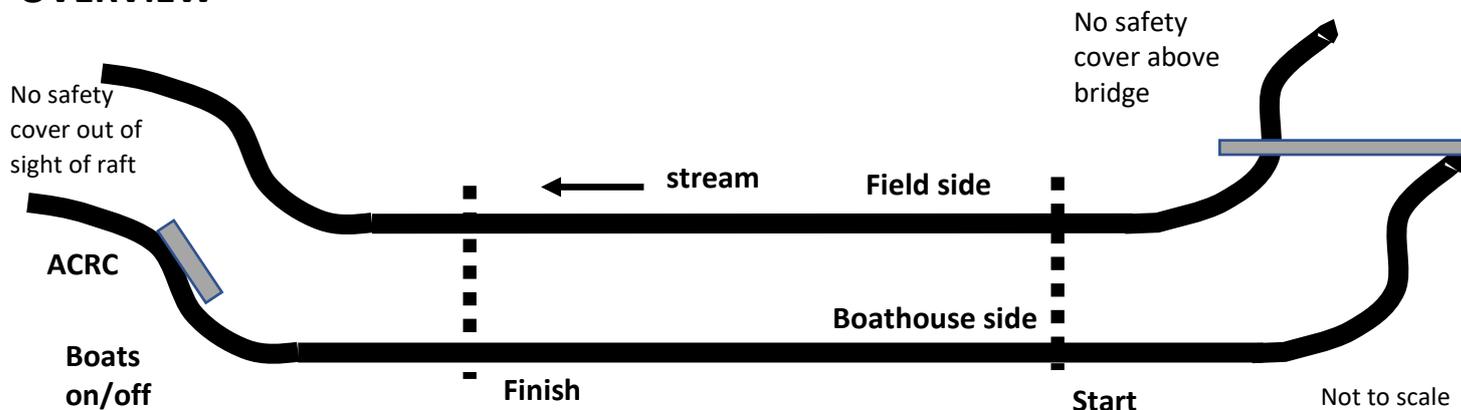
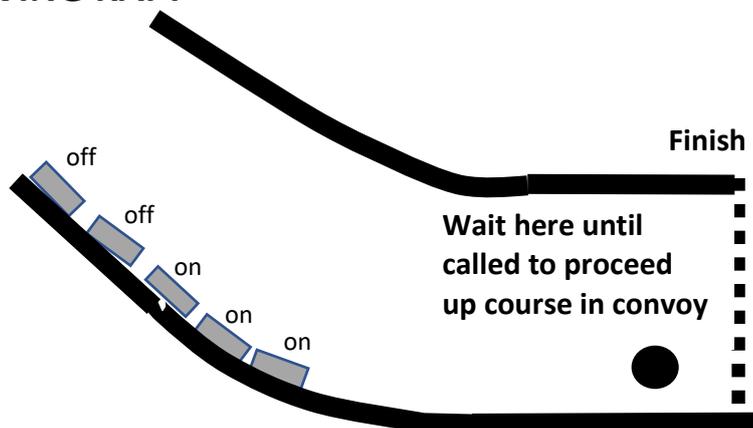


BRISTOL AVON REGATTA CIRCULATION PATTERN - WATER

OVERVIEW



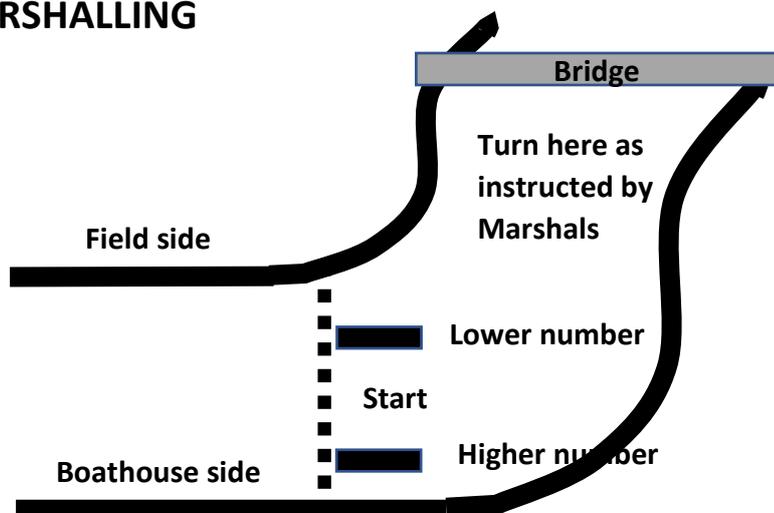
LEAVING RAFT



Boats will be sent up the course in batches. Racing will be stopped while the convoy proceeds upstream. Each batch will contain 8 or more races.

The Draw specifies the order in which crews must boat and the boating time. Make sure you pair-off with your opposition and take your boats to the launch raft in the order specified and at the required time. This is very important for the efficient running of the regatta.

MARSHALLING



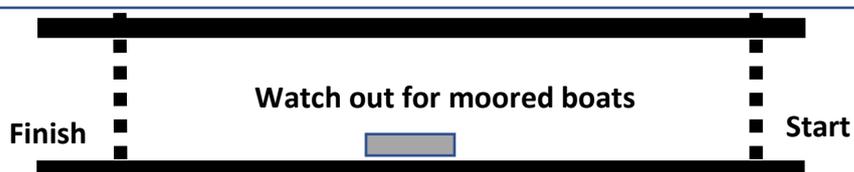
While going up the course boats must not stop or overtake, and must keep up a good speed (a good chance for a warm-up).

All boats should proceed past the start line, find their opposition and turn. Listen carefully to marshal's instructions. Be ready to race as soon as possible.

Do not go through the bridge.

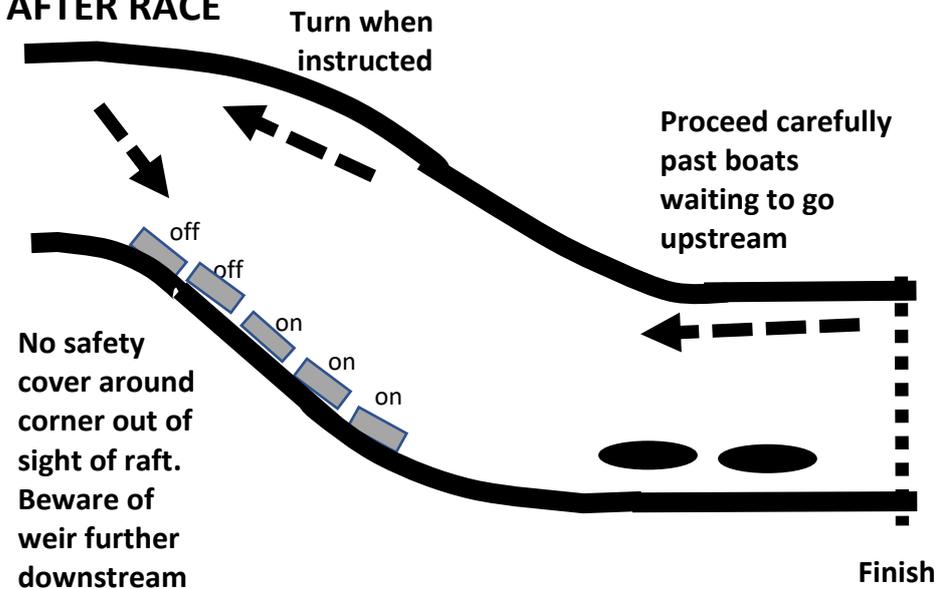
LOWER NUMBERED CREW ON THE FIELD SIDE

RACING



Free start (no stake boats). An umpire's boat is moored on the course. Watch out for this. Markers every 250m.

AFTER RACE



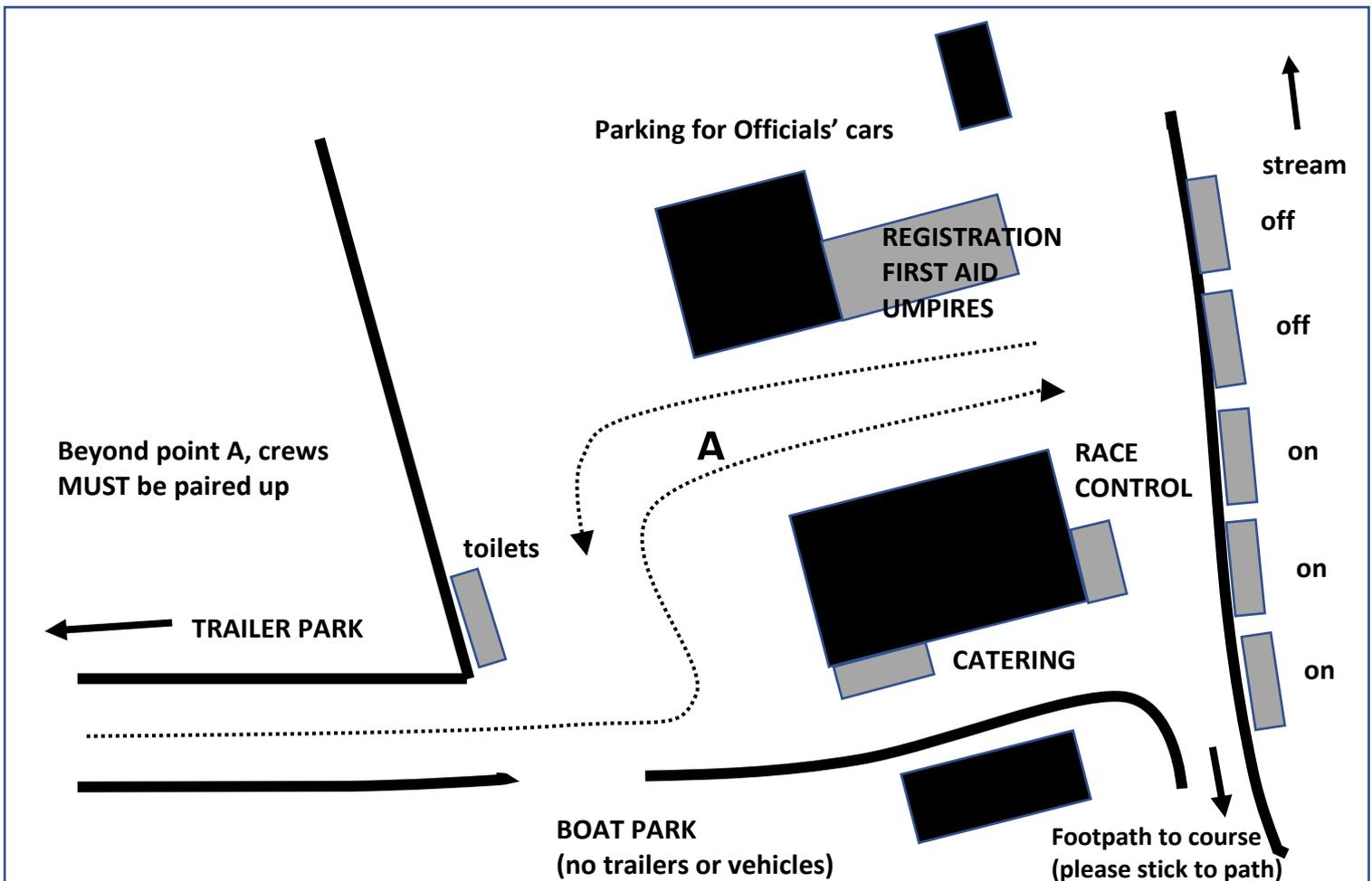
After your race, proceed downstream on the far side. Take care as you pass the boats waiting to go upstream.

Carry on past the rafts listening carefully for marshal's instructions. When instructed, stop, turn and proceed to the "off" raft.

Safety cover stops when you cannot be seen from the raft. A little further downstream there is a weir. Make sure you stop and turn while you can still be seen from the rafts.

Not to scale

CIRCULATION PATTERN - LAND



The Regatta Timetable specifies the boating time for each batch of races. Please make sure you know which batch you are in, find your opposition and make sure you line up at point A in your pairs and in good time for your boating time. This is important for the efficient running of the regatta.

Be aware that some crews may boat upstream at Minerva Bath RC. If you are unsure about your race or opposition, consult Race Control.

ENSURE NO BOATS OR CARS BLOCK ACCESS FOR EMERGENCY VEHICLES