

## **START TEAM - LONG COURSE**

### **TEAM LEADER (AND STARTER)**

### **WATCH TIMER**

### **WATCH SCRIBE**

### **WEBSCORER ANNOUNCER**

### **WEBSCORER TIMER**

### **WHAT TO DO**

The Start Team for the Long Course is 5 people as outlined above.

### **WHERE TO DO IT**

Well before your shift starts, report to the clubroom at Saltford to register with the Personnel Manager and make contact with the Long Course Start Team Leader.

Park in the layby on the Bath side of Newbridge. Cross the road, go over the bridge, down the steps on the downstream side of the bridge, and then follow the path upstream under the bridge. The Start is opposite the Bath Marina refuelling pontoon and will be marked. Alternatively, park in the Newbridge Park & Ride and walk back to the road to cross the Newbridge bridge. If you require transport to the Start, contact the Team Leader.

To avoid disturbance to boat dwellers, the use of loudhailers must be minimised. Where a loudhailer has to be used, keep the volume to the minimum required.

### **HOW TO DO IT**

#### **Team Leader**

1. The Team Leader is responsible for overseeing all aspects of the Long Start Team's work, in particular:
  - that the team is in position at the right time, with the right equipment
  - looking after the Webscorer tablet, stopwatches, radio and other equipment between divisions (or ensuring handover to the next Team Leader)
  - ensuring a good and accurate timing process (correct and consistent use of the start line markers, legibility and accuracy of stopwatch data, accurate record of order in which crews cross the line)
2. The Team Leader operates the radio and makes required communications with other locations, and keeps an overall lookout for problems, e.g. crews likely to steer into the bank or the narrow boats
3. As boats approach the start line, the Team Leader carries out the "Starter" role:
  - position yourself upstream of the start line
  - as a crew approaches the Start, call out the crew number to the timing team, say "Crew xxx approaching". Then as the crew approaches say "Crew xxx GO" (ideally about 10 seconds before the crew will pass the Start line)

#### **Watch Timer**

1. The Watch Timer operates the watch and is positioned on the start line. As a boat's bowball crosses the start line, the Watch Timer operates the watch, calling out the crew number and time to the Watch Scribe. (NB you must press the watch on your own observation, ignoring the Webscorer Team).

2. The Watch Timer must be in the same position for all divisions, so if you are not doing all the divisions, ensure that your position can be located by your successor.
3. Click [here](#) for notes about the operation of the watch.

### **Watch Scribe**

1. Fill in the required information at the top of each timing sheet. Make sure you record the colour of the watch being used.
2. Record the crew number and time called out by the Watch Timer for every crew.
3. If the Webscorer Timer fails to tap a crew into the software, or taps late, they will call out the crew number to you. Make a note for this crew number in the "Tap Fail" column in the timing sheet.
4. If a crew has no number visible, try to record the club boat number from the sticker on the boat (ie, AVN802). If there is not time to do this, just put a ? in the comments column. Do not worry if you cannot. The results team can work out who they are after the fact. But helpful notes make it easier to work out.

### **Webscorer Announcer**

1. Position yourself on the start line. You must stand in the same position for all divisions, so if you are not doing all the divisions, follow the positioning instructions of the Team Leader.
2. As a crew approaches the start line, say "Crew xxx approaching". Then say "Crew xxx NOW", with the NOW as their bowball crosses the start line.
3. The Webscorer Timer will press their button on hearing your NOW. So it is essential that this is clear and distinct. In particular, the Webscorer Timer cannot look up from their tablet so is relying on your NOW to know when to press their button.

### **Webscorer Timer**

1. Position yourself so you can clearly hear the Webscorer Announcer. Wake up the tablet by pressing the small button the right side of the tablet. Be careful not to tap any keys inadvertently.
2. Listen carefully to the Webscorer Announcer, so you know which crew is approaching the Start and are ready to press the button marked with that crew number. Press the button at the exact moment you hear the "NOW" announced by the Webscorer Announcer. To ensure accurate failsafe tapping, do not look up from the tablet.
3. Taps sometimes do not register the first time you press. If so, say to the Watch Scribe "Crew xxx Tap Fail". Do not worry about failed/late taps. The Watch Timer is the backup.
4. Note that there is a button marked "No Bib", to record a time if a crew's number cannot be identified