

# THE ROWING SEASON STARTS HERE™



49th San Diego Crew Classic Coaches and Coxswains  
Meeting Will Begin at 4:00 PM PT



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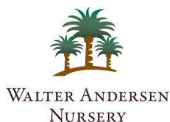
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# Agenda

1. Race Staff
2. Covid Regulations
3. Park Rules
4. Coaches
5. Registration
6. Schedule & Progressions
7. Traffic Patterns
8. Launch and Retrieval
9. Coxswains
10. Racing
11. Results
12. Medals and Trophies
13. Q&A



## Race Staff

Chief Referee: Sheila Tolle

Chief Referee Deputy: Richard Lund

Race Operations Coordinator: Craig Doan

Beach Master: Lex Switzer

Water Operations Coordinator: Russell Moore

Shore Operations Coordinator: Robert Lopez

Executive Director: Bobbie Smith



# Covid Regulations

## Summary of Requirements

	<b>Participants</b> to include athletes, coaches, chaperones, volunteers, sponsors/vendors, food truck employees, safety and park employees, and brunch/beer tent servers	<b>Spectators</b>	<b>Brunch Attendees</b>
<b>Vaccination or Testing</b>	<b>Required</b>	Recommended	Recommended
<b>Vaccination Verification</b>	Sample basis	Not Required	Recommended
<b>Vaccination Attestation</b>	<b>Required</b> <u><a href="#">Attestation Form</a></u>	Not Required	Not Required
<b>Mask Wearing</b>	Strongly recommend mask wearing for indoor settings (regardless of vaccination status).  <b>Required on the Shuttle, as directed by CDPH guidance.</b>	Strongly recommend mask wearing for indoor settings (regardless of vaccination status).  <b>Required on the Shuttle (regardless of vaccine status)</b>	Strongly recommend mask wearing for indoor settings (regardless of vaccination status).  <b>Required on the Shuttle, as directed by CDPH guidance.</b>
<b>Contact Tracing</b>	Support CA Requirements as necessary, recommend enabling CA Notify app	Same	Same
<b>Quarantining</b>	Support CA Requirements as necessary, recommend enabling CA Notify app	Same	Same



# Park Rules:

Please be aware that most of these are enforced by the City of San Diego Park Rangers and Police Department; Mission Bay Park is a City of San Diego park.

## SPECIAL RULES FOR CREW PARKING AND ADMISSION

- Participants in the races (CREWS) are issued wristbands and parking passes by their COACHES. The coaches receive these wristbands and parking passes when they check in on their arrival at the Crew Classic.
- CREW assigned parking is in the North (Yellow) paved lot. The parking passes are yellow. Only vehicles with these passes may park free in the CREW lot and EVERY person in the vehicle must have a wristband. A trailer with rowing shells must park in the dirt lot only or on the "road closed" area when directed to do so. NO EXCEPTIONS.
- Parking passes and wristbands may only be obtained from the coach. If no one in the vehicle has a wristband, then one person may enter the venue to find the coach or the coach may enter to properly check in. Without a pass, a vehicle must park on the street and send someone with a wristband into the venue to find the coach. NO EXCEPTIONS





# Park Rules:

## General Park Rules

- Everyone pays to park and enter the event unless they have a pass, or are on the Valet list. A free shuttle is available from Ski Beach at Vacation Isle.
- NO BIKES (lock them to the outside of the fence).
- NO SKATES (may carry them over your shoulders if you have other shoes).
- NO DOGS or other pets (except service dogs) in city parks, including parking lot
- NO GLASS CONTAINERS.
- NO ALCOHOL, except in the designated areas– This is a City ordinance which will be enforced by Park Rangers and Police Officers who are required to be on site during the event. No alcohol may be brought into the event venue or consumed in the parking lots.
- NO BALLOONS.
- NO SMOKING in any City of San Diego park, including parking lots.
- Zero tolerance for pranks, including removing decorations and other goods.
- NO POP-UP OR OTHER KINDS OF TENTS INSIDE THE VENUE except those specifically authorized by the Crew Classic.
- Nothing can be tied to anything in the park. Nothing can be put in the ground. No banners on trees or buildings. NO STAKES IN THE GROUND.
- NO LARGE UMBRELLAS
- NO EXCEPTIONS
- Personal drones and/or any other drones not associated with the San Diego Crew Classic's race coverage will NOT be allowed.





## Coaches:

Questions: [Craig@crewclassic.org](mailto:Craig@crewclassic.org)

ONLY THE COACH OR TEAM REPRESENTATIVE OF RECORD may pick up the packet for his/her crew at the Information Center. It contains wristbands that serve as entry passes, parking passes, maps of Mission Bay, a final schedule, WHERE YOU CAN PUT YOUR SHELLS ON THE BEACH, etc.

Packets will be available to those who have met the following conditions:

- Trophy, if won last year, return no later than noon Saturday. A team will not be allowed to check in or race if their trophy has not been returned.
- Payment of all required entry fees, including penalty fees for late entries.
- Verification of eligibility for collegiate and club athletes.
- Confirmation of age and date of birth for junior and master athletes.
- Coach self certifies that:
  - a. All athletes have followed SDCC Covid protocols
  - b. All coxswains and bowmen have watched and understood this presentation
- Hotel Survey



# Registration

1. Due by Thursday March 24, 2022:
  - a. USRowing Membership,
  - b. SafeSport completed
  - c. USRowing Waiver
  - d. Lineups
  - e. Hotel Form
  - f. Attestation
2. Registration is open:
  - a. Friday: 9AM-5PM
  - b. Saturday: 6:30AM-6PM
  - c. Sunday: 6:30AM-10AM
3. Wristbands
  - a. These will be in the registration packets.
  - b. Lost/missing wristbands-If an athlete does not have a wristband they will be sent to the Customer Service Desk at the Main Gate and their coach will be called to come to the Main Gate and verify their identity.



## Schedule & Progressions:

The heat sheet can be found here:

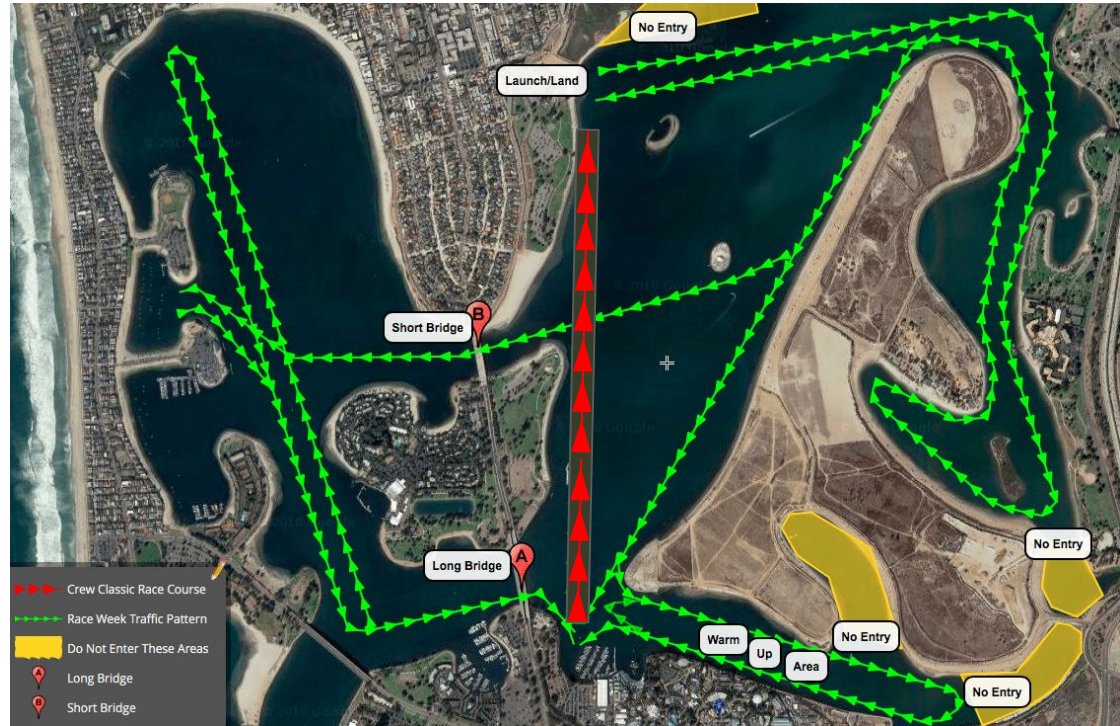
[https://www.regattacentral.com/v3/cms/regatta/7404/heat\\_sheet](https://www.regattacentral.com/v3/cms/regatta/7404/heat_sheet)

Please note that Masters Letter races are in the mornings on Saturday and Sunday this year. If you haven't seen this on the schedule, please look as soon as possible.



# Traffic Patterns

Race Week:





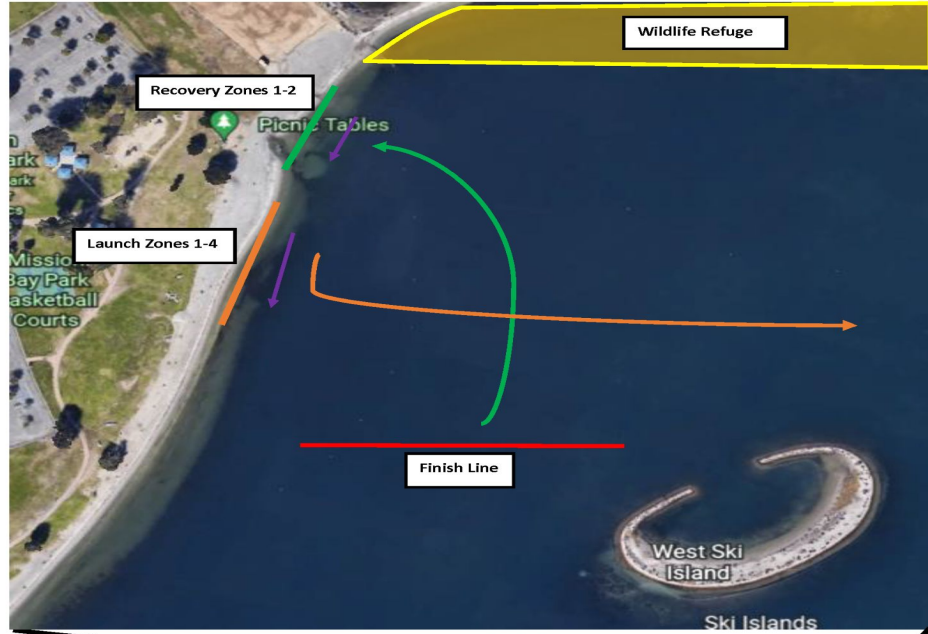
# Traffic Patterns (Monday-Sunday)

## Race Week:

1. Traffic through the Long Bridge (A) moves West to East Only
2. Traffic through the Short Bridge (B) moves East to West Only
3. Traffic pattern begins Monday of race week at 4 a.m. and ends after the last Crew Classic event on Sunday.
4. Mind the Do Not Enter Areas and use caution in Heavy Traffic areas (Start/Finish Lines, Launch/Land Area, and when crossing the course toward the Short Bridge)



# Traffic Patterns: Launch and Retrieval



**KEY**

- Direction of Bow
- Launch Area / Launch Traffic Pattern
- Recovery Area / Recovery Traffic Pattern
- Do Not Enter This Area







# Traffic Patterns

Race Day:







# Traffic Patterns (Friday-Sunday)

## Race Day:

1. Launch at least 30 minutes before race time.
2. Keep to the left of Crescent and Bowling Pin Islands. Stay to the right of buoys marking the Wildlife Refuge and Shallow Areas.
3. As you pass the stern of the check-in boat, clearly identify your crew, event number and lane number, and receive acknowledgement.
4. Continue and turn left into the warm-up area. Stay left of the buoys. Do not row past the line of buoys with red flags.

You may move into the “On Deck” area when the race preceding yours has loaded into the Stake Boats and the Start Marshall referee requests you to do so. The “On Deck” area is marked by four round red buoys.



# Boat Storage

1. ALL SHELLS MUST BE LOCATED AS DESIGNATED ON THE Beach Map and Crew Locator (alpha and area) when they become available in March. Our beaches are filled to capacity. Everyone's cooperation is needed for smooth operations. The map is meant to be a guide only. Place your boats within the designated area marked on the grass.
2. All shells are stored in and launched from the Regatta site during the Regatta and are not stored on trailers. Shells should be in place no later than noon on Friday to aid inspections (see below), which will occur all day.
3. The map shows the general area where your shells are to be placed.
4. When you arrive, you will find each area is on grass, clearly marked with the letter you see on the map, and outlined in chalk.
5. You may put your shells ONLY within your assigned chalked area, PARALLEL to the lines separating one area from another. Please note that some are on the diagonal compared to adjacent paved areas.
6. North Areas, near the Dirt Lot Trailer Parking, are on an extreme diagonal with an access aisle down the middle separating them.
7. Bay Side Areas, on the bay side of the walkway and south of the Sheltered Picnic Area are tandem with shells one behind the other.
8. **Must arrive after Noon on Thursday.**

Please respect others by not obstructing the access aisles or rigging/unrigging in an interfering area or manner.



# Launch and Retrieval

## SHELL INSPECTION

- Beachmasters/Race Officials will inspect for condition and USRowing release/coxswain requirements before the Regatta. This includes placing a colored zip tie on the bow ball. Do not remove this zip tie before the shell's last race.
- It is incumbent on all participating organizations to ensure that all equipment used in the regatta is in full compliance with USRowing Rules and prevailing safety standards.
- Ensure that older equipment used during the Regatta is in good repair before its arrival in San Diego.
- Any shell in such disrepair is likely to sustain breakage under stress **WILL NOT BE ALLOWED TO RACE.**

## SLINGS, BOW NUMBERS, BOW BALLS

- Slings, racks and bow balls are not provided.
- No shells will be allowed to race without bow ball, heel ties and bow number.



## Coxswains:

1. Be sure that your shell is ready in all ways to race. Check rigging, steering system, and sound system components well before time to launch. Check that heel tie-downs and bow balls conform to US Rowing rules, they will be checked. Shells that do not conform will not be allowed to race. Plan on being underway at least 45 minutes before your start time.
2. Before leaving shore
  - Make sure all equipment is in good working order.
  - Have boat checked and zip tie applied to bowball by Crew Classic Beach Staff of Race Official.
  - Have correct bow lane # on the shell.
  - Obtain the event/lane stickers for your race from the Beachmaster
  - Put the stickers on the sides of the shell at the coxswain's seat in a 8 or a stern cox'ed 4. (Be sure the shell is dry before trying to stick the stickers!)
3. **MAKE SURE THE WATER IS DEEP ENOUGH WHEN LAUNCHING.** You don't want to damage your skeg or rudder.
4. **LOOK** before launching! Do not pull away from the beach in front of a race! Row clear of the course run-out area before tying in.
5. Proceed east around the far side of the island at the finish line. Turn southeast and head for the far (East) side of the island with the "bowling pin". Turn south and head for the Check-in boat with the large yellow flag.



## Coxswains:

6. As you pass the stern of the check-in boat, clearly identify your crew, event number and lane number, and receive acknowledgement.
7. WARM-UP AREA Proceed into South Pacific Passage (Sea World Channel) and warm up clockwise around the buoys there.

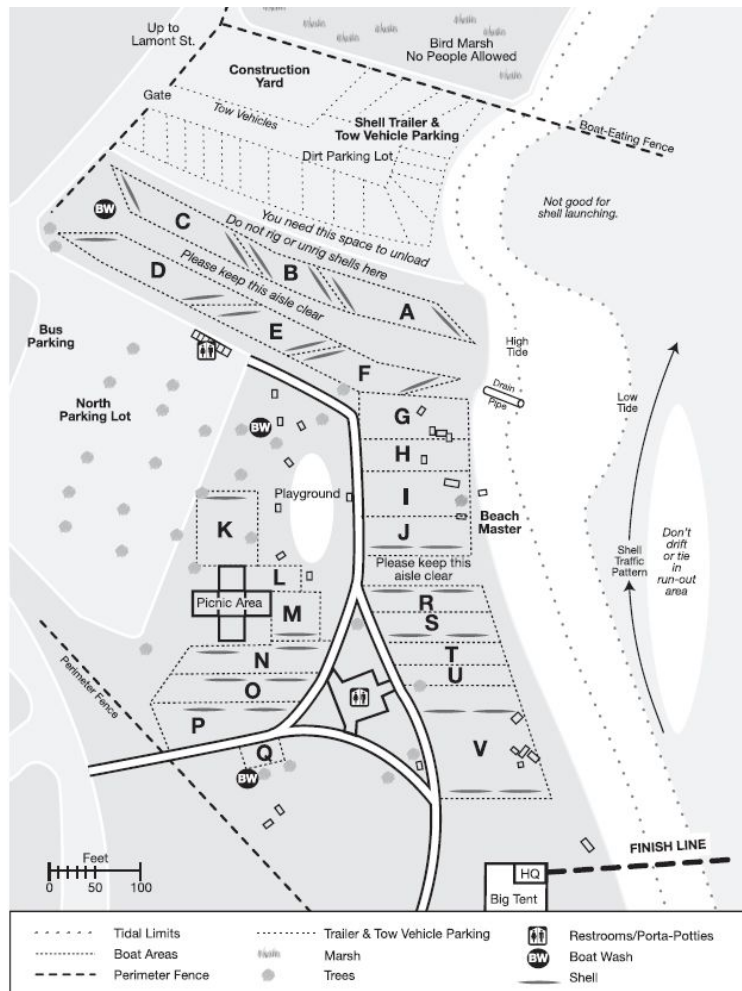


## Coxswains:

NOTE: If you have breakage after launching, and rowing will not cause further damage, continue to the check-in boat and report the problem there. The check-in boat can relay the problem to your coach/rigger and tools/parts can be brought there quickly. If you have a serious problem and cannot continue to row, make a signal (waving clothing, yelling), so that we can send assistance.



# Launch and Retrieval







# Racing

## **Referee Priorities:**

1. Safety
2. Fairness
3. Everybody Races

## **We need your partnership!**

- Heel ties and bow balls conform to USRowing Rules
- Event/Lane stickers on both sides of your boat near stern gunnels (stern coxswain seat area).
- Arrive, locked on to your stake boat 2 minutes before your race.



# Racing - “On Deck” & Getting Pointed

- Know your RACE NUMBER! Know your BOW NUMBER! Stay with crews in your race and file in to the Start area in bow number order.
- The Start Marshal will call you to the “on deck” area when the race before yours has loaded.
  - NOTE: The Starter’s platform will display the number of the race that is being loaded/started.
- When the race preceding yours has started and cleared the start zone (100M) you will be directed to row onto the course and back into your stakeboat.
- **YOU MUST BE LOCKED ON 2 MINUTES BEFORE THE ANNOUNCED START OF YOUR RACE.**
- **Crosswind and tidal current are a real possibility!**
  - Be skilled in sculling the bow into position as stake boat personnel cannot hold the sterns of boats maneuvered into position by taking a stroke.
  - There is a link on how to scull your bow.
  - PLEASE PRACTICE THIS SKILL BEFORE YOU ARRIVE IN SAN DIEGO
- As you get pointed, have a landmark in the distance/on the hill as a target



# Racing - The Start Zone

- The Start sequence consists of the Starter announcing the crews by name in an even cadence – during which you should make final adjustments to keep your point
- The Starter will announce “Attention”; raise a red flag; variable pause; then say “Go” and drop the flag sharply to the side. When the flag moves the race has started.
- If weather or other conditions prevent use of the normal starting procedure, the Starter may dispense with the announcement of crews and will announce “Quick Start” – followed by the starting commands.
- If you start prior to the movement of the flag the Judge at Start will stop the race and you will be assessed a warning for jumping the start.
- The first 100 meters is the Starting area. If something in your boat breaks (literally breaks) within the first 100 meters (marked by red buoys) stop rowing and quickly get the attention of the following referee. The referee will ask to see the breakage.
- Once your bow ball crosses 100 meters you have left the start area and have accepted the start as fair.



# Racing - Body of the Race

- You are responsible for your own steering.
- White flag: “speaks” to a single crew. The referee will call the crew’s name, raise the white flag and point in the direction you must move.
  - The referee will only do this for safety or fairness.
- Red flag: “speaks” to all crews. The raising and waving of the red flag will stop the entire race.
- If the referees feel something has affected fairness (aka the competitive value) they will stop the race.
- About 500 meters or so in there is an optical illusion – be aware of the 45° angle, the buoys will look like they are in a line but will take you out of your “real” lane. This is known as “catching the diagonal.” So, keep your point on the far shore to make sure you stay in your lane down the course.



# Racing - The Finish & Objections

- Finish is well marked and there will be a large orange flag.
- If you have a medical situation in your boat, wave & yell to get the referees' attention.
- If you have an objection to the body of the race, raise your hand to get the attention of the referee and communicate your objection on the water. A decision will be made at that time and you have a choice to accept or decline their judgement.
- The referee will raise a white flag to signify the race is official, or a red flag to signify that the race is under protest/review.
  - If a red flag is shown, the results will be held until the situation in question is resolved.
- Once the race on the water is complete, please keep clear of the Finish Line Area
- You may turn east/right to cool down, or turn left/west to return to shore. Please be very aware of traffic and other crews.



# Racing - Protests

- If you have an objection to the body of the race, raise your hand to get the attention of the referee and communicate your objection on the water. A decision will be made at that time and you have a choice to accept or decline their judgement.
- If you do not agree with the judgement made on the water, while you are on the water you must tell the referee that you wish to protest. You have one hour from the finish of the race to deliver the completed written protest form to me at the finish line area.
- Protest forms can be found with the beach master in the launch/retrieval area or with me at the finish line.
- The referee will raise a red flag to signify that the race is under protest/review.
- If there is a protest, a jury will be convened to deliberate your protest statement.



## Racing - Emergencies

- Safety is our number one priority.
- In the case of an emergency:
  - Use your best judgment. If it's not safe to launch, don't.
  - Listen to the closest marshal or referee
  - If danger is imminent, go to the nearest shore.
  - Otherwise, the referees will guide you back to the launch/retrieval area safely.





## Results

Results for racing can be found here:

[https://www.regattacentral.com/regatta/results.jsp?job\\_id=7404&org\\_id=0](https://www.regattacentral.com/regatta/results.jsp?job_id=7404&org_id=0)

Any race that is in appeals will show as results pending.

We will also try to have unofficial results available coinciding with the conclusion of a race, unless it is a photo finish.



## Medals and Trophies

Medals are given only for first place finishers. In the case of the G+ races, medals will be given to each first place finish in a letter category. (Winners will be for G, H, I...)

Trophies will be given according to the schedule found here: [Trophy Schedule](#)



## Coxswains:

Download [Coxswains Checklist PDF](#) before race day.

All of the following information is covered in this checklist, except for sculling your bow around. If you would like to watch a video in regards to this, we recommend this one:

<https://readyallrow.org/video-of-the-week-stake-boat-tips-tricks/>

Please download the checklist and have it with you on race day.





# Thank you

