

# Notes for Timekeepers

Thank you for volunteering to help as a timekeeper at the head Race. The role is important, but in practice it is quite simple and the following notes hopefully explain everything you need to know.

## Principle

The race is a time trial between King's Rochester Boathouse near Allington and a point on the Town Straight. There is a start timing team of two people and a finish timing team of three people. We have one more person at the finish to help spot and call out numbers. Each team records the crew number and time they cross the line against a stopwatch on a waterproof record sheet located in a waterproof clipboard. This sheet is then passed to the results person (Anne) in the club lounge at the end of the division. As a back up the results there are two clipboards at each location. Each crew should have a number on the bows of the boat and one pinned to the back of the bow person.

## Watches

The watches are set to a time and are not running as stop watches. This is to avoid the possibility of stopping the watch by accident. The watches show hour/minute/second and this is the information which needs recording. Eg; **Crew 25**      **10:36:45** (10 o'clock/36 minutes past/45 seconds).

Watches and clipboards with the record sheets should be collected from race control in the club lounge before each division. Please try and be in position no later than 15 minutes before race start time.

## Locations

The places to stand are as follows;

Start team directly opposite King's Rochester boathouse just up from the White House. There will be a start board on the King's landing stage and a pole on the towpath side to line up to.

Finish team at the finish on the Town Straight. There will be a finish board on the far bank and a table on the towpath side to line up to.

## Comments

The start is quite straightforward as crews are fed from the start with good gaps and in numerical order (all being well). If crews out of order this does not affect timing and simply record them as they pass the start. If a crew has no number for some reason then just make a note of this and try to put something about the crew (blade colour etc). Boats also have unique ID numbers on the side (eg MAV101) which you could also use. The finish can be more awkward as crews can bunch up with several finishing close together. This is the reason we have at least three on the finish. If for some reason a crew gets missed no need to panic but simply try to make a note of what happened and roughly where they finished in relation to another crew.