

# 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 three or four people and a finish timing team of four people. We usually have one more person at the finish to help spot and call out numbers. The timing system comprises two elements, an electronic system and a manual one. Unless you are specifically allocated the electronic system you will be using the manual one. Each team records the crew number and time as they cross the line on both the electronic system and also against a stopwatch on a waterproof record sheet located in a waterproof clipboard. The electronic results are relayed direct to the results person (Anne) and the written record sheet is given to Anne in the club lounge at the end of the division. Each crew should have a number on the bows of the boat and one pinned to the back of the bow person.

## Electronic system (Raceclocker)

The crew start order is set up on the system and one person uses a handheld device (mobile phone) to record the crew numbers as they pass the line. This will have a dedicated person at the start and finish who is familiar with the system.

## Manual system

The stop 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.

## Method

The start is quite straightforward as crews are fed from the start with good gaps and are usually in numerical order (this is not always the case if the marshalling has been difficult or if a crew has been moved to a new position in the start order). If crews are out of order this does not affect timing and

simply record them as they pass the start. If a crew has no visible number 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 an extra person 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.

Allocate one member of the team to spot as a crew passes across the start or finish line (please be as accurate as possible so that times between divisions are consistent). This person calls out the crew number and exact moment the **bow ball** of the boat crosses the line. The person with the hand held device touches the crew number on the screen at that moment. Another person with the stopwatch should call out the time and this should be recorded on the waterproof paper sheet in the clipboard.