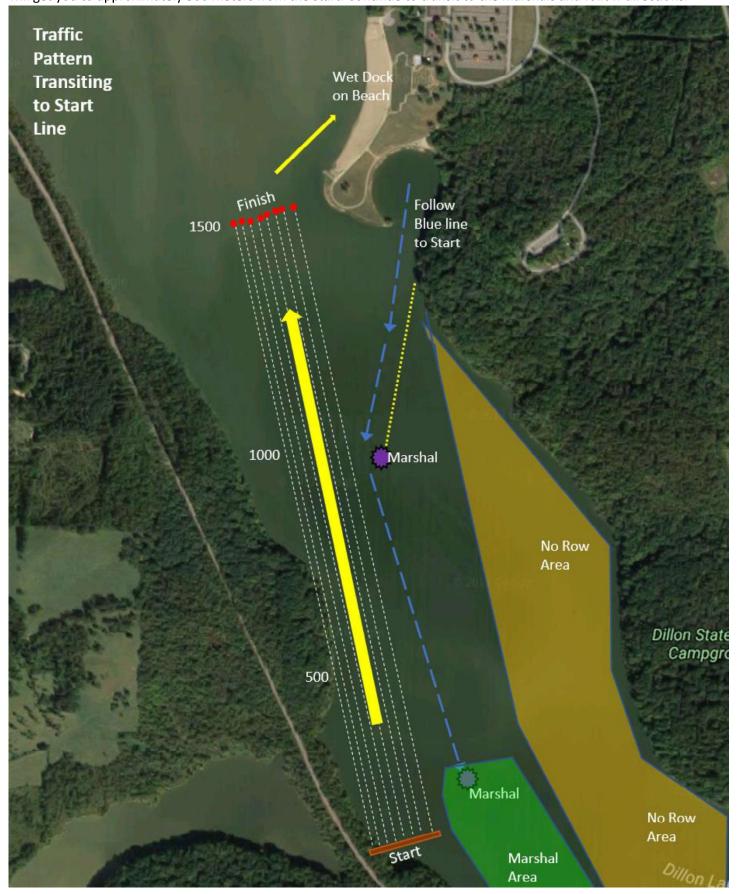
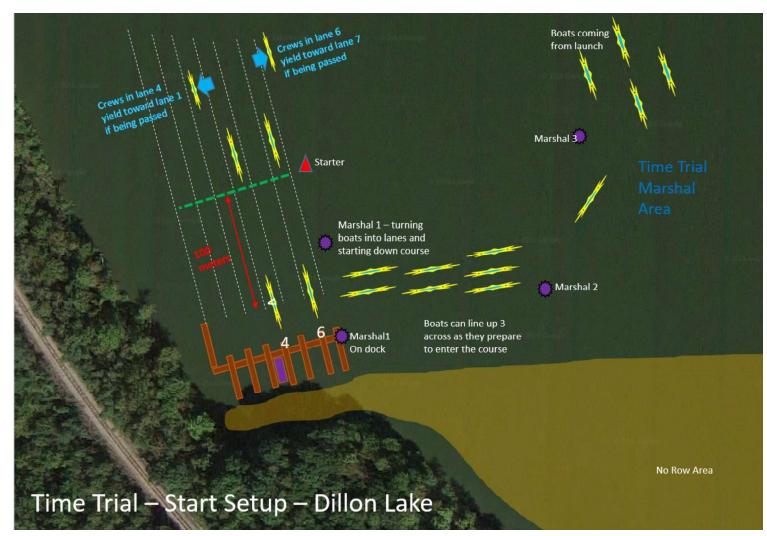
<u>Travel to Start:</u> Please follow the lane line going out of the cove, staying on the COURSE Side, but close to the line. This will get you to approximately 500 meters from the start. Continue to transit to the marshals and follow directions.



<u>Time Trials Setup</u>: Time trials are typically used when there are more boats than heats and the race schedule can accommodate to qualify boats for further rounds of racing. Boats will be marshaled at the start, and boats will enter the course just in front of the start platform, with odd bow #'s going into lane 4, and even bow #'s going into lane 6. Boats should enter and turn CLOSE TO THE DOCKS, as this will give boats the full distance to pick up speed as they approach the start. They should do their best to get in their lane quickly and get facing down the course to minimize any delay in starting them. Once a boat is turned, the marshals will instruct the crew to start rowing down the course. The start line will be a pontoon boat set at the 100 meters in mark. Boat should be to full speed by the start line. They race against the clock. When boats are being passed, they should yield to the "outside" of their current racing lane. Boats will be started at 20-30 second intervals, to minimize passing and ensure the fairest race.



Sprint Racing: Heat waiting to enter course should enter as soon as called, with lane 1 entering first. Multiple lanes can enter the course at once with this configuration. If wind is high, marshals may change configuration. After waiting heat begins to enter the course, the following heat should move up to take their position off the edge of the course.

