



Aligner/Judge at the start

Equipment and procedure – generic

Warning: Setting up an Aligner station is time consuming. It is recommended that the Aligner be at the venue at least 1½ hours prior to the start. This may be less important for minor regattas but please use your discretion carefully.

1. Equipment	
1.1.	The equipment should be available from a designated depot. If necessary check with Regatta Control for location and/or keys.
1.2.	The following equipment should be collected from the depot: Engine, petrol tank and fuel line, bungs (usually 3), red/white flag, loudhailer, P.A. system, trolley, P.A. battery, far bank speaker and flotation device.
1.3.	Procedures to set up boat: <input type="checkbox"/> Attach engine to aligner's boat/station. <input type="checkbox"/> Ensure that the motor is securely fastened <u>and</u> is further secured by rope to the eyebolt on the bow. <input type="checkbox"/> Make sure that the motor is in the horizontal position for towing! <input type="checkbox"/> Fit the (3) bungs to treaded holes in the bow of the boat. Check for any bungs that are missing! <input type="checkbox"/> Put petrol tank, fuel line, red/white flag, loudhailer, P.A. system battery, far bank speakers and flotation device in the boat.
1.4.	Tow boat and put in water. Then get P.A. system trolley from workshop and put in boat.
1.5.	Obtain regatta programme and a radio from Regatta Control.
1.6.	Make sure you have personal equipment: <input type="checkbox"/> Waterproofs, sun block, hat, water, stopwatch and clip board. A pair of binoculars would also be useful.
1.7.	Obtain petrol from Regatta Organising Club. <input type="checkbox"/> Note: Ensure that the petrol has been pre-mixed for a 2 stroke motor. <input type="checkbox"/> Note: If lack of petrol will delay you from getting to your station on time to start your 1 st race get rescue or an umpire to tow you to the station and back after the Regatta.

2. Setting up and procedures at Aligner's station	
The following procedure assumes an established course. It may be necessary to use a loudhailer instead of setting up fixed speakers.	
2.1.	Go to the far bank of your designated station and attach the speaker to the buoy. If you have been towed to your station ask rescue or umpire to set this up.
2.2.	Go to your aligning station. Connect the plug on the orange buoy nearest to the start to the P.A. system and tie up on the rope between the 2 orange buoys. Make sure that the centre of your boat is across the start line. The start line is the line between the white pole on the near bank and the black line on yellow background on the far bank. The start line is not across the yellow buoys on the water! <input type="checkbox"/> Note: <u>Do not</u> tie up directly to the orange buoys as this causes untold misery for course maintenance officials!
2.3.	Switch on P.A. system and test that both far bank and on board speakers are operational. <input type="checkbox"/> Note: If the P.A. system is not functioning then advise Regatta Control and carry on aligning using the loudhailer.

3. Aligners on course duties	
3.1. Checking of crews: Check crews coming past for club name, stroke name and lane number. Tick off on Regatta Programme.	
3.2. Advise crews on correct procedures to come on to the start. Prevent crews coming on to the start from rowing in the racing lanes until called. If you are stationed at the 2000 metres start then advise crews to keep away from the finishing water.	
3.3. If any crews have not arrived 5 min before race time, and are not in sight, enquire from Control Commission if the crew has left the jetty.	
3.4. Advise Regatta Control and Umpire taking race of any crews that have not been recorded.	
3.5. Advise the Umpire in charge of the race of any crew that needs to be awarded a yellow or red card for any reason (late on start, unsporting behaviour, bad language, not following instructions, dress code, etc.). Remember warning cards are to be issued by the Umpire not the Aligner/Judge at the start. If the Aligner/Judge at the start detects any infringement by any crew advise the Umpire of such infringements. <input type="checkbox"/> Note: It is the Umpire and <u>not the Aligner/Judge at the start's</u> duty to call the event, crew details and lane numbers.	
3.6. When the Umpire has called the event and has placed the crews in their correct lanes he/she will give the command "Over to you Mr./Madam Aligner".	
3.7. On this command take up the white flag and the P.A. microphone/loudhailer and bring the crews to the start line by using the commands " <i>lane-X –touch up</i> " to bring a crew forward or " <i>lane –X back down</i> " to bring a crew who has gone over the start line back onto the start line. To assist the crew the above commands could be more specific, i.e. " <i>Lane X touch up/back down half a canvas, touch up 1 metre, etc.</i> " <u>To maintain commonality of instruction do not use any other command other than as stated above.</u>	
3.8. When all crews have their bow balls on the start line hold up the White flag and give the instruction " <i>Hold it all crews</i> ". The Umpire will then raise a Red flag and give the command " <i>Attention</i> " followed by dropping the Red flag on the command " <i>Go</i> ".	
3.9. Drop the white flag after the instruction " <i>Go</i> ".	
3.10. False start <input type="checkbox"/> Note: Only the Aligner/Judge at the start can call a false start. If one or more crews cause a false start: <input type="checkbox"/> Sound the siren on the loudhailer. <input type="checkbox"/> Hold up the Red flag. <input type="checkbox"/> Advise the Umpire taking the race as to which crew(s) caused the false start.	
4. End of Regatta procedures	
4.1. Dismantle all equipment on the boat, untie from rope, take out far bank speaker plug from buoy, go to far bank and recover speaker.	
4.2. Go to jetty. Lift up motor for towing. Tow boat back to storage position.	
4.3. Return the engine, (3) bungs, red/white flag, loudhailer, P.A. system, P.A. system battery, far bank speaker, floatation device and petrol tank to the depot. If fixed depot, locate the trickle charge in the depot and put the battery on charge.	
4.4. Return radio (very important!!!) to Regatta Control.	