

The Great River Race 2019



GUIDANCE NOTES – Short Version

These should be read by EACH crew member and brought with you on Race day, Saturday, 14th September. First boat away 11.20

Start – E14 3QS

Layout:

Start Layout Ashore Millwall (see Appendix attachment No 1)

- Registration on Race day at Millwall from 08.45-10.45. Please ensure you know your five digit entry (E) number before joining the queue.
- The Race starts at 11.20.
- Parking and Launching must be carried out according to your Individual Craft Instructions (ICIs) which will be emailed out to you the week before the Race.
- A blue flag will be flown from the stairs down to the pontoon at the Start. If, in the opinion of the organisers, the prevailing conditions prevent the Race getting under way, this will be replaced by an orange flag. Competitors should listen to announcements made by the Commentator and pay heed to any restrictions that may be necessary. Once Racers have started, the Safety Boat Flotilla will show Red Flags, as per the Red Flag Racing Instructions, to stop crews racing if necessary.

Afloat

LAYOUTS: (see Appendix for attachments)

No 2 Start afloat (Millwall)

No 3 Bridges 1 – 28 showing arches

No 4 Safe Navigation for Man-Powered Boats

- Boats must turn downstream from the slipway to assemble with the Start Marshals who will release competitors back towards the start line in regulated order. Boats must go down to the point above Masthouse Terrace Pier to the first Marshal boat before turning back. There are two further Marshal points towards the Start.
- A five-minute signal will be sounded and then a Start signal to send off the first boats. After that all boat crews must listen for the Starter to call their number and give the “go”. Do not try and get on the line until your number is called forward.
- The Start line is between the Thames Sailing Barge (TSB) ‘Adieu’ anchored midstream and the Starter’s open boat.
- Any boat missing its start time must wait for the Starter’s instruction to allow them to start.
- No compensation in timing will be made for a late start if it is the fault of the crew.
- Navigation must be conducted according to the International Regulations for the Prevention of Collisions at Sea.
- No boat shall pass through bridge arches other than those shown in the layouts.
- No overtaking under bridge arches - overtaking craft must wait to pass after both craft are through an arch.
- Richmond Loch & Weir (RL&W) – all rowers / coxes please note: you will be at risk from falling debris as sluices are on the way up and must not go through the arch until the sluices are fully raised. **Do not pass the PLA and safety boats at the head of the Race – there will be a Marshal to direct you – please follow all instructions given. Any boat ignoring this instruction will be disqualified.**

The Great River Race

- Non-compliance by any crew regarding flags, which must be at least 3 feet x 2 feet (90cms x 60cms), correct display of Race numbers or navigational infringements and incidents may result in exclusion from the results.
- The River will be closed to non competition traffic, including support boats, between the downstream end of Eel Pie Island and Glovers Island from **13.50 – 17.20** on Saturday.
- **Buoyancy aids are to be worn throughout the Race by all Dragon boat crews and Under-16 paddlers. Non-compliance will result in disqualification of the crew.**
- Any persons under 16 years of age aboard a boat competing in the Race **must** have a buoyancy aid available to be worn at the discretion of the compulsory responsible adult in charge, or to be put on immediately upon instruction from a Race Marshal.
- Please ensure that there is a bailer(s) in your boat and use it if any quantity of water comes in

Finish – TW10 7RS

Layouts:

No 5 GRR Site Plan Ham Final

No 6 Boat – trailer Parking & Boat Recovery Boat Recovery

No 7 Map to find Showers at Thames Young Mariners Campsite

(see Appendix for pdf attachments)

- **Parking and boat recovery must be carried out according to your 'Individual Craft Instructions' (ICIs) which will be emailed out to you the week before the Race**
- **Your clamp, along with your A4 Passenger Number and rigid Race number must be handed in when you collect your participation certificates. No deposit is required, but crews who do not return them will forfeit their certificates and be fined £25.00**

Appendix – Attachments

No. 1 Start Layout Ashore (Millwall)

No. 2 Start Afloat

No. 3 Bridges 1-28 showing Arches

No. 4 Safe Navigation for Man-Powered Boats

No. 5 GRR Site Plan Ham Final

No. 6 Boat – Trailer Parking & Boat Recovery

No. 7 Map Showing route to showers at Thames Young Mariners

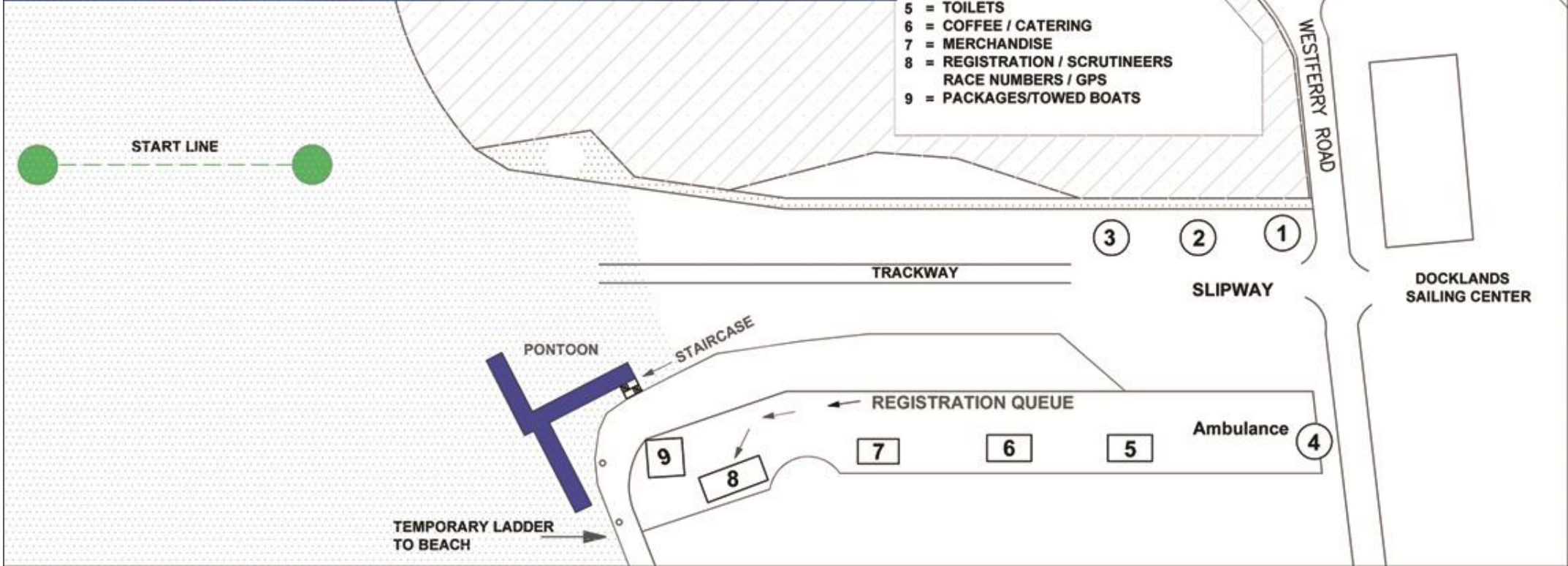
Email: info@greatriverrace.co.uk Tel: 020 8398 8141



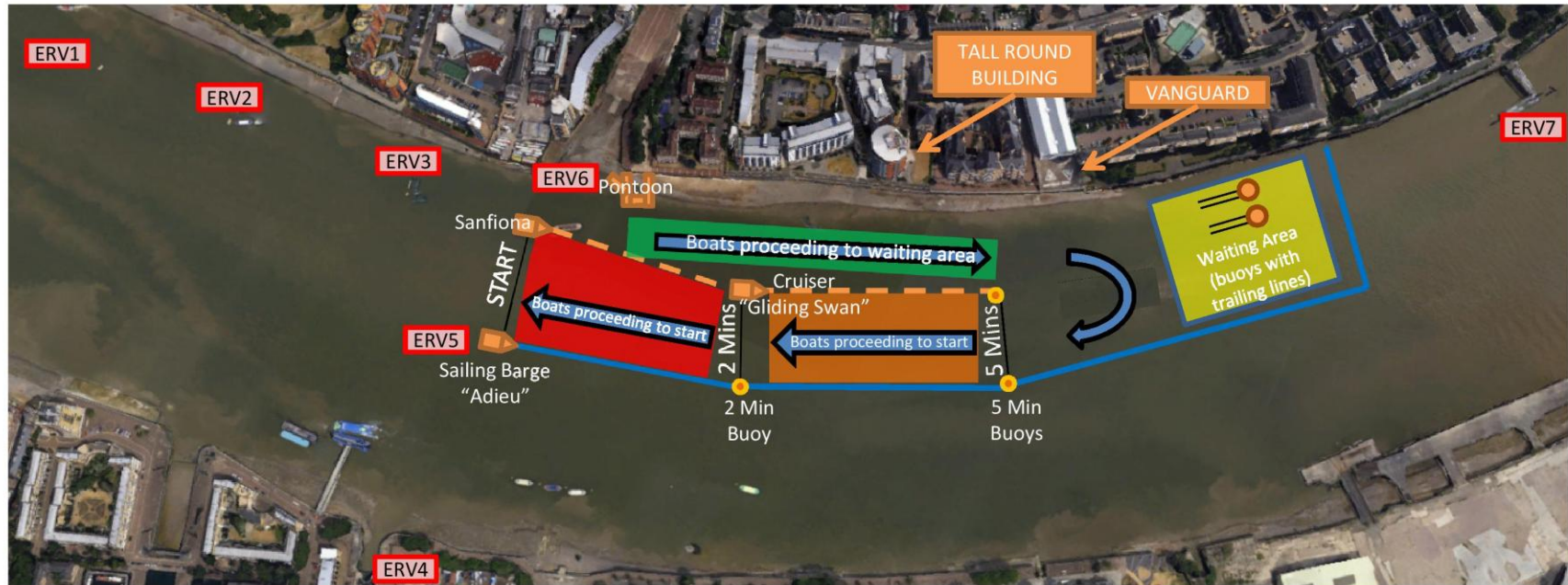
The Great River Race






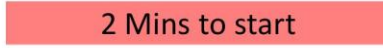
London's River Marathon

- 1 = URINALS
- 2 = INFORMATION
- 3 = PA
- 4 = CHANGING TENT
- 5 = TOILETS
- 6 = COFFEE / CATERING
- 7 = MERCHANDISE
- 8 = REGISTRATION / SCRUTINEERS
RACE NUMBERS / GPS
- 9 = PACKAGES/TOWED BOATS



Great River Race 2019 – Start Layout



-  Start area – DO NOT navigate outside of this area (unless escorted by a safety boat)
-  Route from Launching Site to Start Line
-  Emergency Rendezvous Point
-  Transit Lane
-  5 Mins to start
-  2 Mins to start

Procedure for aborting the start

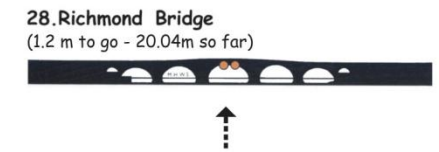
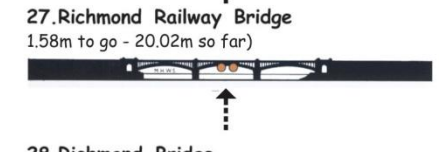
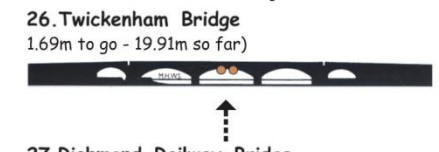
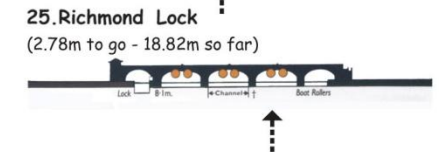
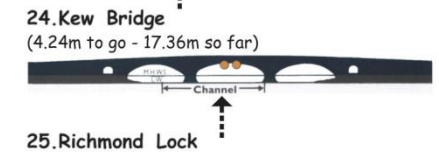
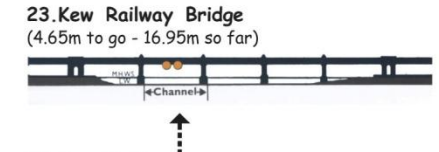
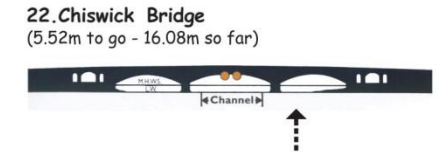
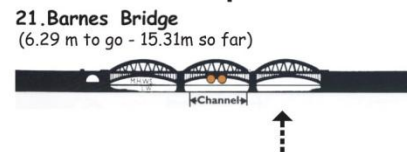
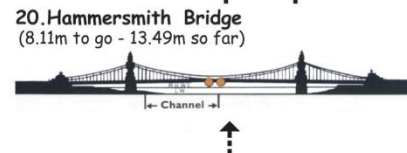
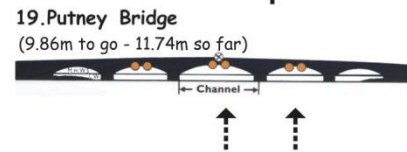
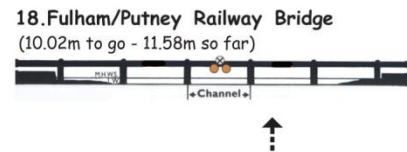
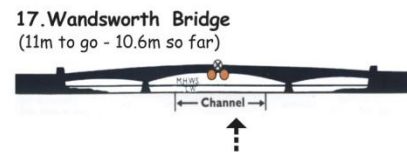
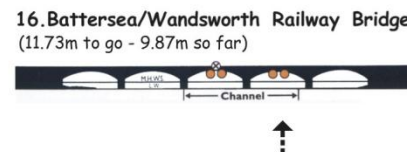
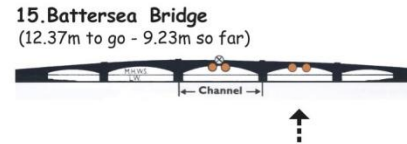
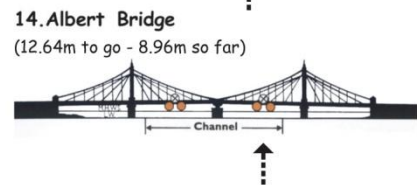
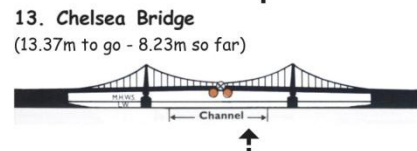
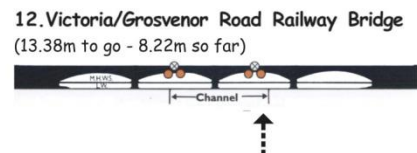
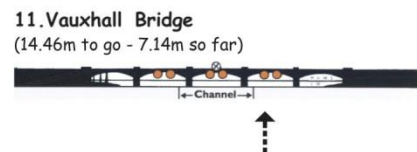
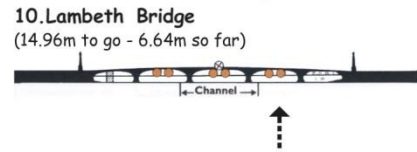
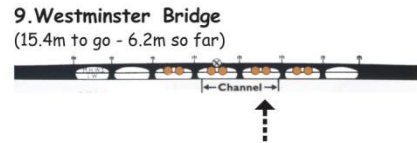
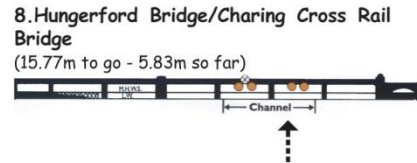
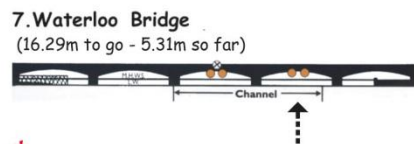
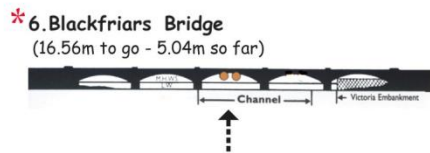
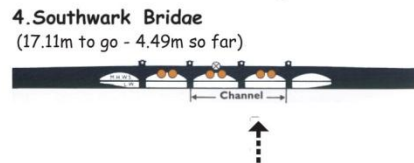
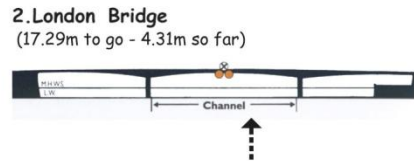
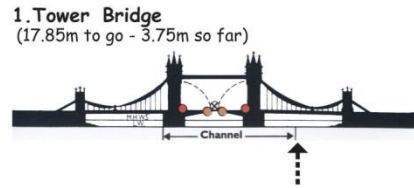
If for any reason it is necessary to abort the start of the race, this will be communicated by the official Start Marshals and Safety RiBs. On receiving this communication, you should navigate immediately to your assigned ERV point and await further instructions. Your assigned ERV point is detailed on your laminated Start Sheet (see overleaf) and is specific to your boat.

NOTE: Boat and Buoy markings for information only – not to scale

Boats leave waiting area 8 mins before their start time

BRIDGING THE THAMES - MILLWALL TO RICHMOND

The bridge arches are shown as you will see them on approach.
Use ONLY the arches indicated



* All coxes / crews - Blackfriars Bridge - Please note that Bridge Arch 2 will be closed for navigation on Race day. As a result, we would ask you to please be aware of other river users, especially Commercial vessels as there are likely to be a large number of Class 5 (Large) Commercial vessels also using Arch 3. As such we must ask you to be extra vigilant when navigating in this vicinity. Your safety and the safety of other river users is of the utmost importance.

SAFE NAVIGATION FOR MAN-POWERED BOATS NEAR WORKS BARGES AND MOORINGS

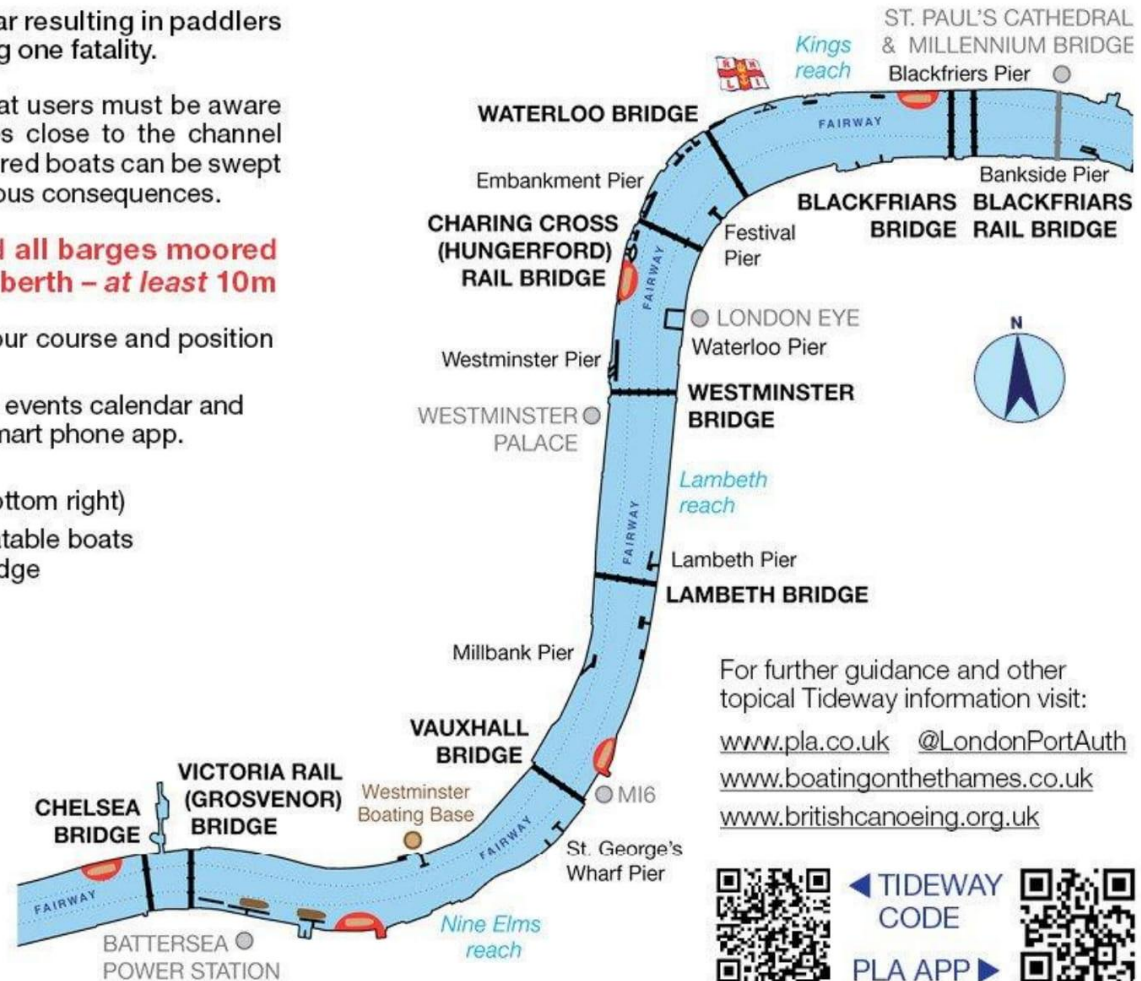


Several incidents have occurred this year resulting in paddlers being swept under work barges, including one fatality.

Paddlers and all small, man-powered boat users must be aware of the numerous major construction sites close to the channel edge in Central London. Small man-powered boats can be swept rapidly under barges by the tide, with serious consequences.

Give these work sites, piers and all barges moored alongside or mid-stream, a wide berth – at least 10m

- Maintain a good lookout and adjust your course and position well in advance of any obstacle
- Check the current Notices to Mariners, events calendar and tidal information on PLA websites or smart phone app. (see bottom right)
- Comply with the Tideway Code (see bottom right)
- It is recommended that all open or inflatable boats and SUPs remain upriver of Putney Bridge





Ham Site Plan KEY	
1. Finish	13. Bouncy Castle
2. Finish Cannon	14. Slide
4. Corporate Hospitality	15. Face Painters
5. Information/Lost Children	16. Toilets
6. Number Return/Race Certificates	17. Changing Tents
7. Merchandising	18. Medics
8. Charity Tent	19. Event Marquee
9. Punch & Judy	20. Ham Street Food Market
10. Children's Circus Arena	21. Musket Range
11. Game Arena	22. PLA
12. Race Control	23. Mayors Tent





