

Swift Irish Junior Coastal Championships 2024

Saturday the 3rd of August



Captains Pack

Venue and Directions

The Junior offshore Championships will take place on Dinish Island at the Rowing club Boathouse, Castletownbere.

Dinish Island is located off the R572, (turn to the left) Just as you enter the town from an Easterly direction, closest Eircode: **P75 HV22**

Venue Access for Trailers and Towing Vehicles

Clubs arriving on Friday 2nd of August will be allowed access to the venue from 5pm

Only trailers and towing vehicles will be allowed into the Boathouse. Boats must be unloaded, and trailers removed afterwards. There is plenty of parking for trailers available just a short distance from the clubhouse. Clubs arriving on Saturday will have venue access from 7.00am.

During the regatta, Cars can be parked on the road outside the boathouse, and also at the trailer parking area as detailed on the venue map. Cars carrying equipment will not be allowed to drive into the Boat house area, they can drop equipment off at entrance to the boathouse and collect it after parking.

Emergency Services

The Red Cross Ambulances will be onsite for the duration of Regatta.

Food & Refreshments

There will be a number of food options at the venue. They will be located near to regatta control. There will be hot food and drinks available including tea and coffee etc.

Warm Up Area onshore

The clubs Concept 2 row ergs will be available for crews to warm up on. Rowers using these must agree to use them correctly with proper footwear.

Plastic Free Event

The Regatta Committee would like to keep the event plastic free. Clubs should bring reusable water bottles where possible and no single use plastics. Clubs should aspire to bring all rubbish away with them after the event. Bins will however be provided. Filtered fresh water will be available at the boathouse.

Regatta Control

Officials in charge of time keeping and umpire coordination will be located at Regatta Control near the Start/Finish line. Club captains/representatives with queries can do so at Regatta Control.

Venue Map



Sign in/ Sign out with Beach Masters

Beach masters will be present throughout the regatta at the launch areas. They will be wearing Hi-viz tabards. It is the launching crew's responsibility to identify and obtain clearance from these persons.

The beach master will mark you off their list and check the boat for:

- Buoyancy Aid/Life Jacket for every crew member in the boat (Worn by the Cox)
- Tow line clearly visible and accessible
- Heel restraints if applicable
- Bow number (this should match the number at the time of entry)

Crews who do not comply with the above safety standards will not be allowed to launch.

All crews must check in with a beach master to be signed out ahead of launching for warm up/Racing. If you do not sign out your crew will be deemed **disqualified** from the event. Once the race is finished and the crew is off the water the **crew** must be signed back in. If a club does not consistently sign their boats out/in after racing, they risk having their club disqualified from the event.

Boats may launch from the slip at the boathouse, or from the adjacent strand, please note this is a rocky beach area and all crew members and launch assistants should be aware of the associated risk launching there.

The organising committee fully appreciates there may be a fast turnover of boats between events given the high volume of racing. In an instance where boats will not be coming off the water the club is responsible for informing a beach master of this.











To avoid any unnecessary upset we ask clubs to be extra vigilant and work with the event hosts. We want your club to have a successful day and will work with crews, athletes & coaches. Please reciprocate this throughout the event to ensure safety standards are maintained.

Race Start Procedure

All races will start with both a visual and audible sequence.

- The visual will be in the form of a plastic structure holding up 3 large red balls which will drop in line with the start sequence.
- The audible will be in the form of a loud clear hooter being used with short and longer blasts. - The start sequence lasts 3 minutes.
- The start sequence starts 3 minutes before the published Race start. E.g. if race is timetabled for 0900, race sequence will start at 0857.

All crews should be behind the start line before this time. It is the responsibility of all crews to fully understand the start sequence. The illustration below will assist in this. Crossing the start line prior to the official race start will result in a 2-minute penalty being added to a crew's final time.

Time	Visual signals		Audio signals	
-3 minutes		3 balls (red with white cross)		3 short blasts of hooter
-2 minutes		2 balls (red with white cross)		2 short blasts of hooter
-1 minutes		1 balls (red with white cross)		1 short blasts of hooter
START	 ↓ drops	Dropping the single ball (red with white cross)	 LONG	Long blast of hooter
Mass false start	 Waving	Starter waving red flag	 <i>repeated</i>	Repeated short blasts of hooter

Course Map 2k

The 2km course distance has been identified by the World Coastal Committee as an appropriate distance for Junior championship races. The organising committee has tried to design a course that will be challenging to race and exciting to watch, to that end the course in Castletownbere is running at approximately 2300m, it offers plenty of opportunity for straight line racing coupled with some interesting turning buoy configurations.



2.3K Course Approx.

- Distance from start line to turn 1: 630 meters
- Distance from turn 1 to turn 2: 270 meters
- Distance from turn 2 to turn 3: 600 meters
- Distance from turn 3 to turn 4: 500 meters
- Distance from turn 4 to finish line: 300 meters

GPS Co-ordinates will be issued once course is laid and posted a minimum of 2 days before the event.

Warm Up and Cool Down area

Athletes will have access to an on water warm up area to the Northwest of the start line. Warm up boats must stay clear of the course. Crews may row under the bridge towards the town but do so at their own risk, as there will be no safety boat cover in that area.

Crews launching and joining the warmup area should do so carefully so as to not impede crews moving from the warmup area to the start line. Once crews are finished warming up, they can proceed towards the start line where they will be instructed to hold until the previous race has finished.



Competence

Crews are expected to have a high level of competence and should be capable of rowing the 2k in a reasonable time. While it remains the responsibility of club and crew captains to ensure they are competent, if the safety officer or a race umpire deems a crew to be incapable of completing the course safely they may request the crew return to the launching area. Similarly, if a crew is likely to take significantly more than 15 minutes to complete the 2k course the umpire may direct them off the course in order to avoid a collision with any races following them.

Penalties during Races

All umpires and start line decisions at the regatta are final. Umpires will be applying penalties as per rules as necessary and all umpire decisions will be upheld. Penalties and appeals procedures will be applied as per RI Rules of racing. Please note, clubs/crews should already be aware that collisions at the turning

buoys, normally means a bad result for all crews involved. **Best to always avoid any crashes if at all possible.**

Start Finish Line

If an individual or group is blocking the start finish line area onshore, they will be asked to move immediately in case they block the view of the start/finish camera. Supporters and athletes should at no point throughout the weekend approach the starters. If they block or distract starters at any point it could have an effect on the smooth running of event.

Results

Results can be found by using the QR Code on the RI Events page and the various social media outlets. The event will be run using Google docs.

Crews Scratching

Crews entered in the regatta will be assumed to be competing unless a representative of the club has officially scratched the crew. Scratches can be made on Tracker prior to the event. Scratches on tracker after 1pm Friday 2nd of August should be confirmed at regatta control on the morning of the event. **Please note, if entry fees are not made on time, Castletownbere RC reserve the right to cancel the entry.**

Heats

The final race timetable will be published after the close of entries on Wednesday 24th of July at 7pm. If there is a requirement for heats it will be in the updated timetable. Clubs should anticipate an earlier start time if a significant number of heats are needed. The finals race order will not change unless a large volume of heats results in an overdemand of one specific boat type, (e.g. if there are a number of quad heats needed other boat class finals may be added between heats to facilitate boat turn over with clubs). This is not expected to be needed but the organising committee wants to reassure clubs that we have made every effort to consider all eventualities.

Conduct during the regatta

The regatta has been organised entirely by volunteers. All those working on the day are volunteers. Clubs should treat all regatta volunteers and officials with respect. Clubs with issues or complaints should do so at regatta control via club captains or by a single representative only. Clubs or individuals causing disturbances or not complying with regatta volunteers in line with safety rules will be referred to the World Rowing Coastal Committee.

Final note from the host club

Castletownbere Rowing Club is extremely proud to be hosting the Junior Championships in 2024. We look forward to welcoming clubs from around the country and will make every effort to ensure your athletes and spectators have a safe and enjoyable Day.