



VOLUNTEER MANUAL

**2023 NATIONAL ROWING CHAMPIONSHIPS
SEPTEMBER 28 - OCTOBER 1, 2023
QUAMICHAN LAKE, DUNCAN, BRITISH COLUMBIA**





WELCOME

Welcome to the Rowing Canada Aviron (RCA) National Rowing Championships volunteer team!

We are so glad you have decided to join us and strengthen the ranks of our wonderful team of dedicated volunteers. Along with the Regatta organizers we will be responsible for delivering an outstanding environment for the athletes, coaches, umpires, spectators, and other volunteers. Thank you for joining in!

WHAT ARE THE NATIONAL ROWING CHAMPIONSHIPS?

The National Rowing Championships (NRCs) represent the pinnacle of racing for Canadian athletes, competing in small boat categories of Singles (1x) and Pairs (2-).

National Team, University and Under 19s athletes, representing their province of origin, will compete in their respective age categories for the title of the Canadian National Rowing Champion.

PLEASE TAKE SOME TIME TO READ THROUGH THIS MANUAL.

Due to the importance of this regatta we want to take every precaution so it comes off without a hitch, in turn making your time better, too!

Please find your assigned volunteer position(s) on the next few pages and familiarize yourself with its description and outline.

IT'S ABOUT THE ATHLETES

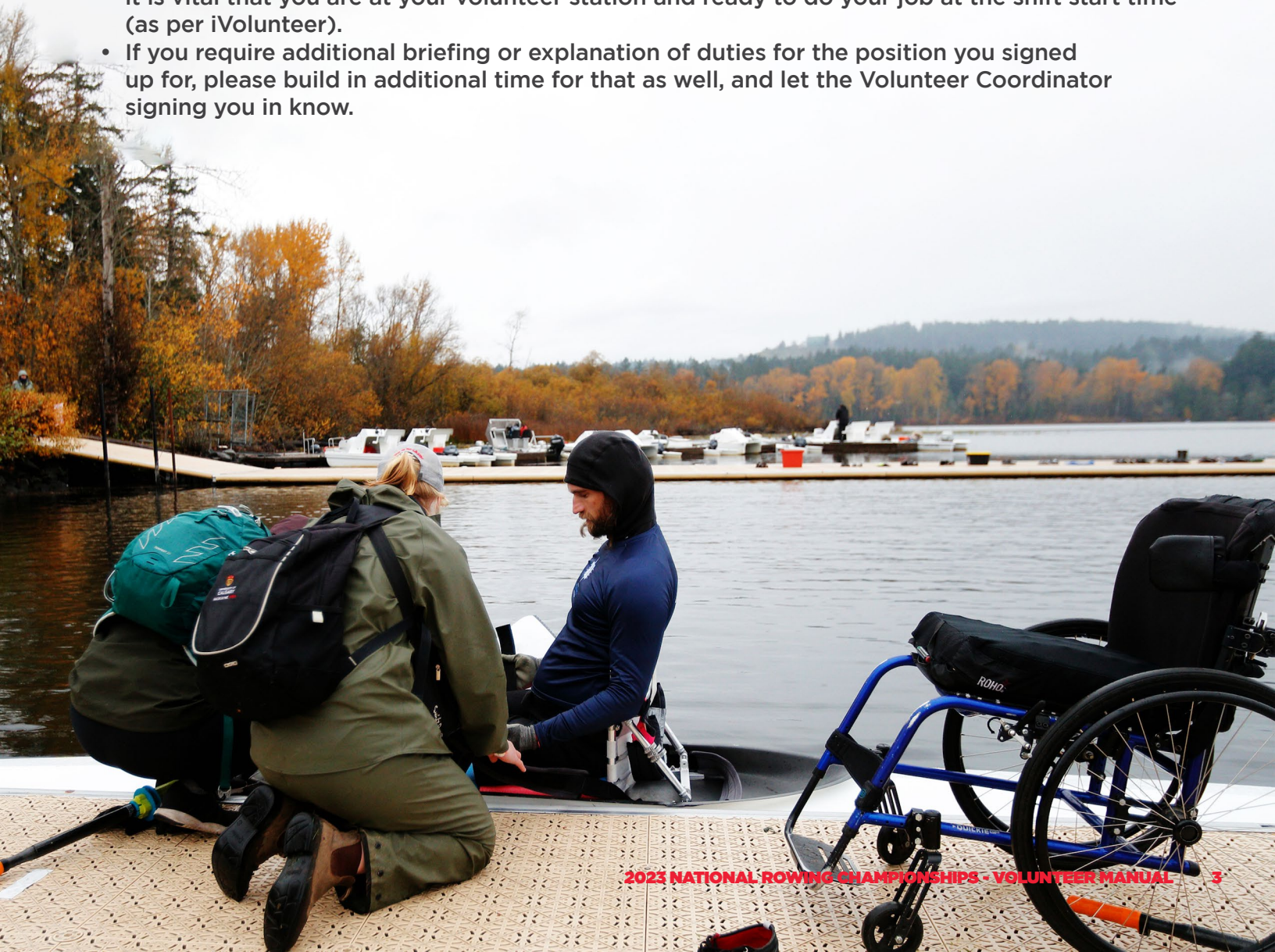
This regatta is all about providing an environment in which high level athletes can perform to the best of their abilities. There is a range of age groups and experience levels with some being at the NRCs for the First time and some National Training Centre athletes who have competed many times before.

Our role is to provide the best experience for them. A few expectations we know you can provide:

- Respect and politeness when you are interacting with rowers, coaches, and support staff
- Attentiveness to detail with your particular job
- A friendly and positive manner
- Smiles for fellow volunteers, coaches, athletes, umpires, and spectators

There are a number of volunteer positions available and all are described in this manual. All volunteers must read the instructions in this manual pertaining to their assigned position. Please be on time!

- Please arrive at least 20 minutes before your shift time specified in the iVolunteer sign-up sheet to allow for parking (which on regatta days is always more challenging than usual), and finally at the volunteer sign-in tent. In order for the regatta to run as smoothly as possible, it is vital that you are at your volunteer station and ready to do your job at the shift start time (as per iVolunteer).
- If you require additional briefing or explanation of duties for the position you signed up for, please build in additional time for that as well, and let the Volunteer Coordinator signing you in know.



DRESS APPROPRIATELY

Volunteers should check the weather forecast and arrive in weather-appropriate attire that is also suitable for a national level regatta. Particularly, volunteers in positions on the water (boat drivers, boat holders) should dress warmly and have water-proof clothing ready to put on in case of inclement weather. There will be minimal space to store your belongings, so please be prepared to carry your belongings on yourself securely. We don't want keys or phones in the water!

Food for Volunteers

- Warm drinks and a snack go a long way on a cold day.
- Food trucks will be on site.
- **IMPORTANT:** Bring a water bottle/thermos - you will want to stay warm and hydrated.

If you have any questions about the aforementioned details or the details of the different positions please do not hesitate to contact the regatta Volunteer Coordinator at mbrcrowing@gmail.com

We truly appreciate the time and energy you are giving toward making this regatta a success. Thank you for your support, we couldn't do it without you!



VOLUNTEER POSITIONS

PARKING LOT ATTENDANTS

General Information

Please arrive 20 minutes prior to your shift's start to allow sufficient time to park, sign-in at the volunteer information desk, and get in your position without rushing.

- Trailers – All trailers will be parked
- Vehicles – All trailer trucks and cars will be parked in **Duncan Community Lodge**, and when full, the overflow parking will be on the surrounding streets of Moose Road and Davis Crescent. If needed, there is a parking lot at the **Cowichan Sportsplex on Chesterfield Avenue**, with the exception of the following members:
 - Umpires
 - NRCs staff members
 - Handicap access vehicles
 - Fire Lane – There will be cones marking a fire lane along the hedge of the Duncan Community Lodge for fire truck access.
 - Parking Attendants – There should be one parking volunteer directing traffic at the entrance to the Duncan Community Lodge, and one on Moose Road, directing traffic to the overflow parking lot as necessary.

The following equipment will be provided at the start of your shift and exchanged with the volunteers on the subsequent shift:

- Walkie-talkie: If walkie-talkies are not available, cell phone numbers will be exchanged with the **Volunteer Coordinator**.
- A package with parking instructions, race schedule, shift times, Regatta Personnel contact information and Emergency Action Plan will be provided.
- Safety vests
- If you have any questions during your shift, please contact your **Volunteer Coordinator** by walkie-talkie, or by cell phone.

Parking Lot Attendant Locations & Duties:

- One parking attendant will be located at the entrance to the **Duncan Community Lodge**. This attendant will direct all vehicles to the top parking lot unless listed as an exception above. This volunteer must be firm in their directions to avoid abuse and excess vehicle parking in the Lodge car park lot or along the Moose Road. No vehicles, other than the exceptions listed above, will be allowed in the parking lot, as room for boats, racks and equipment are a priority.
- The second attendant, located on Moose Road, will be directing visitors to the overflow parking at the **Cowichan Sportsplex on Chesterfield Avenue**. Visitors may drop off or pick up people at the Duncan Community Lodge, but must park their car in the overflow parking lot. If the overflow lot is full, please park the cars in an orderly fashion to maximize capacity and avoid any chance of damage.



VOLUNTEER POSITIONS

CONTROL COMMISSION

General Information

Please arrive 20 minutes prior to your shift's start to allow sufficient time to park, sign-in at the volunteer information desk, and get in your position without rushing.

- There will be two umpires at the Control Commission. The umpires are responsible for what happens at Control; the work listed below is delegated to the volunteers. If there are any issues, the umpires are to be brought in to deal with the athletes and/or coaches.
- List control – There should be two people at the desk managing the list of athletes as they check-in. Greet each boat checking-in warmly and courteously. Identify the type of boat (1x or 2-), and ask for each athlete's name. Once the boat entry has been found on the draw, document that the boat has checked-in for the particular event and include the time of check-in. Assign the appropriate lane marker only once the ID and equipment checks have been completed.
- ID Check – One person should be in front of the desk prepared to check each athlete's piece of identification. Confirm with the person in control of the check-in list when the athlete's identification has been accepted. Attach the appropriate bow marker as indicated by the person in charge of list control. Cell phone images of ID will not be accepted. Be prepared for this potential situation and understand the ID rules.
- Acceptable forms of ID include: Driver's license, Driver's permit with photo, Passport, Health card with photo, or School student card with photo.
- The names on the IDs must match the names listed on the registered entries.
- Boat Equipment Check – This volunteer will be in charge of performing an equipment check as each boat checks in. The umpires will randomly perform their own checks.
- Bow ball - Ensure the bow ball is firmly affixed to the bow of the boat and that the bow ball does not pass through the RBC measuring device (available from an umpire). Rubber should be in good condition, and not deteriorating
- Heel ties - Ensure that the heels of the shoes are securely attached to the boat with heel ties. The heel ties must not be more than 7cm long. The RBC measuring devices are to be used if there is any doubt.
- Seats - Ensure the boat is equipped with all required seats.
- Affix the bow marker on the boat once assigned by those in charge of list control. If this is an issue (sometimes can be a tight fit), give the bow marker to the coach to put in place. Have electrical tape handy to help where the bow marker is too loose in the clip on the shell.



VOLUNTEER POSITIONS

WEIGH-IN

General Information

Please arrive 20 minutes prior to your shift's start to allow sufficient time to park, sign-in at the volunteer information desk, and get in your position without rushing.

- The official weigh-in scale will be placed in a screened-off and undercover area near the Duncan Community Lodge, and a calibrated practice scale will be available for athletes to use at all times.
- Athlete weigh-in time is 2 hours to 1 hour before their race time.
- It is important that the entire weigh-in area is quiet to accommodate potential nervousness of the athletes. Please respect their space and act carefully.
- A list of lightweight athletes and event number will be provided at the beginning of each day.
- All lightweight women must be 59kg, or under.
- All lightweight men must be 72.5kg, or under

Weigh-in Duties:

- One volunteer will be stationed at the official weigh-in area, in addition to the designated umpire.
- One umpire will be in charge of the scale & confirming the weight of the athlete to the scribe. The volunteer will be responsible for checking athlete ID's and recording the athletes' official weights.
- An athlete may be nervous or under stress before his/her weigh-in. Please understand if their behaviour is less than friendly.



VOLUNTEER POSITIONS

SAFETY BOAT DRIVER

General Information

Each safety boat driver must have a Pleasure Craft Operator Card. Bring proof of license the day of your shift. Please arrive 20 minutes prior to your shift's start to allow sufficient time to park, sign-in at the volunteer information desk, and get in your position without rushing. It is imperative that you do not create any wake for the athletes racing, warming up or cooling down while getting into position.

- The main job of the safety boat driver is to ensure that boats that are not racing are travelling safely and within the bounds of the traffic pattern.
- A megaphone/megacone, and a map of the traffic pattern will be provided in each motorboat. A copy of the safety plan, including phone numbers, is also required.

Safety Boat Duties

- There will be 4 safety boats.
- Prior to leaving the dock, ensure that your boat is equipped with sufficient gas, a map of the traffic flow, Personal Flotation Devices (PFDs), and other necessary items for the day.
- Note: It is important to double check that the engine for the spare safety boat is also running well before launching so that it can be used in the case of an emergency.
- Courteously communicate with athletes in the warm up and cool-down areas. Look out for any shells inside the course lanes that may obstruct a race, shells that are off-course, shells heading towards the edge of safe travel, areas with higher boat traffic, etc.
- It is important to travel around at a slow pace to avoid creating wake on the racecourse and for the boats practicing. Keeping wakes at a minimum is very important at this regatta. Take care and be alert as to the position of your boat in comparison to the rowers. Competitors will become upset if they are waked while warming up or cooling down.



VOLUNTEER POSITIONS

UMPIRE BOAT DRIVER

General Information

Each umpire boat driver must have a Pleasure Craft Operator Card. Bring proof of license the day of your shift. Please arrive 20 minutes prior to your shift's start to allow sufficient time to park, sign-in at the volunteer information desk, and get in your position without rushing.

- There will be six umpire boats.
- Allow enough time to get into position before the racing starts. This will be done in conjunction with the umpires.
- The umpire boat driver follows the instructions of their assigned umpire at all times.
- The umpire boat drivers should communicate with their assigned umpire before racing to rehearse what to do and where to go in case of an emergency.

Umpire Boat Driver Duties

- At the start of a race - Take up the position your umpire has been assigned. The umpire will inform you which side of the course you should stay on. Get into the best position so that you can move into your assigned lane as soon as racing starts since most accidents, or equipment malfunctions occur at the beginning of the race. Start parallel to the starting dock and at the signal of the start of the race (the beep) pull the boat into your assigned lane behind the racing shell. Work with your umpire to determine their requirements. When turning and accelerating, keep in mind that your umpire may be standing up in the boat.
- Following the race - Once in the assigned lane, position the launch one metre off the buoy line. Leave about 20 meters/2 white buoys behind the racing crew - do not get too close as it can distract the athletes - and match their speed as best as possible - each umpire has their own preferred distance and position. Stay alert for any calls or changes made by your umpire. Inform the umpire if your wake may affect crews in other lanes. Each race may be slightly different, so it is essential to listen to and communicate with your umpire.
- At the end of the race - Gradually slow down and then stop before you reach the finish line. Do not cross the finish line once all racing shells have crossed the line. The umpire has several tasks to do once the race has finished, so wait until they give you the 'okay' to leave the finish area and head back up to the start.
- Wakes - Keeping wakes at a minimum is very important at this regatta. Take care and be alert as to the position of your boat in comparison to the rowers. Competitors will become upset if they are waked while warming up or cooling down. The only time the boat should be at full speed is when following a race. All other travel time MUST be wakeless.



VOLUNTEER POSITIONS

BOAT HOLDERS

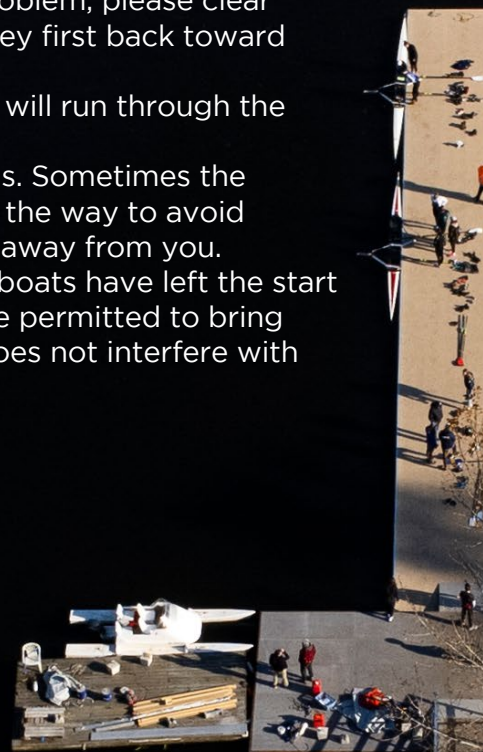
General Information

Please arrive 20 minutes prior to your shift's start to allow sufficient time to park, sign-in at the volunteer information desk, and get in your position without rushing. You will be issued a heat reflective mat and a safety blanket, both of which should help keep you warm and dry in inclement weather. You may also want to bring a personal mat to place under the heat reflective mat for added comfort, as well as an insulated cup to take a hot drink with you to the starting platform. Expect wet and cold conditions and dress appropriately. As a boat holder you are on the same team with the start line officials, so don't be shy communicating about things like bio-breaks, etc. when needed. Arrangements will be made for your temporary replacement. We want you to be warm, dry and comfortable!

- This position is necessary for sprint races only, not for time trials.
- Boat holding is simple and usually easy, but very important!
- You will be shuttled to the start line to your assigned lane at the beginning of the shift and 45 minutes before the first race on your shift.
- You are responsible for holding the athlete's boat in the proper position on the start line carefully, safely, and without disturbing the crews.

Stake Boat Holders Duties

- If you are not actually holding a shell during a start, you are expected to stay in position and to be quiet during the entire start process. While rowers are near or around the start, please refrain from using your mobile phone and stay alert.
- You will be cooperating with the Aligner at the Start to assist in lining up all crews fairly. The bow ball of all the boats must be in a straight line. This means that you may be pulling in or pushing out boats – per instruction from the Aligner – in order for the alignment to be correct.
- Crews will back their boat into the start position a few minutes before the race. At this time, you should be silent as not to disturb the athletes before their race.
- Grab the stern of the boat firmly and listen carefully for your lane number and respond quickly to any adjustment calls made by the Aligner. Because of the weed problem, please clear all weeds from any steering mechanism (the fin) on the boat when they first back toward the starting platform.
- Wait steadily in position until all boats have been aligned. The starter will run through the crew names, followed by the “attention” command.
- At the “horn” signal, the boats will abruptly pull away from your hands. Sometimes the boats will jerk backwards before taking off – keep your fingers out of the way to avoid any injuries. Keep your head down for 5 seconds while the boat pulls away from you.
- You will only be holding boats for a few minutes for each race. Once boats have left the start line, you will have around 5-7 minutes to relax between races. You are permitted to bring drinks and/or snacks for the downtime between races so long as it does not interfere with the starting alignment for the following race.



VOLUNTEER POSITIONS

BOAT HOLDERS - CONTINUED

Important things to remember:

- You are to appear impartial at the start line, so you should avoid wearing any team jerseys or gear during your shift.
- Your safety is just as important as the athletes and officials. If a boat is backing in too quickly, do not try to stop it at the expense of hurting your hands.
- You are responsible for being respectful to the crews as they prepare to race. Do not make remarks or chat with the crews as it can disrupt their concentration.
- During your shift you are to present yourself as a neutral operator and therefore should not cheer on crews before and after the start of the race.



VOLUNTEER POSITIONS

TIMING & RESULTS - DAY 1 MORNING: TIME TRIALS

General Information

Please arrive 20 minutes prior to your shift's start to allow sufficient time to park, sign-in at the volunteer information desk, and get in your position without rushing. After checking with the **Volunteer Coordinator**, the volunteers should all report to the **Timing and Results Manager** who is responsible for making sure each member is following the same protocol.

The official draw, recording sheets, stopwatches, pens, an air horn and other necessary items will be provided to the finish tent team at the start of each day. Two volunteers will be needed at the start line and seven volunteers at the timing and results area during the Time Trials; See below for specifics.

Start Line Duties (2 volunteers):

- (1) FinishLynx Start: Connect with the finish line using a cell phone in hands free mode so that the results team at the finish can hear the Umpire at the Start. The same volunteer will trigger the FinishLynx start plunger to capture the starts on the regatta's official timing system. The volunteer will press the FinishLynx plunger on the "go!" signal from the umpire and will inform the finish tent via telephone if a boat is out of sequence, or a no show
- (1) CrewTimer Start: A volunteer with a free app installed on their cell phone (CrewTimer) and a special plunger that connects via Bluetooth to the phone. The volunteer will press the CrewTimer plunger on the "go!" signal from the umpire and will select the correct bow number in the CrewTimer app. This volunteer should have a cellphone with a data plan and a USB booster pack (this can be provided if needed). Data usage by the CrewTimer app is minimal.

Finish Line Duties (7 volunteers)

- (1) FinishLynx Processing: 1 person running the FinishLynx TT module to process the time trial data. Those results will be confirmed and signed off by the Umpire at the Finish before publication. This person needs to have a good working knowledge of the FinishLynx software. This position is in the timing and results area.
- (1) FinishLynx Capture Operators: 1 volunteer will work with the FinishLynx Processing Operator to operate a plunger button, which activates the FinishLynx camera at the finish of each race. This person can learn the role quickly at the start of their shift. This position is in the timing and results area.
- (1) Regatta Master Results: 1 volunteer will manage the Regatta Master computer software (separate from the FinishLynx) and will process the times and print the results. They will also audit the results for reasonableness and accuracy. Those results will be confirmed and signed off by the Umpire at the Finish before publication. This position requires an excellent working knowledge of Regatta Master, and is in the timing and results area.
- (1) Regatta Master Progression: The Progression operator will review each progression for accuracy and provide the subsequent race schedules. This person requires a good working knowledge of Regatta Master, particularly in terms of progressions. This position can be performed offsite, but normally is in the timing and results area.



VOLUNTEER POSITIONS

TIMING & RESULTS - DAY 1 MORNING: TIME TRIALS - CONTINUED

- (2) Timers: 2 individuals to take finish times. One volunteer will capture finish times on a stopwatch, the other volunteer will take finish times using a cell phone using the free CrewTimer app. These positions are in the timing and results area.
- (1) Scribe: 1 volunteer to write down the order of finish information from the umpires. This position is in the finish tent, at the finish line.

TIMING & RESULTS - DAY 1 AFTERNOON & DAY 2 MORNING: HEATS/SEMIS/FINALS

General Information

Please arrive 20 minutes prior to your shift's start to allow sufficient time to park, sign-in at the volunteer information desk, and get in your position without rushing. After checking with the **Volunteer Coordinator**, the volunteers should all report to the **Timing and Results Manager** who is responsible for making sure each member is following the same protocol.

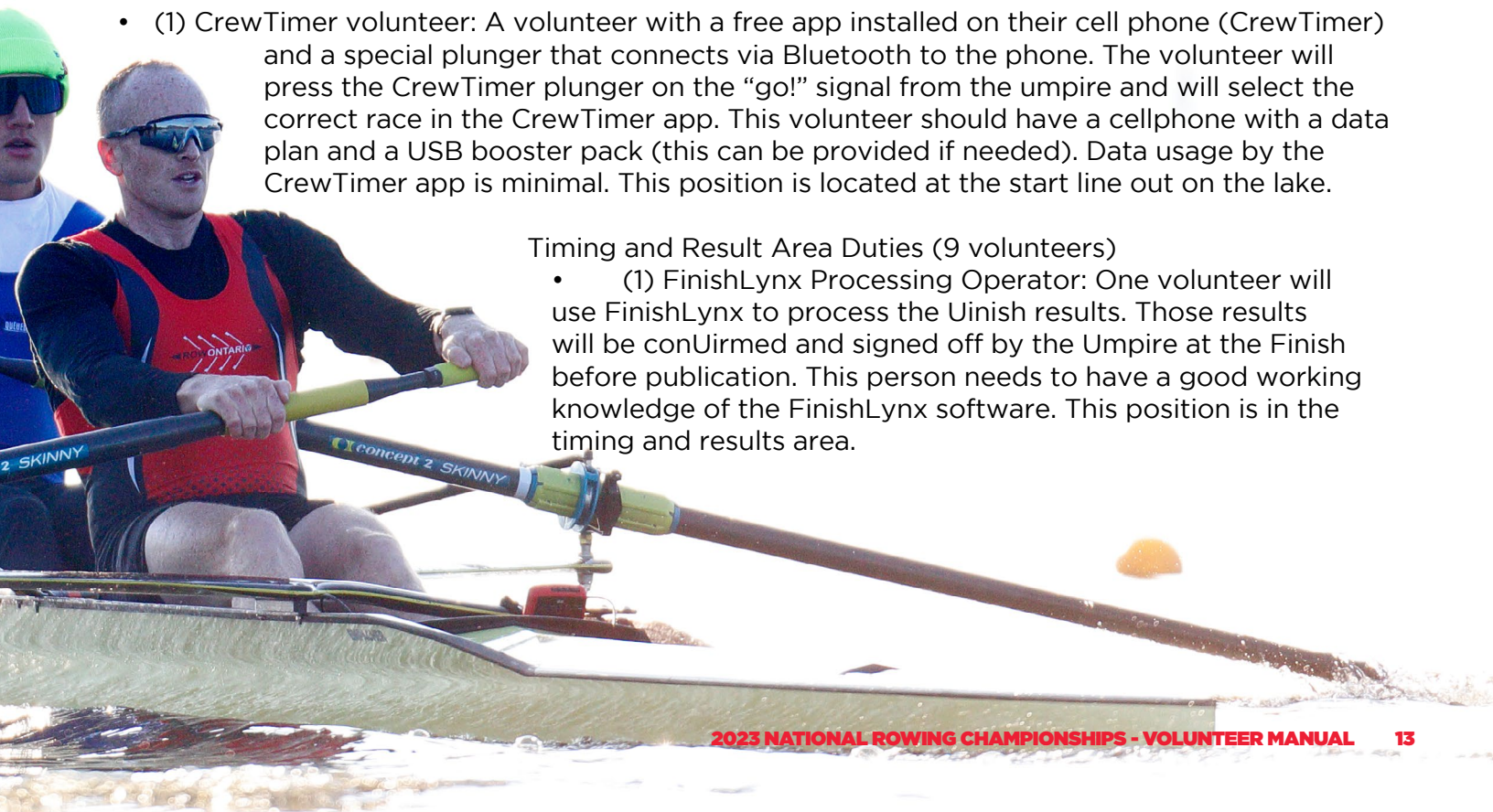
The official draw, recording sheets, stopwatches, pens, an air horn and other necessary items will be provided to the finish tent team at the start of each day. Two volunteers will be needed at the start line and nine volunteers at the finish tent during the Heats/Semis/Finals; See below for specifics.

Start Line Duties (2 volunteers)

- (1) Start Volunteer: The volunteer will trigger the FinishLynx start plunger to capture the starts on the regatta's official timing system. The volunteer will press the FinishLynx plunger on the "go!" signal from the umpire. An open phone line is used around the starts to keep the Finish and Results tent aware of proceedings at the start. This position is located at the start line out on the lake.
- (1) CrewTimer volunteer: A volunteer with a free app installed on their cell phone (CrewTimer) and a special plunger that connects via Bluetooth to the phone. The volunteer will press the CrewTimer plunger on the "go!" signal from the umpire and will select the correct race in the CrewTimer app. This volunteer should have a cellphone with a data plan and a USB booster pack (this can be provided if needed). Data usage by the CrewTimer app is minimal. This position is located at the start line out on the lake.

Timing and Result Area Duties (9 volunteers)

- (1) FinishLynx Processing Operator: One volunteer will use FinishLynx to process the Uinish results. Those results will be confirmed and signed off by the Umpire at the Finish before publication. This person needs to have a good working knowledge of the FinishLynx software. This position is in the timing and results area.



VOLUNTEER POSITIONS

TIMING & RESULTS - DAY 1 AFTERNOON & DAY 2 MORNING: HEATS/SEMIS/FINALS - CONTINUED

- (1) FinishLynx Capture Operator: 1 volunteer will work with the FinishLynx Processing Operator to operate a plunger button, which activates the FinishLynx camera at the Uinish of each race. This person can learn the role quickly at the start of their shift. This position is in the timing and results area.
- (1) Regatta Master Progression: The Progression operator will review each progression for accuracy and provide the subsequent race schedules. This person requires a good working knowledge of Regatta Master, particularly in terms of progressions. This position can be performed offsite, but normally is in the timing and results area.
- (1) Regatta Master Results: One volunteer will manage the Regatta Master computer software (separate from the FinishLynx) and will process the times and print the results. They will also audit the results for reasonableness and accuracy. This person requires an excellent working knowledge of Regatta Master. This position is in the timing and results area.
- (2) Timers: 2 volunteers to take finish times. One volunteer will capture finish times on a stopwatch, the other volunteer will take finish time using a cellphone using the free CrewTimer app.
- (1) Scribe: 1 volunteer to write down the order of finish information from the Umpires. This position is in the finish tent, at the finish line.
- (2) Signalling. These 2 volunteers will be responsible for indicating the finish to competitors and Umpires. These roles are in the finish tent at the finish line. Dress appropriately.
- Horn: The volunteer will be responsible for sounding the horn (short sharp beeps) to indicate when the crews have crossed the finish line. A marker on the fence will be placed directly in line with the finish line marker on the opposite side of the course to indicate where the horn volunteer must line up. This imaginary line will create the finish line, NOT the buoys that are set up outside the course. As the bow of each boat hits that “finish line”, the volunteer will press a button that sounds the air horn. This sound will notify the competitors that they have finished the race.
- Flags: For the first boat finishing, a Flag signal is given to the Umpire on the water. Once all boats have crossed the finish line, the on-water Umpire will scan the crews for any objections. If there are no objections, the Umpire will raise a white flag. The flag person then acknowledges via a white flag that the race has been deemed to be a fair race.
- In the case of an objection, the Umpire will raise a red flag and the flag person acknowledges in return with a red flag, indicating that the race results are under protest. This information is to be transmitted to the Timing and Results team.



HOW TO USE THE CREWTIMER APP AT A REGATTA

INTRODUCTION

First off, thank you so much for volunteering at this regatta! Second, timing might sound intimidating and scary. But it's not bad, I promise! There are always multiple levels of timing, so that an individual mistake does not cause big issues.

If you have questions about the process after reading this document, do not hesitate to reach out to Bas Rijniersce via email at bas@brijn.nu

BEFORE THE REGATTA

It's really helpful if you download the CrewTimer App from your respective app store:

- [Apple App Store - download CrewTimer App](#)
- [Android Play Store - download CrewTimer App](#)

The app uses very little data and can be removed after the regatta (or your specific shift at the regatta).

BASIC CONFIGURATION & TESTS

After you install CrewTimer, you will see the basic screen:



The main menu is on the top left (triple lines)
At the top, it also shows the time on your phone. There has been an issue with the time on a phone being significantly wrong.

PLEASE CHECK YOUR TIME AGAINST A KNOWN GOOD SOURCE

IF YOUR TIME IS NOT CORRECT, PLEASE LET THE VOLUNTEER COORDINATOR KNOW.

Unfortunately we will not be able to use the phone
The “ADD SPLIT” button can be used to capture splits, but usually we connect a special Bluetooth clicker.

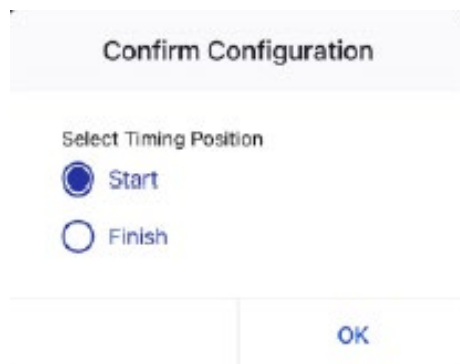
HOW TO USE THE CREWTIMER APP AT A REGATTA



FOR TESTING ONLY

After you have installed the CrewTimer app, use your camera to scan this QR Code. It will configure CrewTime with a test regatta.

You can use this to get familiar with the operation of CrewTimer,



TIMING POSITION

Every time you start CrewTimer, you will be asked to indicate what your timing position is.

It will remember your previous selection, but please double check the selection.

CONFIGURING A BLUETOOTH CLICKER

Before starting, make sure that you have Bluetooth enabled on your phone

For the timing coordinator, clickers need to be reset to the new volunteer. The following steps should be followed for that:

- Look at the bottom of the clicker to check that a green LED is visible. If not, click the button once to wake it up. There might be a small protector to prevent movement of the trigger. Remove that before testing
- Press and hold the trigger until the green LED goes to a fast blink
- Press the button once more to clear all previous connections. The green LED show blink fast twice and then



- From the main menu, select “Bluetooth”
- Select “Use CrewTimer Bluetooth devices”
- Select “+” to add a device to the phone

HOW TO USE THE CREWTIMER APP AT A REGATTA



- The bottom of the clicker has a small label with four characters/numbers



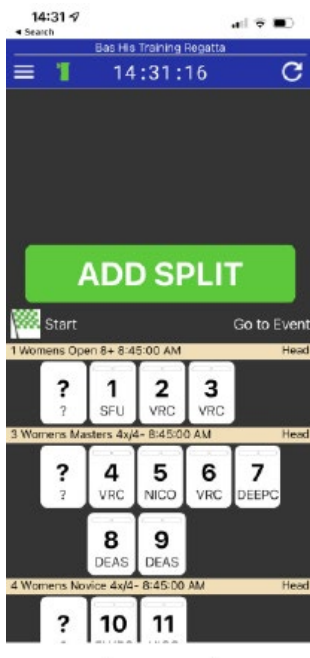
- If there are multiple clickers close by, the list will show all devices. Ensure you pick the one that is in your hand.
- Select "Connect"



If the click connects OK, then you will see the details for it:

Select "Home" to go back to the main screen

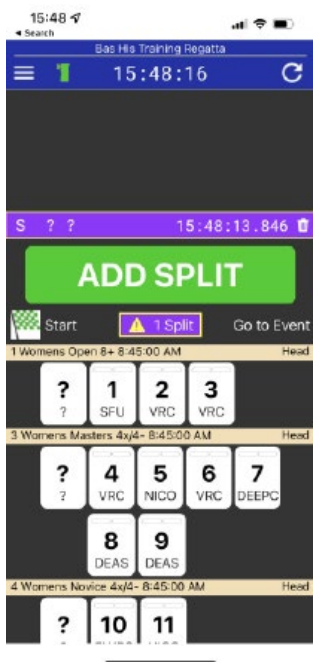
RACE TIMING



Your screen should now show:

- The name of the race at the top
- The current time
- The status of the clicker (Green, Orange, Red)
- Event names, number and other race details

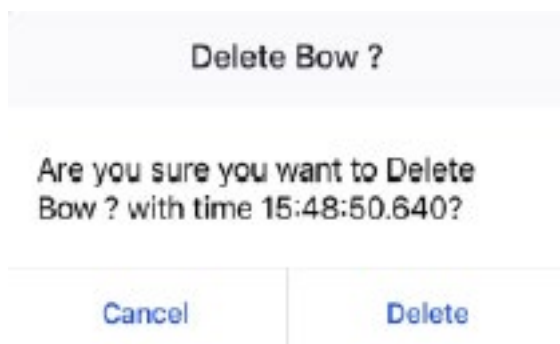
HOW TO USE THE CREWTIMER APP AT A REGATTA



Every time the clicker is used, it will send a timestamp to the phone.

If your phone is not connected for some reason, don't worry, the clicker will store the clicks. They will come in as soon as the phone reconnects.

If CrewTimer restarts, it goes from Red to Orange to Green



If you accidentally captured a timestamp (showing in purple)

You can select the garbage can to remove the timestamp in question. They will show with a strike through



HOW TO USE THE CREWTIMER APP AT A REGATTA



Pick the bows in the order they cross your line.

This can happen at any time (so take your time doing this, capturing the times on the clicker is the most important thing)

The purple lines will turn blue and show the location (S = start or F = finish) and the bow now number assigned to the timestamp

Edit Split

Bow Number

Event

Timestamp (HH:MM:SS.sss)

It happens that you accidentally select the wrong bow.

Before you continue with assigning your other timestamps, click the incorrect line and change the "Bow Number" to the correct one and select "OK"

The main screen will update to reflect that change.




**ROWING
CANADA
AVIRON**

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