2024 Michigan Club Invitational Regatta Saturday, July 20, 2024

Hosted by



Administrative Information

REGISTRATION: Registration and payment is available online through **Regatta Central**. MCI is fully subscribed every year. Register early to secure the races you want. Payment is required at time of registration.

DEADLINES: Registration opens at 9:00 a.m. on Friday, June 28, 2024. Registration closes at 11:59 p.m. on Friday, July 12, 2024.

REFUNDS: No refunds for scratches made after 11:59 p.m. on Friday, July 12, 2024. No refunds for events cancelled due to weather.

LAST-MINUTE SCRATCHES/ADDITIONS: Please report race day scratches to the registration tent. If an event has empty lanes and time permits, we may be able to accept a limited number of additions on the day of the race. Inquire at the registration tent.

WAIVERS: Waivers are available online through **US Rowing**. Detailed instructions are provided on the Regatta Central MCI webpage.

EXTREME HEAT POLICY: The event will be held even in high temperatures, unless the Chief Referee and the Regatta Director determine it is unsafe to do so.

CONTACT: The Regatta Directors, Martin Myers and Margaret Hudson, may be reached by email at mci@a2crew.org ahead of the event or by cell phone/text at 517-974-4079 (Margaret) on the day of the event. The Chief Referee, Blake Ebright, is stationed at the Finish Line.

FIRST AID: A medical professional is on duty at the First Aid Tent, located near the ramp to the dock. Coaches are responsible for determining whether an athlete is fit to row and should not ask the first aid attendant to make any such determination.

COACHES AND COXSWAINS MEETING: The Coaches and Coxswains Meeting will be held outside the AARC Beal Boathouse at 7:00 a.m. Written and video materials are available on the Regatta Central webpage.

Racing Information

THE COURSE: The course is a straight 1,000 meters. Two buoy lines mark the three lanes. Lane #1 is closest to the shore at the start, and lane #3 is closest to the center of the river. The first 100 meters of the buoy line are red cans. The last approximately 150 meters of the buoy line are also red cans. White cans appear every 20 meters and there are red cans at the 250, 500 and 750 meter marks. The 500-meter mark is abeam the launching and recovering dock.

CAUTION: Boats in lane #1 should keep the buoy line close to starboard, or they risk running into the islands about 750 meters down the course.

CAUTION: Boats in lane #3 should keep the buoy line close to port, or they risk running into boat traffic outside of the racecourse.

SCHEDULE:

Friday

4:00 – 9:00pm: Venue open for trailer parking*

Saturday

6:30am: Check in opens7:00am: Coach, coxswain, blind boat meeting7:30am: First event can launch8:00am: Racing begins

* Please email mci@a2crew.org to make arrangements to park your trailer outside of these hours.

WEIGH-IN: There is no weigh-in for coxswains or rowers.

BOW NUMBERS: Bow numbers will be provided and attached to your boat when you check in to get on the water. We will retrieve the bow number when you come off the water.

EQUIPMENT: Equipment will be checked for a bow ball and to be sure that all shoes are tied down with no more than 3" of heel lift. Please check your own equipment before launching to make the process easier and quicker. Equipment that does not meet these safety standards will not be allowed on the water and races will not be delayed to allow for last-minute equipment changes.

Do not report to the start line with broken equipment. If something happens to your equipment once you have launched, please alert an on-water volunteer for guidance on returning to the dock safely. You may not race with broken equipment!

LAUNCHING:

- Calls
 - 1st call for a race will be 30' before the start. A text will be sent to each team's coach.
 - Do not come before you are called.
 - No calls for flights only for events. Please do the math based on 5' centers for singles, and 4' centers for all other boats.
 - If you are early, you may be asked to put your boat in slings until boats ahead of you have gone to the dock.
 - It is the crew's responsibility to report to the start on time, whether you hear the race calls or not.
- The Chute
 - All crews must check in with regatta volunteers before moving to the dock to launch.
 - Come to the chute **bow first**.
 - Be sure you have a bow ball and shoes are tied down to allow no more than 3" of heel lift.
 - We do not have bow balls to give you.
 - \circ $\;$ We will attach a bow number for you and retrieve it on your return.
 - Watch the Dock Master for directions.
 - Proceed down the ramp on the left side.
 - Do not block the walkways while waiting to launch.
- Dock
 - Boats launch on the north end of the dock to the left as you face the river and recover on the south end. The dock is at the middle of the course.
 - Be quick on the dock one minute.
 - On return to the dock tell the Dock Master if the boat is being hot seated. If hot seating, recover your boat on the outside of the dock so it can be held and re-launched.
 - Watch the Dock Master for directions.

TRAFFIC PATTERN:

- Warm up
 - \circ $\,$ Do not round the bend to the start line unless the safety marshal gives the go ahead.
 - Boats will be held before the bend until any racing crews have safely passed.
 - Once you get the go ahead proceed quickly.
 - Traffic in the staging area is **clockwise**.
 - Listen for directions from the staging area marshal to proceed to the stake boats.

- Know your bow number, your flight, and who your competition is. Go the stake boats in the following order: bow number 1 first, bow 2 second, bow 3 third.
- At the Start
 - Proceed into the stake boats, one at a time, as soon as directed.
 - **Coaches, review with your coxswains** how to load into stake boats:
 - Approach at a 90° angle to the course, a little more than one-half of your boat length in front of the stake boats.
 - Stop your boat so the middle of the boat is directly in front of the stake boat.
 - Spin in place to starboard 90°.
 - Back in. It shouldn't take more than one or two backing strokes.
 - DO NOT attempt to make a wide turn to align your boat with the course a full boat length or more in front of the stake boats.
 - **Coaches, review with your coxswains** how to scull or "SPIKE" a shell to keep it aligned with the course:
 - If the wind is coming from the staging area you will be pushed to port.
 - To keep your point, 2 seat pushes its oar handle forward to 3 seat, who reaches behind for the handle and sculls the blade close to the shell in short strokes to push the boat to starboard.
 - If the shell is drifting to starboard, bow seat pushes its oar handle towards 2 seat who reaches behind and sculls the blade close to the shell in short strokes to push the boat to port.
 - Review these maneuvers with bow, 2 and 3 seat before you get to the river.
 - We have 3' 30" to load and align three boats. That gives each boat 1' to load. The referees and starters will do their best to ensure boats are ready before starting a race, but hands will NOT be acknowledged. Be ready to go at any time once your crew has loaded.
- On the Course
 - Marker buoys are round balls in yellow or red and are off the course. Do not steer towards them or you risk running into the shore or other traffic. Use only the buoy lines for guidance.
 - Immediately upon passing the finish line, check it down hard. Do not pass under the railroad trestle.
 - Lanes 1 and 2 can usually safely spin to starboard 90° to leave the course. Lane 3 may have to spin 270° to port.

HOT SEATING: Hot seating of equipment or athletes is permitted with the acknowledgement that crews understand there is a risk of missing the event. No event will be delayed awaiting a crew. When hot

seating, please communicate with other crews on the water and with the Dock Master. When equipment is being hot seated, a representative from the crew taking the equipment must check in with regatta volunteers in the chute to let us know you are launching and to confirm you have the correct bow number.

RIVER SAFETY: Watch out for paddlers. Do not yell at them. Do not expect them to behave predictably or with awareness of your intentions. Be prepared to take quick action to avoid a collision. Report any collision immediately to the nearest safety marshal and the Dock Master on your return to dock.

EVENTS AND FLIGHTS: There are 37 events. There are no heats. Most events will have more than one flight. The times from all flights in an event determine the finish placement.

RESULTS AND MEDALS: Results will be available online from CrewTimer (www.CrewTimer.com). Medals will be available for pickup once the results for that event are finalized. Medals must be picked up before leaving the race site; they will not be mailed.

At the Venue

TEAM TENTS: Team tents are welcome. Please do not block any paved path with your tents or equipment. Our venue is small and viewing space is at a premium, so please be courteous of others and occupy only the minimum amount of space you need. Please do not erect tents with sides in the main viewing near the dock to avoid obstructing the view of the course. Consider using the main viewing area for those actively watching events and establish resting/sleeping areas more out of the way.

TRASH & RECYCLING: Trash and recycling bins will be provided throughout the park. We encourage you to bring extra trash bags to have at your team area and place filled bags near the vault toilets at the end of the day. Please help us to maintain a clean park when you leave!

WATER: There is no running water at the race venue. Please plan accordingly. Large water jugs have been generously donated this year by Hall's Culligan.

Trailers, Directions and Parking

Detailed parking information can be found in the "Parking & Directions" section of Regatta Central.

REGATTA SITE: The regatta site is Bandemer Park. Access to the park is gained by turning east onto Lake Shore Drive from North Main just south of the entrance to M-14. We are located in the Ann Arbor Community Boathouse in the northwest corner of the boatyard. The address is 1325 Lake Shore Drive, Ann Arbor 48104. **PARTICIPANT PARKING:** There is no parking at the regatta site except for those needing handicap parking. No participants – athletes, coaches, or spectators – are allowed to park at the regatta site. Go directly to one of the parking areas designated on the parking map. **Do not park at the Argo Canoe Livery. Do not park anywhere on the west side of N. Main St., as crossing Main St. is very hazardous**.

EQUIPMENT and BOAT DROP-OFF: Equipment and boats may be dropped off at the park in a designated area starting at 4 PM on Friday, July 19. If you require an early arrival, please contact the regatta directors by emailing mci@a2crew.org. Advise parking attendants of your intentions and comply with their instructions.

TOW VEHICLE PARKING: Tow vehicles may be parked at Bandemer Park in a specially designated area. Tow vehicles will be provided with a tow vehicle placard when they first drop off trailers. Display this placard on your return to the park to gain access to the tow vehicle parking area.

HANDICAP PARKING: Handicap parking is available at the regatta site. Please inform the parking attendants of your need and you will be directed to the appropriate area. There are two wheel chair accessible restrooms.

TRAILERS: We have limited parking for trailers (14 in total) -- all trailers must be pre-approved with organizers after the registration process. Please plan to share trailers, where possible. **All trailers must be parked by 5 AM on race day.** No entry will be permitted after 5 AM.

• **Due to extremely limited capacity in our park, "chuck wagons" are strongly discouraged.** Please contact mci@a2crew.org if you would like to discuss bringing a supplies trailer.

Venue and Course

Located on Argo Pond, the 1000-meter sprint race will take place on a beautiful stretch of the Huron River. Boats will launch and recover from a single 160' long dock located at the mid-point of the buoyed, three lane course. Spectators may view the course from the dock area to the finish line.

Two buoy lines mark the three lanes. Lane #1 is closest to the shore at the start, and lane #3 is closest to the center of the river.

