

# 2004 Stotesbury Cup Regatta

## Traffic patterns

Visiting crews will use the Athlete's Village at the Three Angels (Dad Vail) launch site located approximately 500 meters downstream of the finish line. **No visiting crews will be permitted to launch from the Canoe Club.**

The Athlete's Village cannot be used for parking of trailers or docking of boats until Thursday, May 13 after 12:00 noon. **There are no exceptions.** There will be absolutely no access by land or water to this area, including the docks, prior to that time.

Crews arriving before noon Thursday can park, launch or practice from the Canoe Club, near Strawberry Mansion Bridge. On Thursday morning, May 13, the Canoe Club area must be vacated between 12:00 noon and 1:00 p.m. and all equipment moved to the Athlete's Village. Do not dock boats at the Athlete's Village until after 12:00 noon. Please do not leave the Canoe Club area by road until Kelly Drive has been closed to regular traffic.

Crews arriving Thursday are requested to time their arrival between 12:00 noon and 3:00 p.m. to avoid rush hour traffic. You will not be permitted to park in the Athlete's Village until after 12:00 noon.

There are two different traffic patterns on the river: one for pre-race practice and one during racing. It is your responsibility to know and adhere to the traffic pattern that is in effect when you launch. Safety of the competitors is of paramount importance. Failure to observe the traffic patterns may result in disqualification.

---

## Traffic Patterns for Practice in the days before the Regatta

Conventional Schuylkill River traffic patterns apply.

Crews launching from Boathouse Row:

- Row up the west side, down the east side (Boathouse Row, the Athlete's Village and Canoe Club are on the east side).

Crews launching from the Athlete's Village (you cannot launch from here before noon on Thursday):

- Launch with bows facing downstream towards Boathouse Row.
- Proceed downriver and turn around at any point it is safe to do so. Note that Schuylkill Navy rules prohibit any turning within 100 meters of a bridge.
- Going upriver, pass on the west side of Peters Island above the finish line.

- Go downriver only on the east side. The middle of the river, including lane 6 on the race course, is "No Man's Water", a safety zone between upriver and downriver traffic.
- To return to the Athlete's Village, come down from the finish line on the east side
- **In summary: Launch and return with bow facing downriver. Stay to port. Make all turns to starboard. Row up the west side, down the east side (the boathouses, the Athlete's Village and Canoe Club are on the east side).**

Crews launching from the Canoe Club (before noon on Thursday):

- **Launch with bows facing downstream, towards the finish line grandstands.**
- After launching from the dock, proceed downriver in racing lanes.
- Keep to the east or port shore after passing the Columbia Bridge (concrete bridge at finish line)
- Once through the bridge, you may turn around at any point that is safe to do so. Note that Schuylkill Navy rules prohibit any turning within 100 meters of a bridge.
- Turn to starboard to turn around and return upriver on the west side.
- Going upriver, pass on the west side of Peters Island near the finish line.
- To return to the Canoe Club dock, proceed upriver through Strawberry Mansion Bridge (green steel bridge just above Canoe Club), turn to starboard and cross all the way to lane 0, then come back through Strawberry Mansion bridge.
- **In summary: Launch and return with bow facing downriver. Stay to port. Make all turns to starboard. Row up the west side, down the east side (the boathouses, the Athlete's Village and Canoe Club are on the east side).**

---

## Traffic Patterns during the Regatta

Crews launching from Boathouse Row or the Athlete's Village:

- Observe standard Schuylkill Navy traffic patterns going upriver along west shore.
- Stay to west shore until the 2000 meter starting line.
- Do not course the race course at any point for any reason
- Upon arriving at the 2000 meter start, the marshalls will direct you either into the chute for your time trial or race or upriver to the warm-up area.
- After completing your time trial or race, row well beyond the finish line to below Columbia Bridge and proceed to Boathouse Row or the Athlete's Village keeping to the east or port shore.

Crews launching from the Canoe Club or Gillin Boathouse:

Only La Salle, North Catholic and Fr. Judge may launch from the Canoe Club and only St. Joseph's Prep may launch from the new Gillin Boathouse. Those crews must go down the east side in lane 0 and thru Columbia Bridge, turning around when it is safe to do so and proceeding up the west side.

- **Launch with bows facing downstream, towards the finish line grandstands.**
- After launching from the dock, proceed downriver in lane 0 keeping any crew returning to the dock on your starboard side.
- Once through the bridge, you may turn around at any point that is safe to do so. Note that Schuylkill Navy rules prohibit any turning within 100 meters of a bridge.
- Turn to starboard to turn around and return upriver on the west side.
- Going upriver, pass on the west side of Peters Island near the finish line.
- Do not course the race course at any point for any reason in going to the starting line.
- Upon arriving at the 2000 meter start, the marshalls will direct you either into the chute for your time trial or race or upriver to the warm-up area.
- After completing your time trial or race, row well beyond the finish line to below Columbia Bridge, turn to starboard and return on the west side to above the island.
- Cross the race course only when so instructed by a marshal and with care to avoid racing crews.
- Cross between the top of the island and the 1000 meter mark.
- During time trials, cross only between events.
- Return to the dock carefully keeping any launching crews on your starboard side.
- Launching crews have the right of way over returning crews.

# 2003 Stotesbury Cup Regatta

## Time Trials

- All crews must have their assigned number securely fastened to the bow of their shell and on the back of the bow-most rower.
- Odd numbered crews row in lane 3, even numbered crews row in lane 4.
- 15 seconds between boats, 30 seconds between boats in same lane.
- Overtaken boats must move to lane 2 or lane 5 and yield to overtaking boat **or be disqualified**.
- A boat is deemed to be overtaking if it is within one length of open water.
- **Any crew crossing the course during time trials will be excluded (disqualified).**

## The Start

- Upon arriving at the 2000 meter starting line, the marshals will direct you either into the chute for your time trial or upriver to the warm-up area.
- It is your responsibility to be in numerical order, staying behind the numbers lower than yours and ahead of the numbers higher.
- Every effort will be made by the marshals to send crews down the chutes in ascending numerical order, but this can only be accomplished with your cooperation.
- When directed into the chutes, proceed quickly and safely.
- As you approach the chute, a marshal will be stationed in the middle of the course, between lanes 3 and 4. Odd numbered boats will keep the marshal to their starboard side, even numbered boats will pass with the marshal to their port side.
- Crews shall be responsible for maintaining their proper order at the start, for maintaining the proper interval between it and the other crews in the chutes, and for staying within the chutes as they approach the starting line.
- Crews not maintaining their proper position may be delayed, moved to the end of the starting order, penalized, or excluded (disqualified).
- The starter will tell you that you are approaching the starting line. You should increase pressure and cross the line at full pressure.
- Stay in your lane for the entire race course except for broken equipment or to yield to an overtaking boat.
- **Broken equipment:**
  - Move to lane 2 (if rowing in lane 3) or lane 5 (if rowing in lane 4).
  - If the broken equipment occurs before Strawberry Mansion Bridge, you will be allowed to return to the Canoe Club and attempt repairs. If they can be completed in 45 minutes, you will be allowed to restart.
  - If the broken equipment occurs after Strawberry Mansion Bridge, proceed down the course, if possible, to the finish line without hindering racing crew. You will not be permitted to restart.

- **Passing:**
  - A crew is deemed to be overtaking another crew when it has moved to within one length of open water of the crew ahead.
  - A crew being overtaken shall move to lane 2 (if rowing in lane 3) or lane 5 (if rowing in lane 4) to allow the overtaking crew to pass.
  - Any crew failing to yield to an overtaking crew will be disqualified.
  - Course marshals will give instructions as set forth in the USRowing Rules of Rowing. Should it be necessary to exclude (disqualify) a crew during a race, the marshal will raise a white flag and order the offending crew to "stop". A crew so ordered shall quickly move out of its lane so as not to interfere with any other crew.