Head of the Weir
Coxswains' Instructions October 2026

Important Update - Important Update - Important Update - Important Update

As we did in recent years, due to worsening erosion of the marsh at the traditional starting line, we are moving the starting line ¼ mile downstream. Also, ALL vessels must now launch at Steamboat Wharf and row to the starting line, 1-3/4 miles. PLEASE read all these "Coxswain's Instructions 2026" and in the accompanying "Head of the Weir Logistics 2026" PDF because some important details are changed due to the starting line change – We apologize for any inconvenience this may cause.

Check in:

All competitors to check in at Steamboat Wharf, 48 George Washington Blvd.

1. Do not block boat ramp access when you arrive.
2. Coxswains to **pick up waiver** at Check in table and have **all crew sign** the document and then return it to the check in desk.
3. After dropping off completed waiver, the coxswain will receive crew race hats and hull number.
4. The hull number is to be taped to the **starboard** bow.
5. Be ready for immediate launch when you approach the ramp. You will be able to tie alongside for final crew boarding after launching.

Auto logistics:

1. Allow plenty of time for moving vehicles to not be late for the start. All cars and trailers must be moved as soon as possible to the public parking areas either at the beach (ocean-side) or across the street and to the south. Cars and trailers may also be relocated to the boathouse to be staged for loading at the end of the day.
2. Crews should locate one or more vehicles at the Windmill Point Boathouse (the finish line) so a vehicle will be available after the race.
3. **UNDER NO CIRUMSTANCES LEAVE VEHICLES IN THE PARKING AREAS FOR JAKES SEAFOOD OR STEAMBOAT WHARF MARINA.**

Transit to Starting Area:

1. As soon as each boat is launched and loaded, it must begin the transit to the starting area 1-3/4 miles up river.
2. The starting line flag will be on the Hull (wooded) side of the river in the marsh. Go beyond the starting line to the open, pre-race waiting area.

Starting:

1. Vessel with Hull number 1 will start when the horn sounds
2. Each vessel will start at 30 second intervals based upon ascending hull numbers 2,3,4, etc.
3. Do not approach the starting line until two minutes before your turn to start.

4. Do not block vessels with lower hull numbers than yours from getting to the starting line on time.

Race Finish:

1. The finish line will be between the power boat anchored to the south of the Hull Commuter Boat dock and a flag located approximately 50 yards to the west. All boats must cross the finish line between the power boat and the flag in order to have their times counted.
2. After the finish, vessels are to clear the finish line and maneuver to the designated haul out areas. Please do not return to the race course or recross the finish line after you finsh.

Race Rules:

1. Coxswains are reminded that it is their responsibility to know and follow the Inland Rules of the Road. Although all navigation rules must be followed, here are a few highlights to remember:
    a. A vessel being overtaken has the right of way over a vessel coming up from astern, overtaking the boat ahead. IF YOU ARE THE BOAT OVERTAKING, STAY WELL CLEAR.
    b. 46 USCS sec. 2304 requires a vessel master to render assistance to another vessel in peril to the extent that the assistance does not endanger the master's own vessel or crew. If you render assistance to another vessel, notify Andy Hammond, the on shore Safety Manager, your finish time will be adjusted.
2. Any competitor having a breakdown, any damage and / or injury MUST report to Andy Hammond, the on-shore safety manager. He will be directing the vessel launching at the start and the haul out at the finish. He will have a cell phone 617-970-7760 and a VHF radio monitoring channel 68.
3. If for any reason a vessel starts but does not finish the race (drops out), it is imperative that you contact Andy Hammond at 617-970-7760.

On Water Emergencies:

1. The traditional signal for needing assistance in our rowing races is to raise and oar vertically in your boat. Our support vessels will be on the lookout for that signal. Additional methods for seeking assistance on the water:
    a. Call VHF channel 68 which is monitored by all support boats and our on shore manager.
    b. Our on shore manager can be reached by cell phone 617-970-7760. ALL ROWERS MUST WEAR THE ISSUED wrist band which has this number on it.

Other information:

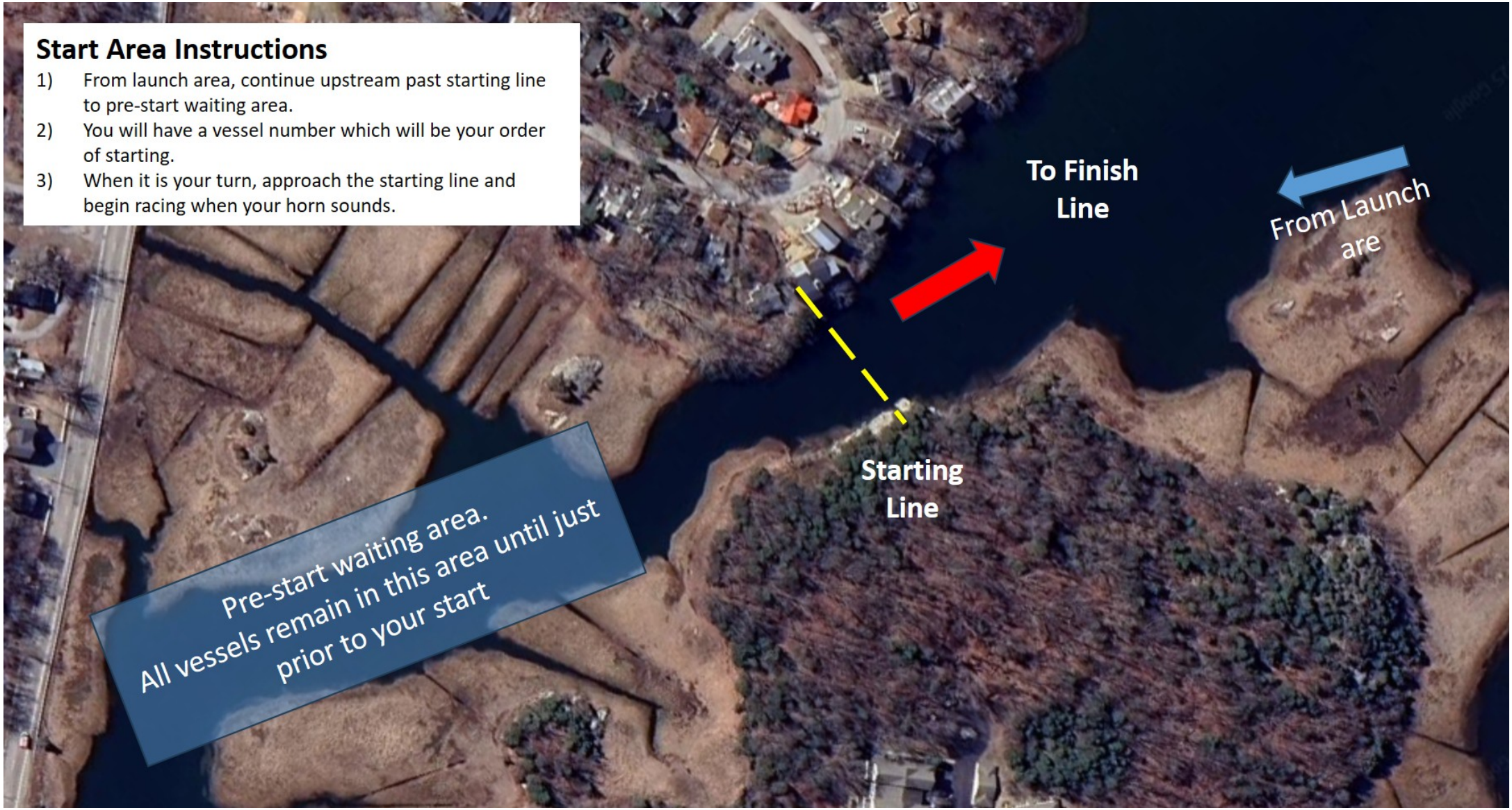
The traditional after race party will be held at the boathouse:

- All race competitors are welcome to nourishing chow and refreshments at the Boathouse Bistro
- After the competitors have gone through the line, friends, family, and spectators are welcome to enjoy the offerings with a $5 donation.

Have Fun!!


Head of the Weir
Race Course Overview
5.2 miles
Start
Boat Launch
Finish


Launch Area Instructions
1) Enter Launch area at light
2) **Follow instructions of Shoreside Manager **
3) Prepare trailer boats for launch in staging area
4) ** Short term ** Park vehicles unloading boats and crew in front of Jakes Seafood
5) As soon as vehicles are unloaded, move vehicles and trailers to off site parking areas.
6) Organize car pools to stage trailers at boathouse.
7) Crew to board vessels and head to start area AS SOON AS POSSIBLE.
To Start Area
Launch Ramp
Parking trailers and cars
10 Min parking
Staging area


Start Area Instructions
1) From launch area, continue upstream past starting line to pre-start waiting area.
2) You will have a vessel number which will be your order of starting.
3) When it is your turn, approach the starting line and begin racing when your horn sounds.
To Finish Line
From Launch are
Starting Line
Pre-start waiting area.
All vessels remain in this area until just prior to your start


Head of the Weir
Finish line / haul out / parking areas
Overflow trailer parking
Parking & best Canoe and kayak haul out
Parking
Parking
Boathouse
Gig and Coxed 4 trailer parking
Small boat haul out / parking
Finish Line