



SET SOME GOALS.
THEN, DEMOLISH THEM.

17th October 2026



Toowong Rowing Club welcomes you to their annual Head of the Brisbane: 9.5km Turnaround Head Race.

9.5km Race Description

The 9.5km time trial will start and finish near the Toowong Rowing Club. Crews will be challenged by the 180 degrees turn at the 4.5km mark. The intention of the event is to provide a challenging, fair and safe racing experience for crews of all ages.

The starting line is approx. 150m downstream of the Toowong Rowing Club and the finish line is the Toowong pontoon. The turnaround, which will be marked by anchored buoys, will be approximately 4.5km upstream of the start as shown on the map.

5km Course Description

This is opened to small boats: 1x, 2x, 2- only. The turn will be approximately across from Sommerville.

Seat Fee

\$45.50 per seat (coxes excluded)

\$25.50 per seat U19 (coxes excluded)

All entrants will receive a HOTB socks

Race Draw

The preliminary race draw will be published on Rowing Manager the Tuesday prior to racing, with Substitutions and late entries open until Thursday. The final draw will be published on the Friday prior to racing.

Bow Numbers and Entry Gift Collection

Bow numbers can be collected from Rowing Queensland between 9am and 4:30pm Wednesday – Friday prior to racing. Outside these hours by appointment. Every entrant will receive a HOTB socks as a thank you gift.



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Food & Market – stop, shop and refuel at TRC





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Trailer, Parking and Launching from TRC

If you are coming from afar, we offer trailer and launching space at TRC. Note on the map below the trailer location behind the TRC Club house. Frames will be available on the grounds for boats pre and post racing.

To be allocated a space please contact hob@toowongrowing.com





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Prizes

First Prize – The Hutchinson Cup

Awarded for the overall winning crew based on prognostics.

First Place

Medals and prizes will be awarded to the winner of each boat category with more than one entry.

Awarded to the overall fastest crew based on prognostics.

Spot Prizes

All Entrants, you might just get lucky! Prize packs have been donated by our market vendors: TRC Merchandise store, Impi Sportswear, WexWerx, Rowdrite, Ellite HP, and The Regatta Hotel.



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Racing Instructions

1. The courses

The course is shown on the maps following. Yellow and red inflatable marker buoys, indicating turns, start and finish will be marked with flags and will be visible on the course.

2. Water Safety

The HOTB water safety management plan has been prepared and approved by the Marine Safety Authority and Rowing Queensland. Crews are to be familiar with water safety and the code of conduct on the Brisbane River. It can be found at:

https://www.msq.qld.gov.au/-/media/MSQInternet/MSQFiles/Home/Waterways/On-water-conduct-Bris-River/brisbane_river_code_conduct.pdf?la=en

3. Collisions and Safety between crews

All crews are to always keep watch for other boats and markers and are responsible for avoiding collisions.

Crews are to obey any on water instructions from *Race Safety* boats.

4. Ferries

Keep watch for ferries and give way to ferries in accordance with the law.

5. Launching

Boats preparing to race or who have finished must give way to racing boats. Head upstream (see the diagram) before turning and then crossing the river. Instructions from BRO from the pontoon and BRO tinny can be given to assist departure and crossing the river.

6. The Marshalling Area

Important: Enter the marshalling area only if you are due to queue for the start.

Crews must be prepared to be lined up for their start at least 10 minutes prior to their start time. The Start Marshals will assist crews in forming up for the start.

While the start time for your race is set out in the draw the actual start time will be determined by the Start Marshal to best deal with the prevailing conditions and the movements of other river craft including the City Cats.

Coxswains should note that the tidal flows can be strong, up to 1.5 knots, and it is recommended that tide times and heights are considered whilst making a race plan, flow effects are particularly evident at the start line and at the turnaround.



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Each crew shall form up for their start in single file following the alpha numeric order. From a stationary position crews will be called to commence rowing approximately 100m from the actual start line by the Starting Umpire. Each crew's starting time will be taken as they cross the start line. Crews are encouraged to be at full race pace as they cross the start line. A horn will announce the crossing of the start line.

The Start/ Finish area will be a very busy place it is vitally important that cox's stay alert and obey the Instructions of the Marshals and always put safety first.

7. Overtaking

Crews that are being overtaken shall make clear passage for boats to overtake them.

Crews that are passing slower boats shall give room for all other boats to keep clear of *Obstructions* and shall not commence passing unless there is sufficient space.

8. The U Turn area – 9.5km

- a. Is defined by three buoys:
 - a. The "zone marks" set approximately at the boundaries of the 1/3 river width
 - b. One turning mark
- b. The Zone Marks' purpose is only to provide definition for rights via the *Inside* rule (see (e), below) on the turning mark and then only guidance for the return home. They will also help crews identify that they are approaching the turn.
- c. Crews must go around the turning mark, keeping it on the stroke (port) side of their boats as they turn to return to the finish.
- d. A crew passes a mark when a line from its stern perpendicularly from its centre line passes through the mark.
- e. A crew which has achieved *inside* overlap or is clear ahead at the zone mark is an *inside* crew.
Inside
 - a. crews have right of way in the turn and other crews must keep clear.
 - f. *Inside* right of way starts from when a *lead crew*, if not overlapped, passes the Zone Mark and is retained until that *crew* passes the turning mark, irrespective of any change of relative crew positions through the turning area.
1. Once a crew being overtaken has passed the turning mark it must recommence to provide way for all overtaking boats.



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Hints for the U Turn

- Communicate with other crews, especially when *inside* overlap is about to be determined; Indicate with integrity that you have or haven't got overlap.
- Keep constant watch in all directions and for Marshall's signals
- Plan to allow for the influence of the tidal current.
- Going initially wide on the turn may create opportunities if the turning area is congested.
- The fastest path is the one that requires the least stroke side checking.
- You could have great or poor luck in the turn but whatever happens, refrain from abusive language and intimidation. Keep smiling, and breathe, particularly if you are on bow side!

9. Penalties

1. Penalties may be provided at the absolute discretion of the race administration and maybe administered as following:
 - i. Infringing a crew with right of way: +30 seconds
 - ii. Failing to provide passing room or safe room: + 30 seconds
 - iii. Striking a course mark with hull or blade: no penalty
 - iv. Passing the turning or obstacle markers on the wrong (bow or port side of the boat): +30 seconds + an adjustment for estimated advantage.
 - v. Abuse and unsporting behaviour: Disqualification.
2. There is no formal system for protest or to claim for redress. Constructive feedback is welcomed. If you have concerns, approach a race officer or email hob@toowongrowing.com



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COURSE MAPS 9.5km Full Course





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9.5km Start Finish & Marshalling Area





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9.5km U-Turn





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5km U-Turn

