

## CRC Boat Progression and Rack Location

Rack	Gigs (Racks AA7-1)	Level	Racing Singles (Racks BB7-1)	Level	Team Boats (Racks A6-1)	Level	Team Boats (Racks B1-6)
Top 7	Thing 1	Recreational/Gig Program 1	Sykadelic 1X (hvywt)	Single Racing Shell Program 3	Quadzilla (4X) Rack A6 (hvywt)	Program 7	Syke-o-Killa (2x) Rack B6 (hvywt) Program 5
6	River Rat	Transitional Program 2	Saul Goodman 1X (Hvywt)	Single Racing Shell Program 3			
5	Thing 2	Recreational/Gig Program 1	Red Rowver 1X (LW)	Single Racing Shell Program 3	Holey Moley (2X) Rack B1 - floor	Program 4	SJRC
4	Lewis 24	Recreational/Gig Program 1	Shell Shocked 1X (Mdwat)	Single Racing Shell Program 3	Cheery-o (4X) - inside (ltwt)	Program 8	SJRC
					Double Trouble (2X) (mdwt) - outside	Program 5	
3	Clark 21	Recreational/Gig Program 1	SJRC		Morning Glory - inside (ltwt)	Program 8	SJRC
					Quad Help Us - outside (mdwt)	Program 7	
2	Maas Hysteria	Recreational/Gig Program 1	SJRC		New Vespoli - inside (mdwt)	Program 8	SJRC
					George (4X) - outside (mdwt)	Program 7	
Floor 1	Boatilicious (mdwt) Floor	Single Racing Shell (Mdwat) Program 3	Make it a Double (2X) (Mdwat) Floor	Program 5	Old Yeller (4X) (Mdwat) Floor	Program 6	SJRC

### Boat Progression Policy:

A member is required to log a **minimum of 200 kilometers** in their current designated boat level, prior to requesting permission to move to an advanced level **Boat progression requests shall be made to the CRC Captain. The Captain will then discuss and evaluate the boat handling skills a member must demonstrate to progress.**