

The Clyde Power Sprints will run on the following round robin format which will ensure that every boat entered is guaranteed at least two races over the course.

Events with two entrants will run as a best of three contest. These races are marked Race 1, Race 2 and Race 3 in the round column of the Draw.

Events with three or more entrants will run as a Round Robin with each boat racing every other boat in the event once. The two boats with the most wins will progress to the final. Ties will be broken according to the rules below.

1. When applying these rules only races between the boats concerned will be considered.
2. In the event of a tie for second and third between two boats then whichever boat won the head to head race between those two boats will progress to the final
3. In the event of a tie for first between three or more boats. Then whichever two boats won their race(s) by the largest margin will progress to the final.
4. In the event of a tie for second between three or more boats. Then whichever boat won its race(s) by the largest margin will progress to the final.

All finals will run as one off races.

An example of rules 2/3

| Cereal Mascots 1x | Wins | Losses | Margin of victory |
|---------------------|------|--------|--|
| Clyde ARC - Snap | 2 | 1 | Bowball, 4 lengths (Tony 4 th) |
| Clyde ARC - Crackle | 2 | 1 | Canvas, 3 lengths (Tony 4 th) |
| Clyde ARC - Pop | 2 | 1 | Length, 2 lengths (Tony 4 th) |

If this is a tie and there is one spot available in the final then we apply rule 1 and do not consider wins against the 4th placed rower. Then we apply rule 3 so Pop qualifies for the final with the largest winning margin

If this is a tie and there are two spots available in the final then we apply rule 1 and do not consider wins against the 4th placed rower. Then we apply rule 2 so Pop and Crackle qualify for the final with the largest winning margins.