

START PROCEDURE FOR MMRT RACES

When lift opens, take wand(s)...located under stairs on shelf in A-frame, right-hand side...to start mound(s) with two copies (for starter and pre-starter) of running orders for both boys and girls.

- Attach wand (knee high) to post on slope side via screws...listen for click when swinging for correct installation.
- Attach two yellow-tagged wires to start wand...bring wires up from bottom and put through holes...tighten screws.
- Plug headset with cord into phone jack on post...push big button on front of pad to turn on.
- Depress “1” and “5” to call down to timer at race headquarters for Cliff’s finish or “1” and “1” for A-frame aka Rocket finish...when timer answers, have them depress “speaker phone” button...timer now hangs up receiver.
- Timer will have starter trip wand to see if timing starts...timer may check finish-line stop at same time.
- With ok from timer, send forerunner(s) while pre-starter is lining up racers.
- When course is clear, tell timer “racer name and/or bib #” ...say “racer can go when ready”...after racer enters course-say (i.e. “racer John Doe, #86 is on course”) followed by (i.e. “racer Jane Doe, #25 is in the gate”).

*Be consistent in what you say to each racer

*Speak only when necessary

Race Headquarters (Cliffs finish) = dial 15

Rocket finish = dial 11

PRE-STARTERS: your job is to obtain a copy of the running order and assist the starter by getting the racers in the proper order so the race runs as smoothly as possible. This requires using your “loud voice” at times to call the kids that are scattered around the outside of the starting tents.