

Pacesetter Cheat Sheet

Job Summary

1. Pacesetting is fun and does not count as a work assignment. You must be on the list of qualified racers (about 50) who have good recent attendance, consistent results, and a low handicap.
2. The pacesetter supervisor (Matt Griffin) assigns all pacesetters. You cannot paceset unless you have been approved and assigned to a race.
3. Except for course 1, the pacesetter must be significantly faster than the racers on the course. The spread between the pacesetter time and the racers' average time is used to determine their handicaps.
4. Your times are needed for both the first and second run. Make your second run after all the racers have completed the first turn.
5. If you are not willing to perform as described below, please do not ask to paceset.

Check List

- Report to the top of the course five minutes before the race starts. You should make your first run before any of the racers.
- If you are late, tell the starter who you are and ask to be worked in ASAP.
- Be sure the starter on the phone has your name and bib number.
- Run the course as fast as you can. Wear the same equipment and clothing as you do when you compete. (Strip down and run on your race skis.)
- Make your second run after all the racers have made their first, but before any of them make their second.
- Visually check with the timer and recorder in the timing shack to be sure they got your times in the computer. (Pacesetters do not appear the same as regular racers on the computer and the timers sometimes get confused.)

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