

Starter, inside Cheat Sheet

Document

Status: the basic 'Cheat-Sheet' (job summary) information is here. Additional details and improvements are expected. The document is evolving to include various formats (check-lists, detailed procedures), and a help section to serve as a reference in solving specific problems.

We welcome your help improving this document. You may send new content and edits to the MACC Timing contact.

You may also become a contributing editor.

Source: this MACC Cheat-Sheet is maintained using MediaWiki software (see: www.mediawiki.org) on the MACC website.

Overview

Inside Starter is responsible for:

- working with Timers to test timing hardware (start Wand) prior to start of race.
- starting racers in accordance with MACC rules.
- Communicating racer Bib #s, course holds and Gate-Judge signals to Timers.

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-- Upon Arrival at the Mountain

- Confirm the time of your work assignment.
- Note the names of Timers, Chief of Course and Starter you will be working with.

Official MACC time is normally served by a clock on the north side of the north start shack. Confirm it is reasonably correct and synchronize to it.

-- 30 minutes prior to race:

First race of the weekend:

- Work with Timer to confirm operation of Start-wand and timing hardware.

Subsequent races:

- Be present on Superbowl and ready to begin work. If the Course-Setters are running late, monitor their progress and plan to start work 5 minutes before they finish.

-- 20 minutes prior to race:

- Establish communication with Timer and provide status: Start sheets in hand? Outside Starter on station?
- Timer and Chief-of-Course need to agree on a start time. All races must start on a quarter hour. Any delay must be a minimum of 15 minutes.

-- 10 minutes prior to race:

- Pacesetters and Racers should be lining up to start. If outside starter is missing, ask for a volunteer (possibly from last class to start) to get started.
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-- 3 minutes prior to race:

- Pacesetters may start.

-- First Run:

The dialog used by Timer and Starter to send racers down the course is a key component of an error free race.

- Use a consistent dialog throughout the race.
- Avoid use of single words like 'NO' and 'GO' that sound alike but have opposite meanings.
- Identity of registered racers is confirmed passively (no response required from racer, unless there is a mistake) before each start.

Our current prescribed dialog does this very effectively:

Timer: **Next racer?**

Starter: **Bib <nnn>**

Timer: (enters bib# into computer. computer displays name of next racer to start)

Timer: **Bib <nnn>, <racer-name>** (as displayed on computer)

Starter: (no response necessary, unless you know racer name is incorrect)

Timer: **Send <racer first-name>** (confirms name just prior to starting)

Starter: to racer: **<racer first-name> you may go when ready.** (passively confirm name with racer)

* Here we have given the racer the opportunity to stop us if the computer is not showing his or her name.

Timer: **Next racer? ...**

For each guest, pacesetter, and racer running the course, we need a Name, Class and Bib# in the computer. During race 1, and occasionally throughout the season, you will likely need to relay racer names to the Timer. Don't sweat spelling errors. Spelling will be corrected using registration records shortly after the race has finished.

-- Second Run:

- Any reruns granted for Run 1 need to be completed prior to starting Run 2.
- Run Pacesetters.
- Run Racers.
- Wait for Timers to confirm valid times are recorded for all racers.

-- Post Race:

- Last race of day: return clip-board to Othmar
 - Turn in Green-card to Chief of Course or Timer.
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Article Sources and Contributors

Starter, inside Cheat Sheet *Source:* <http://macracing.org/wiki/index.php?oldid=100> *Contributors:* Shawn Hughes