

Starter Check List

Both Starters Must:

- Arrive at the top of the hill at least 15 minutes before the race is scheduled to start.
- Be aware of the rules that pertain to starting.
- Be aware of the roles played by other course workers.

The Telephone (Inside) Starter Must:

- Immediately establish telephone contact with the timer.
- Communicate with the timer for the entire duration of the race.

The Racer (Outside) Starter Must:

- Bring a clipboard with the start sheets for the race. (Get them from the timing shack at the bottom of your race hill.) Also get a pencil to mark off names. Do this **BEFORE** going up the lift!
- Assist the Chief of Course giving bibs and instructions to gate keepers before the race starts.
- Announce to the racers if the race will be delayed. Once a delay is announced, the race time cannot be restored. (Some racers may have left, planning to return at the new start time.)
- Line up racers, announcing loudly and clearly the racers by both name and bib number.
- Keep the racers informed about which class is running, and who are the next 5 or 10 racers.
- Enforce the rules for start order and procedure.

Some Rules

Some relevant rules are printed on the next page.

3.3. Starting

3.3.1 There are usually several racer classes that run through the same race course. All classes complete their first run before the second run is started. The order in which the classes proceed is the same for both runs, and is based on the following rules:

1. All women's classes go before any of the men's classes.
2. Within the groups of men and women, all supervet classes go first, followed by all vet classes, followed by the open classes.
3. Within a group of classes of the same sex and age group, the classes are run in order of speed, with the fastest class going first.

The seed lists for each class are normally arranged in the proper order on the clipboards by the Director of Registration (or designate) before the clipboards are turned over to the Chief of Course.

3.3.2. Within each class, the starting order for the first run will be by seed. (See 5.7.)

3.3.3. For the second run, within each class, the top 15 seeds go first in reverse order, followed by the remaining unseeded racers in reverse. Racers with seed positions greater than 15 will not be included in the top seed for the second run, except in dual races... In the case of dual races, the same two racers (head to head competition) must run first and second runs opposite each other, when possible. No rabbits will be used during dual races.

3.3.4. If racers arrive after their turn in the starting order, they will run at the end of the starting order for their class. The only exceptions will be those serving as officials on a race which will allow them to race next. Racers arriving after the start of the second run are marked as DNS (Did Not Start) and are not allowed to run.

3.3.5. Any racer who does not get in the starting gate and prepare to start when directed to by the Starter will (at the discretion of the starter) make his or her run following the completion of the starting order.

3.3.6. When starting, the competitor must have both ankles behind the starting line or gate and both poles in front of the line. The poles must remain planted during the initial thrust through the gate. The racer must move through the gate after the starter says "go when ready." The official starter has the responsibility of declaring a valid start or recalling the racer for a false start. For dual races, the racer must leave on "Go" and before the other racer gets to the first gate.

5.6. Starting

5.6.1. The race start time shall begin on the quarter hour, and the start time shall be posted along with the inspection time.

5.6.2. If the race is delayed, the start time must be moved back to the next quarter hour.

5.6.3. The starter will begin lining up the racers 5-10 minutes before the race start time.

5.6.5. No racer will be asked to step back from the starting gate once having been instructed to enter it.