

START TIMER

START TIMER: 1 or more persons:

----- assigns **TIMES**, collects stubs, logs and starts the runner.

Note: The STUB NUMBER is our point of control, and STUBS have very important for safety info. Although checking of stubs is done at the PRE-START SAFETY CHECK some people may have skipped this step, so watch out. If a runner is not prepared (stub clear and full?) **don't fill in yourself**, have them step aside to complete the stub, or direct them back to pre-start safety check

START EQUIPMENT and SETUP:

2 WATCHES: - synchronize and give one to **FINISH TIMER**.

LARGE "START" SIGN displayed facing runners, small sign too.

"STOP- 3hr" or similar display

Start Triangle-sign if available

CLIP-BOARD with START LOG: Whistle (use your own), pen/pencils
STUB BOX

Colored Cards for marking map boxes or Start lines.
set up **START LINES** by color

MAPS if pre-printed put in clearly labelled boxes, use cards provided
or

MASTER MAPS on matching color Map Boards.

Supply both red and blue pens.

Keep copying area for Orange and above AWAY from the W,Y beginners

Runners supplies: have spare pens. The following are at the pre-start area:
safety pins, scotch tape, staples, pens etc. IOF symbols, spare clue sheets

DETERMINE TIME INTERVAL to use: (ask MD or CS if in doubt)

COURSE considerations

Use **4 minutes** between people on same course, if busy use 2 minute minimum

Several courses can start together unless they have the same first control

White and Yellow can be started easily , they always copy OFF the clock

MAP considerations:

If **Copying on the clock:** allow runner to finish copying before starting another

Try to provide 2 master maps for the busy courses, and keep the copying area quiet.

PROCEDURE: START TIMER

Enter the **HOURLY** at top left of new **30 minute START LOG**

ASSIGN TIME and START Runner:

Write runner# on Start Log , on STUB (in day2 slot) and on Punch Card.

Detach and **File STUBS numerically**

warn runners at 30 seconds, 10 secs and then yell GO!

Every 30 minutes, send START log and STUBS in batches down the RESULTS area.