

## M.T.M.B.C Fast Electrics. Race officials job descriptions

### **Officer of the Day**

The Officer of the Day will be responsible for the safe running of the meeting and ensure the race day schedule is adhered to. In exceptional circumstances they can overrule the Race Controller.

### **Race Controller**

The Race Controller is responsible for all matters relating to the running of a race. In exceptional circumstances they can be overruled by the Officer of the Day. Otherwise the Race Controller's decision is final. It is expected that the Race Controller will apply penalties where required.

#### *Before the race*

- 1) The Race Controller shall call up all competitors and Race Officials.
- 2) Race numbers and frequencies will be checked before the start of every race.
- 3) Then check that both buoy judges are in place, and are aware of which buoys they are judging. Check that the lap counter and Caller/Timekeeper are ready.
- 4) Check the competitors are ready, and then hand over to the Caller/Timekeeper to start the race.

#### *During the race*

- 5) Warn competitors of any hazards on, or approaching, the course. In particular any wildlife about to enter the area around and close to the course.
- 6) Competitors should inform the Race Controller of any 'dead boat' as soon as possible. Competitors driving a recovering dead or slow boat have a responsibility to give way to boats that are still racing. Failure to do this may be penalised.
- 7) Any competitor who hits the 'dead boat' or rescue boat will be immediately disqualified from the race.
- 8) Dangerous or erratic driving should be penalised as follows. Depending on severity:
  - For a first and minor offence.....verbal warning.
  - For a second minor offence or a more serious offence....1 lap penalty.
  - For a very serious offence or continual disregard of penalties for other offences.....Disqualification.
- 9) At the end of the race once all boats have been recorded as seconds or DNF make the race over announcement.

## Caller / Timekeeper

- 1) Announce to the competitors: - the duration of the race, the type of course and direction, make certain everyone is happy, and understands the above.
- 2) Ask competitors to place their boats in the water and stand back.
- 3) Announce prepare to start "within the next 10 seconds". Within 10 seconds start the timer and the race with "go".
- 4) The remaining race time should be announced at: - half time, two minutes, one minute and 30 seconds remaining.
- 5) At the end of the race time the Caller/Timekeeper will announce Finish the lap you are on.
- 6) The Caller/Timekeeper must tell the lap counter to stop recording laps and start announcing the boat number and time in seconds for each boat as they cross the finish line to the Lap Counter who will write down the time in seconds. Once all boats have been recorded as seconds or DNF the race over announcement is made by the Race Controller.

## Lap Counter

- 1) The Lap Counter should only record numbers spoken by the Caller/Timekeeper.
- 2) Stop recording laps at the end of the actual race time. The Caller/Timekeeper will inform you of this.
- 3) Record the seconds count for each competitor as the boat numbers are called by the Caller/Timekeeper.
- 4) Record DNF against any boat number that did not cross the finish line.
- 5) Collect & record the missed buoys from the judges.
- 6) Collect & record any other penalties from the Race Controller
- 7) Calculate & record the Lap and Time scores for each competitor. **Each competitor that finishes the race is awarded an extra lap.** The first missed buoy will attract a + 5 second time penalty. Any further buoys missed will each attract a 1 lap penalty.

## Judges1&2

Judges will be assigned the buoys they are to watch by Race Control. Judges will record boats going the wrong side of buoys, by writing down the boat number. A boat, which climbs over the top of a buoy, shall not be counted as a missed buoy. Re-circling of buoys is not allowed under any circumstances. This practice should be brought to the attention of the Race Controller immediately. At the end of the race, report to the Lap Counter even if, there are no misses.