

CAL HIGH TRACK VOLUNTEER DUTIES – FINISH LINE

Starter: Starts all races with the starter's pistol, communicates with race picker to see when timing system is ready for next race.

Head Hand Timer: Sets up Sprint 8 timing system, adds new events into the system before each race, starts the timer for all races, explains how to time runners to other hand timers, gives race printout to finish line recorder after each race, if necessary.

Hand Timer: Times runners as a backup in case the FinishLynx system fails. Each hand timer is responsible for one runner per race.

Race picker/timer: Helps the FinishLynx operator to verify the lanes and places for the first three finishers of each race. Signals starter with flag when timing system is ready for next race. Can also help hand timers if needed.

Finish Line Recorder: A) Laned races (100, 200, 400, 4x100, 110H, 300H) – keeps runners in lanes after the race, takes labels from each runner and puts them in corresponding lanes on results sheet, gets results printout from FinishLynx system and writes times and places for each athlete, gives sheet to finish line paperwork person.

B) Non-laned races (800, 1600, 3200, 4x400) – gets popsicle sticks in order from each runner and puts their name label in place order on the sheet, gets results printout from FinishLynx system and writes times and places for each athlete, gives sheet to finish line paperwork person.

Finish Line Paperwork: Takes printout from FinishLynx system and gives it to Finish Line recorder after each race. After results sheet is filled out, makes one copy of the results sheet for each visiting team, one for results binder and puts them in each team's folder and the binder. Original goes to Scorebook 1 person. Makes copies of field event sheets as they come in and distributes as above, afterwards giving original to Scorebook 1 person.

Scorebook 1: Gets event results sheet from paperwork person after copies have been made and enters top three results for Varsity only on an Excel spreadsheet. Updates current team points total on sheet for league meets. After entering results, gives sheet to Scorebook 2 person.

Scorebook 2: Gets results sheet from Scorebook 1 person after they've entered scoring results and enters remaining results on an Excel spreadsheet. This includes all varsity results from 4th place and below as well as all frosh-soph results. Puts original copy of results in "Cal" folder.

Blocks/Race Setup: Loads starting blocks onto cart and moves them to the start of next event at the conclusion of the previous event. Brings hip numbers with blocks to the start of each event. Sets up each upcoming heat with lane assignments before they run and gives hip numbers to each athlete. Removes blocks from lanes 1-4 after the start of each 4x100 and 400 race so runners crossing the finish line don't trip on them. Blocks only needed for 4x100, 110H, 400, 100, 300H, 200 & 4x400

FinishLynx Operator: Helps set up the timing system prior to the meet, operates the system during the meet, prints out results of each race for finish line recorder.

Announcer: Announces 1st, 2nd and final calls for each race so athletes can prepare. Gives occasional meet updates and information.