

VOLUNTEER POSITION

JOB DESCRIPTION: STAGING DIRECTOR - synopsis

- a commitment to TMR to be in attendance at every scheduled race and Test N Tune.
- once you have learned this position, an untrained, unprepared person cannot step into your place. This is a very crucial and important position
- start time of 9:30 a.m. both days. Pick up any info from the Tech Shack, get your radio and head set, check that you can communicate with the tower staff.
- your days revolve around staying in constant contact with the tower & start line personnel.
- you will call the classes at your discretion, keeping the staging lanes as full as you can at all times to avoid any unnecessary down time.
- monitoring the traffic at the burnout boxes, having the next pair of cars ready to go.
- the ability to multi-task...having at least 1 - 2 classes ahead of what is running, ready in the lanes or being called. Always watch the weather and your watch.
- 3 calls given for each class.
- get to know the lane designation in case of last minute changes.

SATURDAY

- after the drivers meeting, have the announcer call classes in run order for qualifying.
- call at least two classes to start & stay ahead so you don't end up with empty lanes. The goal is to get at least 2 rounds of qualifying in before the lunch break.
- watch the clock - Lunch between 12 & 1 pm. depending on how the morning went (ie: late start, bad weather etc.)
 - Top Comp qualifying as close to 1, 2:30 & 4:00 pm as possible.
- make sure the tower is announcing King of the Hill sign ups, cut off is 2:30 pm. Tower has to prepare and the racers should be into the lanes for a 3:00 p.m. start.
- when you are 10 minutes from the end of morning qualifying, have the announcer call for lane closure, track personnel should be putting cones into the lanes.

- KOTH**
- call cars about 10 min. before you are ready, check them off as they enter the lanes.(the tech shack personnel will have prepared a blank ladder)
 - first cars out in random pairing across 4 staging lanes.
 - keep your ladder correct with corresponding entrants. The Tech Shack personnel will transfer winners to next round.
 - Bye runs are determined in the Tech Shack before the next round.
 - Keep the **TIME ONLY** lanes full by calling during the rounds of eliminations.
 - allow 15-20 minutes between rounds depending on conditions.
 - juggle between Time Onlys and Elimination rounds, but first priority is to get the Eliminations finished.
 - when you are 10 minutes from the end of the days racing, have the announcer call for lane closure, track personnel should be putting cones into the lanes.

SUNDAY

- Morning is similar to Saturday, start time of 9:30 a.m., try for two rounds of qualifying, but at least 1 full round for all classes.
 - Top Comp has one round at 11:00 am SHARP.
- Call lunch no later than 12:15, to facilitate a 1:00 p.m. start time for Eliminations. *(This position does not afford much down time on Sunday, the lunch break is spent in the Tech Shack working with personnel and getting all the correct info onto the clipboards.*
- The Run Order always starts with Top Comp on Sunday, BUT, if another class is extremely large get the tower to start calling for a run order change ASAP, to prepare the other class to run first.
- Once eliminations have started, you will need to be at least 2 classes ahead all the time, so the ladders can get updated in the Tech Shack and back to you.
- After the first random pairing (except Top Comp), all subsequent rounds require the cars to be paired(as on the ladder). It is imperative that this remain so, usually there will be another volunteer at the back of the staging lanes helping with the line up.
- Keep the Time Only lanes ready to go to eliminate down time.
- Top Comp can take up to 10 minutes to prepare for a run **after** they are called to the staging lanes (factor this in)
- Know your classes, so all finals can be run off together at the end of the day, giving the Super Pro and Top Comp (depending on car count), the most amount of time to cool down.