

SANDBLAST RALLY 2006

Instructions for working the Start part of the Start Control

Before The Rally Cars Arrive

Your Stage Captain will help you figure out where to put the control signs. Generally they are aligned with marked stakes in the ground or marked ribbons on the trees. The order is:

1. Yellow Clock (cars wait here)
2. Red Clock (competitors check in here)
3. Red solid black flag (the actual start)

Synchronize your digital wristwatch with the official rally time before the finish guys take the clock. (Plus or minus one or two seconds is ok.)

When The Rally Cars Arrive

Working the actual start part of the start control (technically called the ATC, or "Arrival Time Control") means you have two jobs:

1. Record when the rally car actually starts the stage
2. Verbally count down the start

Get the rally car ready to start

Wave the rally car up when the start is clear. Anywhere within a several of feet **behind** the sign is fine, the cars don't have to be positioned with their nose exactly on the start line. The later cars, especially the two wheel drive cars, will not want to start in the ruts of the faster cars, and that is ok.

Recording the time of the actual start

Get the time card from the Codriver and check their Provisional Start Time. As long as the rally is on schedule and running smoothly, you will do this:

1. Copy the Provisional Start Time onto your Start Log
2. Copy the Provisional Start Time into the 'Start' box on the time card
3. Return the time card to the Codriver
4. Count down the car with: 30... 15... 10... 5 4 3 2 1 GO!

Problems you might encounter

1. Delays. It's possible that for some reason they (Net Control, via the Ham operator with you) will ask you to "Hold the start." This means that you don't let any more cars go down the stage. This *also* means that the Provisional Start Time will not match the actual start time. That's fine. When Net Control starts the rally again, just start the car on the next available minute, and record that actual time in your log and on the time card.
2. Troublesome/Tricky/Sneaky codrivers. You may or may not encounter this, usually in the first ten to twenty cars. If the codriver can cause some kind of delay to make it 'impossible' for you to be ready in time to start, they will have to start on the *next* minute. This gives them a two minute window between them and the next car, which they like. Some of their tricks are:
 - Handing you the time card on the wrong page, then after you write the time and hand it back to them, pointing out 'your' mistake. So just check that you're using the right page.
 - Dropping, fumbling, or 'losing' the time card before handing it to you.
 - Saying, "Oh, we forgot to put our belts on! We need another minute to get ready." Usually replying with "30 seconds!" will get them belted in pretty quickly.

One phrase that might set anyone straight is: "Regulations section 2.22 means a five minute penalty for anyone delaying a start and a ten minute penalty for disobeying a rally official." Just document any wackiness and let the scoring officials sort it all out later.

Be sure to give your logs to the Sweep vehicle when they come through to close the stage.