

Starters/finishers Head Judge (4 – 6 per event)

Head judges have most responsibility. They control the flow of the whole event and they are the official timekeepers for all the teams.

Make sure the team understands the course.

Start each course using 4 official stop watches to secure official time.

When starting the course, ask the driver if he is ready, ask the spotter if he is ready (if not already on course). As you count down... 3, 2, 1, have the green flag raised. After 1 yell GO!

And waive the Green Flag downward in a quick motion.

Your next duty is to finish the course. As the team races to the finish, you need to stop the time when any part of the vehicle crosses the finish line. The head judge chosen to flag must also waive the checkered flag as the official time is stopped. Have the flag raised when the vehicle gets close.

Once the time has been double checked (an/or averaged up)

1. Call the announcers on the radio with the time.
2. Make sure the official scorekeeper hears the call
3. Write the time on the judges' scoreboard.

If there are calls made against the team while on course, there are new rules to ensure accuracy and to make the team aware of their mistakes while on course.

1. The red flag shall be raised in the event of a gate bypass. The course judge closest to the call will use a small air horn when the call is made and waive his flag to identify to the team the crowd and the head judges that a call was made. Judges should only make calls against the teams. Do not give competitor advantage by helping spot the teams through. That's what the spotter is for.
2. The black flag is for disqualification only. Once the call is made, for whatever the reason is, all judges on course including head judges shall raise and waive the black flag for 10 seconds. Mark the scorecard as max time and declare why the team was DQ'ed. It could be because max time was reached.

The event flow is dependant on you! You have the power and authority to speed up or slow down the course flow as the event needs. The plan is to finish the event as fast as possible. Depending on the number of teams racing, the course flow, delays from breakage, and weather, you can determine how quickly you need the teams to be ready to enter the course.

Stager (1-2 per event)

The stager prepares the teams in line-up at each course. They tell the drivers when to get in their vehicles and where to line up for the course.

They check to make sure they have their seat belts on **and that they are tight.**

Make sure helmets, neck braces, fire suits and all other necessary equipment in on properly.

Make sure there are no alcohol containers inside the vehicle.

Make sure there is nothing loose in the vehicle that could fly out in the event of a roll.

Use your ATV or small vehicle to chase down the teams and get them to the starting positions on time.

If a team is broke down, the stager notifies the head judges so they can keep the show moving.

Remind teams of the Staging penalty, so they get into position on time!

Course Judge (8 per event)

You should know the rules better than any other volunteer group.

Course judges have the best seat in the house. You are closest to the action and have free roam on all the courses. You will have your judging stations, but you can roam around as you see fit. Of the judging responsibilities, your job is the easiest.

Your job is to keep every team safe and honest. If spectators get too close, you keep them back and maybe request security for assistance.

If a bad call is made, make that call the standard for that specific course and make the right call on the next course you judge. Your most important role is **consistency!**

Once the team has passed your judging station, what are you to do?

- Reset any fallen or misplaced cones, banners, flagging tape, etc before the next team starts the course or the vehicle makes the next lap.

Gate Officials (4-8 per event)

Officials are the workers at the registration booth at the event entrance. They are split into 2 groups with 4 workers.

They also have 4 different jobs.

1. Job 1: Distribute the waivers. As cars come in, give them the insurance waivers. Kids waivers are a different color than adult waivers. Each clipboard has a pen. Let them fill out the forms in their cars as they wait in line.
2. Job 2: Waiver collection. Collect the waivers from each car, making sure the all signed the correct waivers. Also advise them on how much total money that car load of people owes so they can have the money ready at the next stop.
3. Job 3: Money collection. Collect the money, coupons, and free tickets from every car. Every \$1,000 or so collected, call the marshal to come and collect the money with a police officer.
4. Job 4: Put wristbands on every person. Also, give each person a yellow card and tell them to fill it out and drop it off at the MOROC booth if they want to win free raffle prizes. Finally advise them on where to park.

RC race coordinator (1 per event)

This position requires three things:

1. You love kids
2. You know how to work RC cars and can teach the kids
3. You are not shy

You are in control of the RC races. Kids/parents come to you to buy raffle tickets.

1pm. You do the first raffle.

1:30pm The kids who win the raffle get to race the RC cars in the area allowed. The winners of those RC races will get sponsor prizes and 1st place ribbons. The 2nd race will allow for all the race 1 winners to compete against each other for the Grand Prize: A ride in a racers car. 4 winners for the ride along. Take the parents and kids of the 4 winners back to the booth and get them to sign the waivers to be allowed in the pit area/course area. At approximately 2:30pm we will do the ride along with the teams on the courses.

3pm Do the Last raffle. 3:30pm start the RC races. When the event is over, we will do the ride-along with the teams.

After the raffle drawing takes place, load up all equipment of the booth and bring it to the big MOROC trailer. The side door will be open.

Security (6 per event)

Security volunteers have the easiest job, unless something goes wrong. You don't have to be big or strong to be security, but it wouldn't hurt. Your main responsibility is to watch for inappropriate behavior, make sure spectators are within their boundaries, no drug use, no weapons, and make sure people are wearing the appropriate wristbands. If there is a problem, radio for back up. Call on the other security and police when present and call on the event Marshal(s). Do not confront the person without others present.

If people are not wearing their wristbands, confront them and tell them to put them on immediately. If they say they don't have it with them, they probably snuck in the event site some how. In that case, call for back up. Once another security volunteer, police, or marshal is present, we can escort the person to the registration both where they can either buy a ticket or leave the premises in cuffs because they are trespassing.. Note: Judges, media and teams have blue MOROC pit pass wristbands. Vendors have other wristbands.

One security personnel will also be in charge of Lunch and drinks and will have an ATV or UTV for transportation.. About 15 minutes every hour, call out to the judges and ask if they need water or a snack. If they need something, bring it to them. When lunch time comes, take the lunches and drinks to every judge, announcer, media person, and front gate official. Once you think you finished double check on the radio. Once you finish that task...take some time off for yourself to eat.

Security should also keep an eye on trash. If the cans seem full, pull out the bag, tie it off, reach in the can for the spare bag, and tie it to the lid. Request the Mobile Security officer to pick up the full bag for proper disposal.