



Instructions for the Finish Control

Overview

The Finish Control is the last checkpoint on a racing stage. The competitors will check into the control after completing the racing section of the stage. Your job will be to check them into the control as they arrive. You will wait until they arrive for check-in and will document the time of their check-in on their time card and on your log. An amateur radio operator (ham) will be assigned with you to communicate with the rally's centralized net control. Net control is our communications network and is managed by a single individual who communicates directly with the Clerk of the Course and the Steward. Net control is crucial because it manages all our safety communications.

Before The Rally Vehicles Arrive

Synchronize your digital wristwatch with official rally time. If you have to switch time pieces during the day, be sure you note it on your log sheet.

You need to **place the control signs**. The control location will be marked for you and your Stage Captain with either a stake, surveyor's ribbon, or a painted mark on the tarmac. This will correspond to the location description in your Stage Captain's book. Your Stage Captain will help you determine the exact locations for the control signs. Generally they are aligned with marked stakes in the ground or marked ribbons on the trees. The order is:

1. Yellow Checkered Flag (this is a warning to the rally vehicles that they are approaching the finish line)
2. Red Checkered Flag (the finish line, time vehicles as they cross this line)
3. Red Stop (where the vehicles stop to have their time cards written on)

You need to **temporarily block the road** from non-rally traffic. Once your control signs are placed, your Stage Captain will stay with you or return to the start of the stage. The stage is now considered closed and you should not allow any non-rally traffic onto the road! To this end, temporarily park your vehicle across the road. If someone attempts to enter the road, you will stop them and explain that the road is closed. You will also show them the town/county/forest authorization to close the road. If there is an issue, your radio operator should communicate the issue to net control. Net control will provide instructions or send someone to assist. You can move your car out of the road when the Double Zero car or other rally officials arrive on site.

Prepare your log sheets by filling in your name and the handwriting sample. This will help us read the log and contact you if there is a scoring issue.

The Marker Volunteer should find a good spot parallel with the Red Checkered Flag, and **test radio communication** with the Recorder Volunteer from that location.

When The Rally Vehicles Arrive

Your primary responsibility is to **record the time of day that competition vehicles arrive** to check into the control. You will be asked to complete a time card for the Zero Car. This is necessary for us to test all timing systems and insure that all volunteers fully understand the instructions for their volunteer position.

A three person team runs the Finish Control:

- The **Mark Volunteer** will be positioned parallel with the Red Checked Flag sign. Equipment consists only of a radio.
- The **Log Sheet Volunteer** is inside a vehicle at the Red Stop sign, Equipment consists of a radio, a clock with official rally time, a clipboard, a pen, and a log sheet.
- The **Time Card Volunteer** is positioned next to the Log Sheet Volunteer at the Red Stop sign. Equipment consists of a clipboard and a pen.

The Mark Volunteer

The Mark Volunteer uses the radio to call in when a rally vehicles' front bumper crosses the finish line. This includes the Zero cars, the Combo Car, and the Sweep vehicles. The key is to use a very consistent pace when delivering the news. The phrase only needs to be "Ready... Set... Mark" You do not need to transmit the number of the car or any other information. Tell the Log Sheet Volunteer in advance if you see that there are two vehicles arriving close together or at the same time. This may happen with the motorcycles more than with the cars. For example, you might say, "Three bikes plus one coming... ready.... set.... Mark! Mark! Mark!..... Mark!"

Log Sheet Volunteer

The Log Sheet Volunteer listens via the radio for the Mark Volunteer's message of when the competition vehicle crosses the finish line. Note the time the Mark Volunteer has indicated and write the time (hour, minutes, seconds) on the log sheet. When the rally vehicle pulls up next to you, write down the vehicle number on the log sheet. The Time Card Volunteer will give you the sequence number from the time card. Record the sequence number on the log sheet.

If you are using a **digital wristwatch**, note the time by looking at your watch, remembering the time, and writing it down immediately.

If you are using the **Timewise 650 checkpoint clock**, leave the dial on the Run position. If it accidentally is turned to another position, turn it back to Run. Press the Print/Split switch toward Split when the car crosses the line. This stores the time and freezes the display. The last 50 times are saved within the clock. Once you have written the time on the log sheet, push the Recall switch up. This returns to a live time display. However, even when the time display is frozen, if you push Print/Split toward Split, it will record another time. This is important if one vehicle closely follows another. To view older stored times, push the Recall switch down repeatedly. You can push it up repeatedly to return to a live time display.

TIP: Write times seconds first, then minutes. Start with the seconds since that changes quickest, then write the minute and then the hour.

Time Card Volunteer

The Time Card Volunteer writes down the finish time (the time when the competition vehicle crosses the finish line) on the time card. Some riders will require assistance getting their time card in and out of their pocket. Please provide assistance to them. When the vehicle pulls up next to you, look on the log sheet to see what time the competitor crossed the finish line. Record the time (hour, minutes, seconds) on the time-card by filling in the "Finish" column. Tell the Log Sheet Volunteer the sequence number written on the time card. Return the card to the competitor.

If you notice that motorcycles are crowding together at the sign, tell them to line up in order of arrival.

Sometimes a navigator or rider may complain about an error on the time card, particularly if they feel their watch does not agree with yours. If it is your error, correct it and initial next to the correction. If it was an error made at another

control, as the Log Sheet Volunteer to make a note on the log sheet regarding the error and reassure the competitor that scoring will sort it out later. You can also remind them to file an inquiry to ask scoring to investigate the error.

After the last rally car

Once all the racing vehicles have left, you need to call the times in to the scoring network via cell phone. If there is a large delay between the motorcycles and the cars, you could do this after the bikes then again after the cars. A sheet with a list of numbers to call will be provided. It is important that these be called in promptly after the stage is over. If no one at your location has cell service, give the logs to sweep with to transfer to the next control and tell net control that you are doing this.

When the Rally Vehicles Leave

A Combo Car will follow the motorcycles. Make a note in your log when it checks into your control. The last vehicles to check into your control will be the Sweep vehicles. Make a note in your log when these vehicles check in with you. You will not complete a time card for the Combo Car or the Sweep vehicles. Be sure to give your logs to the Sweep vehicle when they come through to close the stage.

You will not leave your position until you have been informed by your Stage Captain to leave. When you prepare to leave, collect the stage signs, any equipment, and any trash that you see. You will **follow your Stage Captain's instructions for leaving** the stage.