START   *[direction of stage traffic]*→

Sign	Begin Control Zone		Arrival Time Control (ATC)		Stage Start – Cars start racing here		End Control Zone
Sign	Yellow Clock Sign Start Control Zone	←→ Part of Control Zone (Roughly 3 car lengths)	Red Clock Sign	←→ (Commonly 3 to 6 car lengths) EMT and Ham Radio here	Start Flag Sign	←→ Part of Control Zone (Roughly 3 car lengths)	End Control Zone Sign
Where to put it	*Look for a stake or place about 100 ft. before Red Clock		*Look for a stake		*Look for a stake		*Place it where safe if not marked by a stake.
What you need	*Sandbags or rocks		*Digital Time Display *Two Volunteers *Pens *Radios *Sandbags or rocks *Clipboards		*Digital Time Display *Two Volunteers *Pens Radios *Sandbags or rocks *Clipboards		*Sandbags or rocks
Tips	*Not your job to approach the car. The navigator must come to you unless Control Captain says otherwise.	*Teams may "clean glass" only in control zones. Write down on log if they do any other work on car.	*Volunteers stand here. *Arrival Time is when THE CARD HITS YOUR HAND (not when car enters zone). * Write time on log, then on card. *Assign Ideal Start Time 3 mins later than Arrival time. *Space cars apart (1, 2 or 3 mins. apart) as instructed.		*Write time on log, then on card. *Check helmets, doors, harnesses etc. *Be sure minimum gap between starting cars is maintained. *Hand card back to navigator within the minute before that car's start.		

NOTES:

- Clearance from Net Control to start REQUIRED before first car starts racing.
- Start (ham) Radio MUST be able to immediately tell Start crew to "Hold The Start!" if directed to do so.
- Use Timewise 650 clocks if digital displays fail. 00 Car can reset digital display and/or Timewise 650s
- Watch out for rattlesnakes.
- All volunteers, cars etc on one side of the road.
- Give both ATC and Stage Start logs to Course Closing each time it comes through (or Sweep if told to).

FINISH   *[direction of stage traffic]*→

	Warning Approaching Finish		Actual Flying Finish - Cars timed here		STOP (Finish) Control		End Control Zone
Sign	Yellow Checkered Flag Signs	← 300 ft approx. →	Red Checkered Flag Signs	← Distance varies to allow safe slowdown →	STOP Sign	←→ Part of Control Zone (Roughly 3 car lengths)	End Control Zone Sign
Where to put it	*Look for a stake or place them 300 feet before Flying Finish		*Look for a stake		*Look for a stake		*Place it where safe if not marked by a stake.
What you need	*Sandbags or rocks. *Two signs, one for each side of the road		*Two signs, one for each side of the road *Two Timewise 650s *Clipboard, Pens *Two Volunteers *Radios with spare batteries *Sandbags or rocks		*Clipboard *Two Volunteers *Pens *Radios with spare batteries *Sandbags or rocks *Ham Radio here		*Sandbags or rocks.
Tips	*Control zone starts here.		*Freeze (split) time when they cross the "line". *Write time on log . *Radio time to STOP control, CONFIRM TIME BACK. *Directions for 650s on clock backs.		*Repeat finish time to Flying Finish by radio. GET CONFIRMATION. *Write time on log, THEN on card. *CALCULATE elapsed time, write on log and card.	*No working on cars in this zone. Write down on log if they do.	

NOTES:
- GET A TIME ON EVERY CAR. Use your cell or watch if both Timewise 650 clocks fail.
- Watch out for rattlesnakes.
- All volunteer, etc. cars on one side of the road at STOP Control in case a car's brakes fail.
- Finish (ham) Radio may tell STOP crew to ask a rally car about an entrant gone missing that started earlier.
- 00 Car can reset Timewise 650s if both fail. If just one needs resetting, follow directions on back of clocks using cable included in case.
- Give Flying Finish and STOP logs to Course Closing each time it comes through (or Sweep if told to).

Designed by Heather Smart