



HAMERSLEY
ATHLETICS CENTRE

TRACK TEAM

Track events are conducted across three tracks:

Short – sprints and sprint hurdles

Long – long hurdles and middle-distance events

Long 2 – long-distance events



TRACK TEAM COMPOSITION

Track Teams are positioned at the finish end of the track and consist of:

- ✓ Two Timing Gates Officials overseeing all three tracks
- ✓ Two Race Controllers per track
- ✓ One Recorder per track
- ✓ One Finish Line Marshal for the Short Track
- ✓ One Finish Line Marshal covering both the Long and Long 2 Tracks



ARRIVAL & FINISH

Track Team members must sign in and be at the track by **7:30am**.

Team members remain until the final event is completed and assist with packing away the timing gates and other equipment.



RECORDS

Track Teams must **immediately** notify the Arena Manager if a record is equalled or broken.



TRAINING & SUPPORT

Pre-season training for end-of-track duties and timing gates is available and **highly recommended** for all Track Team members. Ongoing support is also available throughout the season.

TRACK TEAM ROLES & RESPONSIBILITIES



TIMING GATES OFFICIALS

- Two volunteers are rostered each competition day.
- Arrive by **6:15am** to set up the timing gates.
- Both Officials must remain until the end of competition to assist with any troubleshooting.
- Once the timing gates are correctly set up and operating, the Officials may alternate duties, provided **one Official remains at the end of the track at all times**.



RACE CONTROLLERS

- Two Race Controllers are rostered per track.
- Ensure the Recorder and Starter are ready before the next event begins.
- Operate the lollipop indicator: **white** indicates the end-of-track team is ready for the next race; **red** indicates the team is not yet ready.
- Operate manual stopwatches and record times when required.
- Work with the Timing Gates Officials to ensure the timing equipment is operating correctly.



RECORDER

- One Recorder is rostered per track.
- Work with the Race Controllers and Timing Gates Officials to ensure equipment is operating correctly.
- Advise the Race Controller when ready for the next event to begin.
- Operate the laptop at the end of the track and enter athletes' bib numbers against their results after each race.



FINISH LINE MARSHAL

- Guide athletes safely off the track and direct them to the Recorder after their race.
- Keep athletes in their correct finishing order.
- Ensure athletes remove their spikes and carry them safely.

Thank you!



Your time and support help keep our club running and our athletes fuelled for success!





HAMERSLEY
ATHLETICS CENTRE

STARTER

Starts races and ensures
athletes are set and ready to go



ONE STARTER ON EACH
TRACK (SHORT, LONG
AND LONG 2 TRACK) PER DAY.
SIGN IN AND BE ON THE TRACK
BY **7:30AM** FOR
COMPETITION START.



STARTS RACES

Says **“on your marks”** and **“set”**, and uses the electronic starter to start the race.
(Presses the timing gates starter button at **“Go”** to commence timers.)



ENSURES ATHLETES DOING BLOCK STARTS ARE GIVEN ADEQUATE TIME.

- Provides extra time at the start of the race for athletes to adjust their blocks.
- Gives athletes time to set themselves in the blocks at **“on your marks”**.
- Allows additional time at **“set”** for athletes to raise their hips and get into position.
- **“Go”** is only given when all athletes have their hips raised, are still and there is no movement.



ENSURES HURDLES ARE CORRECT HEIGHT AND DISTANCE FOR AGE GROUP.



LIAISES WITH END OF TRACK TEAMS

to ensure races are ready to get started.

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STARTER ASSISTANT

Assists the Starter at the beginning of track events.



Sign in and be at the track by **7:30am**, ready for the start of competition.



1. MARSHALL ATHLETES

Assist with Marshalling athletes. Allocate athletes in lanes according to the tablet allocations.



2. CHECK THE START LINE

Stand opposite the Starter at the start line and ensure all athletes are correctly positioned behind the line before the race begins.



3. WATCH FOR FALSE STARTS

Watch carefully for false starts. If a false start occurs, blow the whistle immediately to stop the race.

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