



ASSOCIATED
GRAMMAR SCHOOLS
OF VICTORIA

AGSV CROSS COUNTRY STARTERS BRIEFING

(ANNOUNCE BEFORE THE START OF EACH SEPARATE RACE)

When the starting area is out of view for the Event Manager, the Starter is to phone the Event Manager (0417 717 126 or 0448 507 585) on speaker phone before the start of an event so they can set the timing decoder to the exact time the race began.

RACE DISTANCES and START TIMES

Events	Distance	Start Time
BOYS OPEN (Yr 11/12)	5 - 7 km's	Sat 9:00am / Weekday 3.45pm
BOYS INTERMEDIATE Yr 9/10	4 - 5 km's	Sat 9:25am / Weekday 4.10pm
BOYS JUNIOR Yr 7/8	3 - 4 km's	Sat 9:50am / Weekday 4.30pm
GIRLS OPEN	3 - 4 km's	Sat 9:55am / Weekday 4.35pm

PRIOR TO THE START

Runners to collect their bib from Team Manager. Using the four safety pins provided, ensure your bib is securely attached to your running top.

START LINE SET UP

A defined line that is a minimum of 30 meters long is recommended, which includes an exclusion zone of 10 metres (minimum) either side of the start and finish line. This zone provides a barrier between parents / spectators, so they do not come near runners, staff, officials at the start and finish line.

UNSPORTSPERSON- LIKE RACE TACTICS

Issue a **Warning** to competitors that intentional race tactics such as blocking will not be tolerated.

FINISH LINE

Run across the mat at the finish line. The chips in your bib are automatically read by the antennas in the mat and converted into a set of results as runners cross the finish line.

Clear the finish area quickly to minimise congestion of bodies. Return to your school's gathering point.

BIB CARE

Each bib is to last the entire season. Each bib contain two chips, which are easily damaged if not kept flat. Never scrunch your bib.

WHEN YOU FINSH

Carefully remove your bib. Remember to secure the four safety pins in the holes provided. Find your Team Manager and return your bib **after EVERY EVENT**. Your school will store the bibs safely during the week and re-distribute them to you on the morning before the next race.

STARTER'S COMMANDS

"**Take your Marks**", then "**GO**" (No "**SET**" call given).