

## CX OFFICIALS' MEETING—Sept 9, 2011

### Registration

1. Promoters encouraged to use online pre-registration to minimize day-of-race data entry. Must close day-of-race registration 30 minutes prior to race.
2. Standardized number sequence available for races following Cross Cup schedule, with two options for dealing with more than 700 riders.
3. Promoters must separate juniors by age and gender on registration sheets if they are giving separate prizelists

### Course Preview

1. Same procedure as last year

### Call-ups

1. Non-Cross Cup races will use Crossresults.com; Cross-Cup races use current standings; series races can use their own. CR's responsible for acquiring current list and eliminating upgraded riders.
2. Top 40 called up, then rest in order of registration
3. Essential for officials to maintain control of grid—prevent people from weaseling in or hanging out on edges
4. CR's to check that promoter provides an assistant

### Start Area

1. Need a separate area, preferably off-course, with 8 lanes marked correctly, i.e. not too wide or too narrow
2. Cross Cup courses previewed by CTA to insure sufficient lap time length. Encouraged for all races

### Race Start

1. 1 minute, 30 seconds, 15 seconds, whistle; NO countdown so as to prevent false starts

### Pit Area

1. Double-sided

### Finish Area

1. For chip races, need to insure sufficient bypass so that non-racing chips don't trigger data acquisition

### Chip races

1. If a rider has 2 bikes, the chip must be on the ankle
2. If a rider has only one bike, the chip can be either on the ankle or the bike
3. Camera will still verify any discrepancies caused by ankle vs. bike chip placement errors

### Rules

1. Feeding generally allowed as long as it doesn't interfere with race; CR can choose specific location
2. Most race days will be 9+ hours long for officials, i.e. 1-2 hours overtime

### Misc

Yvonne to align Cross Promoter's handbook with Policy Manual.

Yvonne to update CR report with CTA requirement for Cross Cup races

11 officials present including a number of motor refs looking to be AR's