- **We will be changing workers on the fly. What does this mean to you?**
  - **Workers should still plan to check in once the third runs have started in the heat prior to the one they are scheduled to work BUT when they do, they should report to their assigned work position no later than the beginning of run 3B; DO NOT wait until the end of the heat to show up and head out.**
    - **If you are assigned to work Heat 3, please follow the guidelines below. Once you have gotten your instructions and/or shadowed your position, you may have a few minutes before Heat 3 actually begins. Please be at your assigned work position no later than 10 minutes before the start of Heat 3 (Please pay attention to Sportity for times).**

  - **Worker Check-in** should be in place at the posting tent and prepared to begin checking in workers as 3rd runs begin during the heat prior to the one you are scheduled to work. (ie- if you are the Worker check-in person for Heat 2, you should begin checking in workers when Heat 1 begins the 3rd runs).

  - **Grid** will go to the first grid spot (101 or 201 depending on their heat) and meet their Grid Chief (or their designee) to receive instruction for the next heat.

  - **Timing** will go to the back of the trailer and wait outside until the heat is over and the current timing team comes out.

  - **Impound** will go to Impound and wait for instruction from the Chief of Impound.

  - **Tire Cleaning** will check-in and head down to Tire Cleaning and relieve the current worker. Please head straight there and relieve the worker. Please do not leave once you get there until you are relieved by the next worker.

  - **Starter** will go to the start line and shadow (looking for release points and other course specific nuances to be aware of). Starter should also know what class they are starting for so they are aware of the speed differentials between the classes.

  - **Sweep** will shadow the current sweep driver for route and other pertinent information for efficient corner station & sound sheet retrieval.

  - **Photo Spotters**- Once you have checked in, please go directly to the Media Trailer (located between the TREC (Tire Rack Events Center) and the Check-in Tent so you have adequate time to find the photographer and replace the previous spotter. At

the media trailer, the media team will guide you where to meet the photographer you'll be spotting for. Please note that the photographer will not find you, it is your responsibility to find them.

- **Safety-** Will wait by the posting tent, the Chief of Safety will meet you there to assign locations and let you know what you need to be aware of and watching for.

- **Scanner** will shadow the current scanner. Find out if there have been any scanner issues, if there are boundaries to the scan distance, etc.

- **Sound** will locate the sound station and then safely head out toward the sound station, staying clear of all competition vehicle drive and sight lines. You will gather information from the current sound worker that is pertinent to your job in the next heat.

- **Course workers**- workers will safely head out to their assigned stations staying clear of all competition vehicle drive and sight lines. You will head no later than the middle of run 3 the heat prior to your work heat and be in place by the time the sweep car is making its final run of the heat (the heat prior to the one assigned for working). All current heat workers will remain in place during the final runs of heat 3 and will pass along information to the next heat's workers (ie: which cones are being hit the most, are people DNF-ing in certain areas, any other pertinent information that will help ensure a smooth event and make the transition seamless) In the few minutes of down time prior to your heat starting, check the cones in your area to make sure they are all in place and centered in the boxes.

    - **Radio and Clip Board workers** should remain in place until the heat is over in order to maintain consistency with the workers at your corner station and with timing and scoring.