

NEYC RACE DAY VOLUNTEER GUIDE



Race Criticality Rating	Experience Rating	Exertion Rating
Support needed	New & Returning	Sit/Stand
Race Needed	Prior Experience Needed	Stand/Walk
Race Critical - must have all positions filled before each race category can start	NOTE: <i>We welcome volunteers under 18 (in age appropriate roles) and expect you to be motivated, responsible, and respectful.</i>	Riding Required for Entire Shift

Task	Description	Age	Experience	Exertion Level
Course Setup	Help set up the main venue area (start/finish chute, staging, podium, volunteer, and team tent areas). Job includes: putting in rods/stakes and attaching snow fencing or course tape, setting up arches & tents, moving bins, putting out signage, banners, etc.	14+		
Parking	A vital role welcoming racers to the venue with an enthusiastic and friendly smile. This is the first face of the day for new and returning families. Role will help direct cars and monitor spaces to make sure we are making effective use of the space we have. DOUBLE VOLUNTEER POINTS FOR THIS POSITION!	18+		
Volunteer Tent	Help check in volunteers, assist them in finding their designated locations, hand out/assign necessary equipment, answer questions about the race event, sell NEYC merchandise, and handle DNF forms. Comfortable working in a fast paced environment while multitasking is a plus.	16+		
Athlete Staging	This fun and fast-paced position helps to calm pre-race jitters by directing athletes to their correct starting positions (all while checking bikes for race plates and bar end plugs, checking for buckled helmets, and keeping separation between 'waves' of racers.) You'll politely reassure other helpful supporters that things are under control (that ONLY coaches and athletes are allowed in staging).	18+		
Race Referee	The main point person for the any rule questions that come up during the race day. This is a roaming position and requires sufficient knowledge of the rule book. This position will be approved by the Executive Director.	18+		
Course Crossing Marshal	The course crossing marshal is positioned near the start/finish and is a vital role for keeping racers safe. Responsible for monitoring the race status and helping pedestrians to safely cross the course. May want to bring a chair and maybe an umbrella to protect from sun or rain. Must have all positions filled before each race category can start.	16+		
Course Marshal	Course Marshals (placed evenly along the 4+ mile course) are critical to keeping our racers safe. Responsible for notifying the race director of crashes, medical needs, DNF's, and any inappropriate conduct happening on the course. Course Marshals will be provided a backpack with a radio and first aid supplies. There will be a bright yellow flutter flag indicating course marshal positions on the course. Course marshals need to be in place at the start time of their volunteer shift. A bike may be preferred for this position but walking is acceptable. A course marshal MUST be a level 1 certified NEYC coach. Must have all positions filled before each race category can start. DOUBLE VOLUNTEER POINTS FOR THIS POSITION!	18+ Must be Level 1 Certified NEYC Coach		

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Course Sweeper	A course sweeper follows the last "wave" of racers and provides support and coverage for the entire course/race distance. The sweeper always stays behind the last racer. The sweeper should be respectful of the last racer's race, giving them space and only talking to them if that is what they want during their race. The sweeper of the last race of the day is responsible for telling the course marshals they can pack up and leave when they pass them on their final lap. This is a physically demanding role, and your endurance/ability should match the race you are sweeping. A course sweeper MUST be a level 1 certified NEYC coach. Must have all positions filled before each race category can start.	18+ Must be Level 1 Certified NEYC Coach		
Roaming Course Marshal	The Roaming Course Marshal is responsible for patrolling and maintaining the area between mile markers while the race is going on. You are the eyes and ears on the race course, reporting back any issues. This is a physically demanding role. Your goal is to be aware of any situations that arise (fixing tape, monitoring tight turn or tech areas, medical issues, mechanicals, etc) all while not interfering with the race. 10 minutes before each race starts, the roaming course marshal will be responsible for doing a radio check to make sure all course marshals are in place. If a course marshal is not in place, the Roaming Course Marshal will go to that location until the course marshal assigned to that spot shows up. You must be a level 1 certified NEYC coach. Must have all positions filled before each race category can start. DOUBLE VOLUNTEER POINTS FOR THIS POSITION!	18+ Must be Level 1 Certified NEYC Coach		
Lap Through/Finish Chute	The Lap Through/Finish Chute is a fast-paced spot on the race course that needs to be kept free of coaches and spectators for the safety of our racers. Volunteers keep everyone off the course, make sure athletes who are finished exit the course swiftly, and those going out for another lap know which direction to go.	18+		
Generators	An individual to be in charge of keeping the generators filled with gasoline. This position will only take a few minutes every 3-hours or so. A gas can will be positioned near the generator. Please fill ALL generators (there will be 2-3).	16+		
Course Checker	The Course Checker will ride the course in between the Junior and Senior series starts to inspect and fix any taping, posting, or signage issues. You may also be asked to open/close designated "extra loops" as needed depending on the venue and make sure the route is clearly marked. You are expected to report any situations you are unable to immediately solve.	18+		
Venue Clean Up	Help to pack away tents, arches, fencing, tape, signage, etc from the Start/Finish Area. Pick up any trash or odds and ends to make sure that we leave each race venue cleaner than we found it.	14+		
Course Clean Up	Volunteer will ride or walk the course to pick up race tape, signs, stakes, banners, lost water bottles, and trash at the end of the race. Please bring a back pack or take a garbage bag to collect material.	14+		