Course Marshal Jobs

1. Cone-line Leaving School – monitor that all runners follow coneline. Stop cars coming in or out if runners are coming.
2. Highway 7 and school exit – Make sure cars do not enter or exit the school when runners are coming by (especially 10:00 to 10:05 and 10:18 to 10:35). Cars may enter or leave during breaks of runners.
3. Highway 7 and Becker – monitor traffic guide runners.
4. Beacker and Feuz – monitor traffic, direct runners to turn on to Fuez
5. Mile 3 clock – Run clock, race director will call (if only one clock, move clock from mile 1 to mile 3 at 12 minutes)
6. Mile 1 clock – Run clock, race director will call, monitor traffic
7. Corner of Feuz and Country Walk, direct runners to turn onto Country walk, monitor traffic
8. Country Walk and Meghan – Direct runners to go straight on Country Walk, monitor traffic coming from Meghan
9. Country Walk and Autumn – Direct runner to keep to their right, runners starting the loop keep on Country Walk, fasters runners coming from Autumn run will interact with slower runners. Tell all runners to keep to their right and run single file. Monitor traffic.
10. Country Walk and Sharden – Make sure runners go straight on Country Walk
11. Country Walk and Deer Path – Make sure runners DO NOT turn on Deer Path, monitor traffic
12. Country Walk and Becker – Potential Water Stop – Monitor Traffic
13. Country Walk and Duff
14. Autumn Run and Wilderness – Monitor Traffic
15. Autumn Run and Deer Path – Monitor Traffic, direct runners straight on Autumn Run
16. Direct runner straight on Autumn Run