

# CLOSED COURSE GENERAL PROCEDURES

## GENERAL STARTING PROCEDURES

**Additional Starting methods:** Additional start or restart methods not listed in this section may be used with the prior approval of Full Throttle WaterX.

**Practice starts:** No warm-up or practice starts will be allowed during the staging process.

**Starting method penalty:** A competitor may be penalized if their method of starting interferes with another competitor's start.

**Damaged watercraft:** If a watercraft that is damaged to the extent that it creates a hazard to spectators, participants or the competitor may be prohibited from competition at the discretion of the Race Director

**Course entry:** All watercraft must enter the race course, for both practice and racing, through the starting area only. Entry from the pit area is not allowed.

**Holders and Mechanics:** Ski classes are allowed one (1) holder for the start plus one (1) mechanic in the staging area. Junior Ski 10-12 class riders are allowed two (2) holders for the start plus one (1) mechanic in the staging area. Runabout, Sport, and X2 classes are allowed two (2) holders for the start plus one (1) mechanic in the staging area. The Race Director may allow more holders depending on water conditions. Once the 2 minute card is shown, the mechanics must move to the back of the starting area. All other persons except officials or designated media personnel must be out of the starting area.

**Staging:** Watercraft must be pushed or ridden at idle to the starting line. All competitors must assemble in the "staging area" and be ready to race while the race prior to their race is in progress. It is the competitor's responsibility to know which heats and at which times they are scheduled to compete.

**Position forfeiture:** If a competitor is not on the line at the 1/2 way point of the race prior to theirs, the competitor forfeits their position on the line or may receive an alternate penalty at the discretion of the Race Director.

**Back to back Races:** If a competitor is competing in a back to back race, a representative of the competitors must be on the starting line in their place unless other arrangements have been made with the staging official.

**Race Forfeiture:** If a competitor is not at the starting line at the start of their event they forfeit their opportunity to race the event.

**Number of riders per race:** The maximum number of watercraft per Closed Course heat should not exceed 20 racers.

**If a dual start first turn course design is used:**

**Position assignment:** The method for determining starting lineup in a heat or qualifying race is through a random selection by the computer/software and determines the lineup for the first heat/moto. If race software is not available, positions will be drawn through other methods. The number drawn will be the starting position, from the pole to the outside. The pole position is always the position closest to the first turn buoy. Starting-line positions for main events are determined by finish positions in heat or qualifying races. At the Race Director's discretion, competitors may be given their choice of starting-line position for main events based on their qualifying position. If a split start is used: The inside pole will be position 1 with all odd number positions progressing away from the pole on the inside split (1,3,5,7...); The outside pole will be position 2 with all even number positions progressing away from the pole on the outside split (2,4,6,8...).

**SHORE START:** The race start procedure for a shoreline start is as follows:

**Positioning:** All watercraft are required to be at a dead stop until the green light is shown. Running starts are not allowed.

**Start:** The starting card is displayed by the starting official (starter) and is used to signal the riders for the start of an event. On the light board, "red light" means engines off, in staging. "Yellow light" means to start your engine, clear out watercraft, and be ready for the light to turn green. "Green light" means race has started.

**"2 Minute Hold":** A single 2 minute start delay (2 Minute Hold) may be granted per race start or restart. A delay will only be granted while the "2" card is displayed. Once the starter has displayed the "1" card the start of the race cannot be delayed. Both boat and competitor must be on the starting line in order to receive a two-minute hold.

**Starting stance – Ski:** Ski competitors are not allowed to place knees or feet in the tray before the race starts. Both feet must remain flat on the ground. The exceptions are Junior Ski 10-12 competitors are allowed to have both knees in the tray prior to the start of the race.

**Starting stance – Runabout:** Runabout and Sport class competitors may sit or stand for the start.

**Racing stance – Ski:** All ski riders must be in the standing position immediately after the start of the race and well before reaching the first turn buoy.

**Starting aids:** No competitor or Holder will be allowed to use special devices (milk crates, cinder blocks, rocks, ropes) to aid his or her starting procedure unless all competitors are given the same opportunity and it is announced by the Race Director. Competitors not obeying these rules will be penalized.

**MOVING/ROLLING START – PACE BOAT:** The race start procedures for a moving/rolling start are as follows:

**Staging:** Competitors will line up behind the pace boat in the order that is determined before the start of the race. Pole position is the first position closest to the inside of the

first turn buoy. Starting positions may also be determined by the finish of previous heat or qualifying races.

**Start procedure:** When all competitors are aligned in their correct positions, the course marshal will blow his whistle and display a green flag in the horizontal position. This signals all competitors to start their engines and proceed forward at a slow pace behind the pace boat. When watercraft are lined up to the satisfaction of the course marshal, the course marshal will wave the green flag to signal the start of the race.

**“2 Minute Hold”:** There will be a 2 minute hold allowed prior to the green flag being displayed horizontally. Once the green flag is displayed horizontally a competitor may not call for a 2 minute hold. The competitor will signal for a 2 minute hold by waving their hand above their head and signaling the course marshal. Only one 2 minute hold will be granted unless the race is officially restarted. If difficulties develop after the green flag drops, the competitor may continue to race or withdraw from the race. If a competitor withdraws to the pit area during the race, the competitor is not eligible for a second start in the event of a restart.

**Alignment:** Boats may not be more than one boat length ahead or behind each other for the start. Competitors failing to align themselves properly behind the pace boat at the start of the race will be penalized with a false start.

**Starting position - Ski:** Ski competitors must keep at least one knee in the tray until the course marshal officially starts the race. In rough water the course marshal may require competitors to keep both knees in the tray before the race is officially started.

Competitors will be penalized one (1) lap for standing up in the tray before the course marshal waves the green flag and officially starts the race. All competitors must be in the standing position immediately after the race is started and well before the first turn buoy.

**False starts:** In the event of a false start, the race will not be red flagged. The competitor who jumped the green light will automatically lose 3 positions on the moto. If multiple people jump the green light, the race will be red flagged and restarted.

**False start definition:** A false start shall be defined as follows:

Any competitor who brings his watercraft on plane before the green flag is waived; Any competitor who aligns himself more than one (1) machine length ahead of one or more of other machines in the starting lineup; Any competitor that fails to align himself with the pace boat.

**Starting method penalty:** The course marshal may disqualify or penalize a competitor if the competitor’s method of start interferes with other competitors.

## **MOVING/ROLLING START – SHORE/FLAG TOWER**

**Start Procedure:** The shore / flag tower start procedure is the same as that previously listed moving / rolling start procedure except that the green flag signals will be displayed from a flagging tower or another previously determined position on the shore. The course marshal will

stage the competitors behind the pace boat at which point the competitors will watch for the starting signal from the shore / flag tower.

## **GENERAL RESTART PROCEDURES**

**Reasons for a restart:** A race may be restarted at the discretion of the Race Director and may be from any number of reasons such as: a jumped start, loose buoy, an accident on the first lap involving several competitors, a competitor not holding their line to the first turn, or a downed competitor whose presence potentially creates a hazard.

**Red Flagged start:** In the event of a red flagged start all competitors will immediately return to the starting line in a safe manner. The competitor causing the restart of a race may be penalized at the discretion of the Race Director.

**Restart eligibility:** If the race is restarted, competitors that were not on the starting line with their watercraft at the time of the original start are not eligible to participate in a restart. As long as both the watercraft and competitor are on or behind the starting line, even if the competitor never enters the race, the competitor is eligible to participate in a restart as long as the race is stopped before two laps have been scored. If the lead competitor has completed their third lap and the race is stopped, a competitor that has not entered the race is not eligible to participate in the restart.

In the case of multiple restarts, competitors not on or behind the starting line for each of the previous starts are not eligible to participate in the race.

**Total restart:** Any race restarted with less than three completed laps will be given a total restart. Competitors will be assembled at the starting line in the same order as the original start. Scoring from any completed laps will be negated. Any competitor penalized on the original start will be required to restart under the same penalty.