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| Starter (Race Events) |
| *Role Descriptor* Fairness in race events is highly dependent on having good starters, who ensure that no one athlete is at an advantage relative to the rest of the field. This is especially critical in short distance races (i.e., sprint). As Starter, you get to manage the entire starting process, including the preparation, the starting commands and the judging of “good starts” (i.e., absence of false starts by one or more racers). |
| *Good Starters . . .*   * Know the pre-start procedure; start commands and rules pertaining to “false starts.” * Are at the starting line, in advance of the start of the races to ensure that starting area is free from any safety hazards (e.g., equipment; players). * Use clear start commands, including * Directing the racers to the starting line. * Providing racers with preparation signals. * Monitoring the starting position of all racers. * Give the start commands (“On your marks”; “Get set”; “Go”). * Use consistent cadence with the start commands. * Determine illegal (i.e., false) starts, and breaks. |
| *Your Teacher Will Look For Your To . . .*  * Know all the rules pertaining to starting in racing events. * Be consistent when giving the start commands. * Avoid distractions. * Carefully monitor false starts. |

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