

WHAT DO PATROLS DO?

The course patrols are the eye and the ears for the timing tower along the entire length of the race course, turn out area, return road and spectator areas.

The Timer and the Starter control the meet. They are in constant communication via the FM radio. The patrols notify the Timer of any condition or situation affecting the safety of the course for racing via CB radio- Channel 1 or 10.

If there is a need to stop the meet or hold up the next race vehicle for a short time, the Timer will make the determination based on information from the Course Patrols.

Patrols also keep spectators and unauthorized people in vehicles off the course during the meet in case of emergency, Patrols control the perimeter allowing Emergency Personnel to do their jobs unhindered.

WHERE AND WHEN DO PATROLS START?

Patrols must sign the assignment sheet at the Announcer's Stand before the Patrol Meeting, generally held before the Driver's Meeting. Check with your club for the time and location for each event's patrol meeting. The assignment sheet lists the patrol positions assigned to each club for the current event.

ALL PATROLS ARE REQUIRED TO ATTEND THE PATROL MEETING.

There are a total of 11 patrols, the odd numbered patrols are on the return side and the even numbered patrols are on the tower side of the course. There are two roving patrols, the end rover, and the tower side rover (See diagram on the opposite side.)

The meet cannot begin unless all Patrol Stations are staffed. The meet will be shut down if a Patrol Station is abandoned at any time.

If you are assigned a Patrol, and also wish to run your race vehicle at the Meet, contact your club for instructions on your alternative.

WHAT WILL I NEED?

Mandatory Items:

- A 5-watt CB Radio with External Antenna- This is a must for all serious Dry Lakes Racers. Battery powered CBs are not adequate. Test the radio in advance of the meet!
- A CO2 or Dry Powder Fire Extinguisher (10 lbs. minimum).
- A pair of fire-resistant gloves (welding gloves).
- A screwdriver or DZUS tool.
- Magnetic patrol signs (get the signs from your club).
- Binoculars

Recommended Items:

- Hacksaw
- 1/2 Gallon bottle of water
- Crowbar

All of the above items are your responsibility. Some clubs provide part of the patrol equipment- see your club for particulars.

WHAT SHOULD I WATCH FOR?

- Watch for anyone crossing or trying to cross the course on/in any kind of vehicle. Some times even foot traffic can be a problem.
- Watch for race vehicles which experience problems (such as a spin or stopping on the course).
- Watch for any race vehicle which may pull off the course before the finish line and dropped parts from race cars.

WHAT SHOULD I DO IF I SEE A PROBLEM?

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| FIRST | Notify the Timing Tower via your CB Radio! Never enter the course area without instructions from the Timer! |
| TELL THE TIMER | our patrol position location a what the problem is (e.g.: "Tower this is Patrol 3, Tower side. We have a motorcycle crossing the course now.") The Timer will give you instructions e.g.: "Patrol 3, roll out there and herd the motorcycle out of there. The course is held.") |
| NEXT | Notify the Timing Tower when you have completed your assignment (e.g.: Tower this is Patrol 3, Tower side. That bike is gone. The course is clear and we are back in position.") |
| REMEMBER! | DO NOT ENTER THE COURSE AREA UNLESS YOU RECEIVE CLEARANCE FROM THE TOWER!! |

In the case of an emergency, follow the same procedure. Emergency personnel are best equipped to help an unconscious or injured driver/rider. Never attempt to move an unconscious driver/rider.

In the case of a fire, use your fire extinguisher if Emergency Personnel have not yet arrived, or activate the race vehicle's fire system (usually a red button). Once Emergency Personnel are on the scene, take up a position outside the scene and protect the area from spectators. Use courtesy and tact but be firm. The only people who have any business at an accident scene are the Emergency Personnel and the SCTA Board members.