

VOLUNTEER ROLE DESCRIPTIONS

Thanks to the support of our amazing volunteers, each season FO hosts great events that bring together the freestyle community and provide opportunities for our athletes to showcase their skills with their fellow skiers. Without the support of volunteers like you, we would not be able to deliver events to the quality that we do!

If you are interested in volunteering at an FO event this season, please look through the volunteer role descriptions below. Please note **Positions that have (MO) in the title are unique to mogul events.

1.0 COMPETITIONS CREW POSITIONS

- 1.1 Assistant Chief of Course
- 1.2 Chief of Timing (MO)
- 1.3 Hand Timers (MO)
- 1.4 Announcer
- 1.5 Chief of Scoring
- 1.6 Assistant Chief of Scoring
- 1.7 Score Runners
- 1.8 Chief of Registration
- 1.9 Registration Assist

2.0 COURSE CREW

- 2.1 Knoll Masters
- 2.2 Landing Choppers (MO)
- 2.3 Chief of Start/Starter
- 2.4 Start Assist

SECTION 1.0 COMPETITION CREW

1.1 ASSISTANT CHIEF OF COURSE: Description: Assistant Chief of Course supports the Chief of Course with all duties as needed. Reports to: Chief of Course | Oversees: Course Crew (as specified

- Assists can serve as the Chief of Course as needed
- Monitors and maintains the course for deterioration and wear
- Oversees Course Crew

1.2 CHIEF OF TIMING (MO/DM): Oversees all timing operations for Moguls and Dual moguls events. Reports to: Chief of Competition & Chief of Scoring and Oversees Hand Timers

- Confirms that timing equipment has been installed correctly has been tested and is functional
- Relays times to Judge 1, and calculates backup hand times
- Verifies start protocol with Starter, Head Judge, TD and CC
- Responsible for the accuracy of the timing



Reports to the Chief of Competition and Chief of Scoring

1.3 HAND TIMERS/BACK UP TIMERS (MO/DM): Hand timers use a stop watch to record manual times as back up for automated times. They receive instructions on timing process from Chief of Timing. This role is outside, dress accordingly.

- Record hand times for each competitor
- Test equipment and combined accuracy during final training runs

1.4 ANNOUNCER: Commentator of competition. Reports to FO Event Manager & Chief of Comp. Should be comfortable identifying tricks and maneuvers in specified discipline and with public speaking. This role is outside, dress warmly.

- Communicates competition schedule to the public, athletes, parents etc.
- Recognizes sponsors, entertain public, commentate athletes runs etc.

1.5 CHIEF OF SCORING: Works with officials, coaches, volunteers and judges to oversee the entry of all scores Reports to: Chief of Competition Oversees: Score assists, score runners

- Enters all competitor info in Scoring software along with all technical data
- Distribute competitor list to be checked and signed by Team Captains before each draw
- Create and distribute run order (draw), and confirm entrants
- Confirms the system for receipt of scores and timers records
- Oversee entry of all scores and creates Results
- Works with the Head Judge to verify all scores and make corrections as needed
- Creates results

1.6 ASSISTANT CHIEF OF SCORING: Reports to: Chief of Scoring Oversees: Score assists, score runners (as specified). Should be comfortable with quick math and receive training from Chief of Scoring on enter scoring data.

Assists and acts as the Chief of Scoring as needed with score entry

1.7 SCORE RUNNER: Reports to: Chief of Scoring & Scoring Assist & Head Judge. Dress for being outdoors, in comfortable footwear

• Deliver the hard copy of Judges' scores and Timers' records from the Judges' Assistant and Head Timer to the Assistant Scorekeeper

1.8 CHIEF OF REGISTRATION: Reports to: Chief of Competition and FO Events Manager. Oversees registration process of all athletes & all tasks in the competition office. Should be organized and familiar with FO registration process

- Ensures that all necessary officials and volunteers have startlists etc. on day of comp
- Supervise registration of all competitors, confirming DOB and other details
- Assists in distribution of results, startlists, etc.

1.9 REGISTRATION ASSIST: Assists Chief of Registration and Events Director with registration tasks. Should be organized and familiar with FO's registration process



- Hands out and records bib numbers, checks ages, checks, registration categories
- Directs all registrants and inquiries to the appropriate places

SECTION 2.0 COURSE CREW

2.1 KNOLL MASTERS: Directs traffic and opens/closes jumps on the knoll of each jump (moguls, slopestyle and aerials). Must dress for outdoors and may need skis. Reports to: Chief of Course

- If athlete falls or is injured, knoll master closes until athlete is cleared
- Must be trained by Chief of Course on proper timing of closing jumps. Too quick closures can negatively impact training for athletes
- Knoll masters part of course crew who help with set up and tear down of event assets

2.2 LANDING CHOPPERS (MO): Ensures that landings are uniformly chopped, and deep to make landings safe for all athletes. Must be comfortable with heavy shoveling, and on time for site preparation times given by volunteer coordinator. Reports to: Chief of Course

• Choppers use a flat shovel and drive the blade straight down, one full blade deep to break the snow surface and loosen lower layers and ensure that landings are soft

2.3 STARTER: Oversees the start order and funneling of athletes through competition course. Must wear outdoor clothing and receive training and instruction prior to event from FO Event Manager or Volunteer Coordinator Confirms start protocols with TD, CC and HJ (event day)

- Check in at comp office to obtain start lists (event day)
- Confirms with HJ when next competitor is ready
- Provides competitor information as required by start protocol
- Notifies the HJ and CC of competitors not ready at their indicated start time, or if DNS.
- Follows FO start procedures, monitors start area and refuses access to course of public

2.4 START ASSIST: Alerts the next 3 athletes to their imminent start and maintains clear and orderly start area. Wear appropriate clothing for outside. Reports to: Chief of Course & Starter.