## INSTRUCTIONS FOR CONE JUDGES

## 1. A cone IS considered "hit" if:

- The racer knocks it over.
- The racer pushes it beyond the inside edge of the circle.
- It has been knocked over, or knocked outside the circle, by another cone on the same course.

2. A cone IS NOT considered "hit" if:

- It remains standing and touches the inside edge of the circle.
- It has been knocked over, or knocked outside the circle, by a cone from the opposite course.

3. Cone count procedures:

- As soon as the race has ended, count the cones hit in your section of the course.
- Raise the corresponding number card overhead, and keep holding it up.
- Wait for the judging official at the top of the course to raise a green card.
- Put all hit cones back in their proper place.
- Display your green card until the next race begins.

4. Raise your red card to indicate a DQ (Disqualification) if:

- A racer misses a cone.
- A racer puts a foot on the ground (as in a fall).
- A racer does not pass the finish line.
- A racer passes on the wrong side of the cone without knocking it over.*

5. Raise your red card to indicate an emergency if:

- You haven't had enough time to put all your cones back in their proper position.
- A person or object has obstructed the course.

6. If the judging official raises the " $R$ " sign,

- raise your cone count card until the official raises the green card again.

7. If the judging official raises the "C" sign,

- check again to make sure all your cones are in their proper position. Then step back and show your green card.

8. If the judging official raises the "T" sign,

- the timing equipment needs to be tested. (No racer will run the course.) After hearing the start signal, the cone judges at the finish line must step on the finish line strips two or three times. The test may have to be repeated several times.







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