



On Sand—Racers do sand course and then around loop at light house. 1st Ham - Keep track of any racers who do not do light house loop. 2nd Ham - Stay close to Janet (The Queen for Life) and be visible to handle any communications from them.

Sign here—Switch to bypass sand when instructed to do so. Keep track of any racers that bypass the sand after the sign is switched. Watch for cheaters. Make sure gate is open.

Policeman+Ham—top of hill -Stops racers until traffic clears to bottom of hill.

START
(on Monroe)

FINISH @
Fairgrounds
Bog

Stop time when racers have changed their vehicle and are ready for the bog. Unready racers should not block the line at the Bog.

NOTE: Tell them to tell you when they are ready then they may get in line at the beginning of the Bog.

Segment 2
Kinetic Skulpture
Race