To ensure starting the race at 10 am, equipment & lunches need to be delivered on time, and volunteers need to check-in and attend meetings as scheduled! Note that check-in for volunteer workers and officials is closed at 8:30am.

course equipment (gates, etc) delivered to mountain
lunches delivered to check-in area in lodge
officials mtg
check-in open for volunteer workers & officials
coaches mtg
timing mtg (for electronic & hand timers)
gatekeepers mtg
awards (if applicable)
course inspection (GS)
course inspection (slalom)
forerunners
race begins (1 st run)

Weather and other conditions permitting, two runs are held on race day. There is usually a break between the first and second runs. The duration of any break depends on weather, course condition & resetting, course inspection requirements and on whether there were any excessive delays in the first run.

A disqualification (DQ) list for both runs is posted near the check-in area in the lodge as soon as possible after the last run is completed. Any protests must be submitted to the referee within 15 minutes of the DQ posting time.

Directly after the conclusion of the race, volunteer workers and officials should return any Metro articles or equipment checked out from the morning. Afterwards you can go out and make those post-race runs!