

A Day in the Life of a Field Director

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September 2005

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Introduction

The Field Director is primarily there for the benefit of the competitor. All of the following duties are for the benefit of the competitor. This is the main principle which should be borne in mind. As FD you are a go-between between the competitor and the judges, but your priorities are with the competitor. Your decisions and actions should only ever assist, never hinder, the performance of the competitor.

Preparation

Pre competition

- 1. Read the Rule Book and Judges book to ensure you are clear on all the rules.
- 2. Gather and check your equipment:
 - 1. Line flags one red and one yellow flag for each line judge you will normally need two line judges, but if the wind direction is moving a lot you may need a third line judge so ensure you have at least three sets of flags per arena.
 - 2. Line judge fluorescent tabards/vests this makes them visible against a colourful backdrop of flags, banners and spectators.
 - 3. Stop watches you will need two (one for timings and one for crashes) and at least one spare. Ensure the batteries are OK
 - 4. Whistles one each for the line judges and one for yourself for attracting attention.
 - 5. A set of laminated diagrams and descriptions of the compulsory figure chosen for the competition.
 - 6. Hat, sunglasses and bottle or water.

Competition

1. Check arena size

	Metres	Feet
Team/Pair	110 x 110	360 x 360
Dualine Indi	90 x 90	295 x 295
Multiline Indi	75 x 75	246 x 295

- 2. Check the distance between the red and the yellow boundary minimum 3m or 10ft. Ideally this should be 5m or 15ft.
- 3. Check the location and number of stage in areas it is preferable to have two stage-in/stage-out areas. For the benefit of the competitor, it is best to allow them to stage in and out to the

same place. So to make it easiest, allocate one stage-in/out area for the "odd" numbered competitors and the other to the "even" numbered competitors in the running order. If only one area is available, then you can have competitors stage out to boundary behind the flyers – providing this does not involve the judges jumping over lines! Remember, you need to get competitor in and out of the arena as quickly and smoothly as possible.

- 4. Check that the arena is clear of all obstructions ie kites, people, PA equipment, banners etc.
- 5. Note any immovable hazards concrete slabs, drains etc so you can advise competitors.

Briefing Meetings

What to tell the Pilots

At the Pilots Briefing tell them about the following points (where appropriate):

- 1. Announce the arena size and distance between the yellow and red boundary. Also advise any immovable hazards in the arena.
- 2. Stage in areas explain where each competitor stages in and out. You need the right competitors in the right place at the right time and the arena cleared quickly for the next competitor. Also tell them to ensure they only stage in one fly before theirs so you only have one competitor in the arena and one flying at any one time. Competitors staging out must clear the area as quickly as possible so as not to impede the next peoples' set up.
- 3. Flight Order & Ground Crew explain the ground crew situation where necessary generally each competitor crews for the next-but-one competitor. Every competitor is allowed one ground crew per flying member individual competitors are allowed two. They are responsible for any additional crew required they can select their own crew if they wish. The competition cannot not be held up whist they wait for crew.
- 4. Entering the Arena competitors must wait until they are invited into the arena. Their setup time starst from that invitation so they must make sure they are ready.
- 5. Set up Times

Times	Setup	Between Figures	Figures - Freestyle	Precision	Ballet
Team	5 mins	45 sec *	90 sec *	2-5 mins	2-5 mins
Pair	4 mins	45 sec *	90 sec *	2-5 mins	2-5 mins
Indi	3 mins	45 sec *	90 sec *	1-3 mins	2-4 mins

6. Wind Checks are allowed up to minimum time during a routine – 2 mins or 1 min during individual precision. The competitor must call for a "Wind Check" clearly and loudly.

Wind Ranges	MPH	KPH
Novice	4-18	7-30
Exp/Masters	2.5-28	4-45

Competitors must continue flying. FD will announce "Wind is GOOD" or "Wind is ABOVE/BELOW". In the later case competitors may elect to stop. You must tell the FD of your decision.

- 7. Exiting the Arena as quickly as possible to the prescribed stage out area taking all stakes and ground markers. The next competitor can only be invited in when you are clear.
- 8. General you need to advise the FD (for pairs and teams) who is the leader and therefore needs the instructions, compulsory figure reversals, music choice if you have handed in more than one track, if you want any time checks.

What to tell the Pit Boss

- 1. Ensure they have the running order
- 2. Ensure they allow in only the next competitor and the one before never move than two.
- 3. Ensure the exiting competitor(s) clear the area as quickly as possible.

What to tell the Line Judges

There is a crib sheet for line judges in English and French in the Appendices at the back of this document:

- 1. Your job is essential to this competition without you we cannot continue!
- 2. Your job is to ensure safety in and around the arena
- 3. You are responsible for monitoring the boundary AT ALL TIMES from when the competitor enters the arena to when he/she leaves.
- 4. Yellow Flag must be raised and whistle blown loudly in short blasts when a flown kite or flyer flying a kite crosses the Yellow line
- 5. A competitor would rather see 10 Yellow flags than one Red please ensure you give warnings wherever appropriate.
- 6. Red Flag must be raised and whistle blown in one long, loud blast when a flown kite or flyer flying a kite crosses the Red line.

- 7. It is your responsibility to indicate RED if the Red boundary is crossed. There will be no comeback on you. It is for safety reasons.
- 8. There must be two line judges FD will position you please watch the FD for instructions
- 9. Ensure all signals are loud and clear and that FD has seen it
- 10. Ensure that flags only raised/waved and whistles only blown if there has been a boundary infringement. Be careful when holding the flag it is sometimes difficult to tell if you are scratching your nose with the flag in your hand or signalling an infringement!
- 11. Ensure no-one other than the competitors and their the ground crew, enter the arena during competition ask everyone else to leave or tell the FD
- 12. When a competitor enters the arena, the FD will look for a signal from you to indicate you are ready please raise a hand, not a flag.
- 13. Some flyers will deliberately fly to the boundary during their setup time to gauge their position in the arena they are expecting to see a flag. Please ensure you are alert and indicate promptly.
- 14. If you need to talk to the FD, wait until an OUT is called.

What to tell the Commentator & Sound Engineer

- 1. Ensure they have the running order.
- 2. Agree signals or check walkie talkie if available
- 3. Tell them to keep looking for your arm signal ask them to stop talking when you raise your arm to indicate the judges are ready and not to resume talking until you raise your arm to signal OUT so as not to distract the competitor.
- 4. For Ballet, ensure that sound checks for competitors' music are only done when requested by the competitor.

Precision Disciplines

Equipment

You must take into the arena the following:

- 1. Stop watch for timings
- 2. Stop watch for crashes
- Wind Meter
- 4. Whistle for attracting attention
- 5. Precision figures (laminated)
- 6. Running order
- 7. Walkie talkie for communicating with the PA Control (optional)
- 8. FD crib sheet (See appendix)

Performance

For each competitor:

- 1. Check the arena is clear (banners, tents, spare kites and lines) and safe
- 2. Check you have sufficient (at least two), alert line judges, that they are briefed and positioned in corners appropriate to the direction of the wind. Position them down wind technically they should be in opposite corners but this makes them really difficult to see, so if you can place them in adjacent corners and still have them cover the three forward boundaries you will find this easier.
- 3. Invite the competitor in and start the timing stop watch to time their setup.
- 4. Make contact with the competitor (or the leader in the case of a team or pair) as soon as possible after they enter the arena.
- 5. Advise them how much setup time they have had and therefore how long they have left.
- 6. Tell them clearly whether or not the judges are ready "Judges ready" or "Judges NOT ready"
- 7. Ask if they wish to reverse any compulsory figures communicate this clearly to the head judge
- 8. Ask if they want to see the compulsory figures and if they want to be reminded of them just prior to flying them

9. Ask if they want any time checks during their freestyle routine

After this initial contact, you should position yourself just behind and to the side of the competitor – probably behind and to the right, but where a team or pair leads from the right rather than the left, you should position yourself behind and to the right of the leader.

You should also use this initial contact to ascertain whether the competitor wishes to "chat" – some competitors will find it useful to chat and have a joke to relieve their tension. Other competitors will want to focus and you should keep communication to an absolute minimum. It can be critical to a competitor's performance that you make an accurate assessment here.

During set-up monitor the boundary by watching the line judges and indicating any flags signalled, check whether the judges are ready and be alert in case the competitor wants to talk to you.

During set-up regularly (every minute) tell the competitor how much time they have, how much time they have left and whether the judges are ready. This communication should be made as clearly as possible and never leave the competitor in any doubt as to the situation.

You should also advise if they are backing up in the arena.

If you need to leave the arena for any purpose (call of nature, to get extra clothing, to speak to or replace a line judge, to clear a safety hazard), you should first tell the competitor and then tell the head judge. If leaving the arena will impact the competitor, you should pause the stopwatch prior to leaving. Eg. if you will not be back by the end of their set up time or if you will be leaving them without time/wind checks when they are needed.

- 10. As soon as the judges are ready, advise the competitor clearly and raise your arm. This is an indicator to the judges, the commentator (where applicable) and the audience. At this time you can announce the first figure and advise how much time they have left before they must call in.
 - NB If they start to run out of setup time, calmly remind them how much time they have left until a final 10 second countdown. If they run out of setup time call TIME to the judges and advise the competitor to prepare to fly the next figure.
- 11. On IN call, lower your arm and reset the stopwatch.
- 12. On OUT raise your arm and wait for the judges to mark the figure and indicate they are ready for the next figure. During this time tell the competitor "the judges are NOT ready".
- 13. When the judges are ready, raise your arm, start the stopwatch and tell the competitor they have 45 seconds to start the next figure announce the figure if required.
- 14. Repeat this process for the three compulsories. After the third start the stopwatch and tell the competitors they have 90 seconds to setup for the freestyle routine. Be sure to tell them "the judges are NOT ready". It is easy to forget this in the heat of competition.

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- 15. If they judges do not become ready within 45 seconds, pause the stopwatch and advise the competitor.
- 16. When the judges are ready, restart the clock if necessary, advise the competitor and raise your arm.
- 17. On IN lower your arm, reset and restart the stopwatch.
- 18. During the routine:
- Watch for safety call SAFETY and ask the competitor to stop if necessary.
- Watch for crashes start the second stopwatch if a crash occurs and note if this occurs before
 or after minimum time. If the competitor does not relaunch within 45 seconds, call OUT to
 the judges and raise your arm. Tell the judges at this time if the crash was before or after
 minimum. (NB for a pair or team, if another kite crashes whilst the first is down, all kites must
 be relaunched within the original 45 seconds)
- Monitor the lines for flags if you see a yellow tell the competitor YELLOW. You may
 indicate whether the infringement is LEFT, RIGHT or AHEAD. Also watch the back boundary
 and tell the competitor how close they are to the yellow. If they cross the yellow, calmly
 advise how close they are to the red. If they cross a red, call RED, OUT and raise your arm.
- Watch the clock and advise time checks as required. Start to countdown the remaining time
 15 seconds before maximum. Call OUT if the competitor exceeds maximum time.
- Listen for requests for time checks
- Listen for requests for wind checks. If a request is made before minimum time take the reading for 10 seconds. If the wind is outside the range at any time during the reading indicate OVER or UNDER, and advise the competitor they may stop. After minimum time you can put the meter away – answer any requests with PAST MINIMUM.
- Stay within earshot but out of the way the competitor will get an automatic refly if they bump into you or anything else in the arena!
- 19. On OUT raise your arm and ask the competitor to clear the arena as quickly as possible, ensuring they take all pegs, stakes and clothing,

Ballet Disciplines

Equipment

You must take into the arena the following:

- 1. Stop watch for timings
- 2. Stop watch for crashes
- 3. Wind Meter
- 4. Whistle for attracting attention
- 5. Running order
- 6. Walkie talkie for communicating with the PA Control
- 7. FD crib sheet (Appendix A)

Performance

For each competitor:

- 1. Check the arena is clear (banners, tents, spare kites and lines) and safe
- 2. Check you have sufficient (at least two), alert line judges, that they are briefed and positioned in corners appropriate to the direction of the wind. Position them down wind technically they should be in opposite corners but this makes them really difficult to see, so if you can place them in adjacent corners and still have them cover the three forward boundaries you will find this easier.
- 3. Invite the competitor in and start the timing stop watch to time their setup.
- 4. Make contact with the competitor (or the leader in the case of a team or pair) as soon as possible after they enter the arena.
- 5. Advise them how much setup time they have had and therefore how long they have left.
- 6. Tell them clearly whether or not the judges are ready "Judges ready" or "Judges NOT ready"
- 7. Ask if they want any time checks during their ballet routine this is unlikely as they will probably know their timings from the musical cues.

After this initial contact, you should position yourself just behind and to the side of the competitor – probably behind and to the right, but where a team or pair leads from the right rather than the left, you should position yourself behind and to the right of the leader.

You should also use this initial contact to ascertain whether the competitor wishes to "chat" – some competitors will find it useful to chat and have a joke to relieve their tension. Other competitors will want to focus and you should keep communication to an absolute minimum. It can be critical to a competitor's performance that you make an accurate assessment here.

During set-up monitor the boundary by watching the line judges and indicating any flags signalled, check whether the judges are ready and be alert in case the competitor wants to talk to you.

During set-up regularly (every minute) tell the competitor how much time they have, how much time they have left and whether the judges are ready. This communication should be made as clearly as possible and never leave the competitor in any doubt as to the situation.

You should also advise if they are backing up in the arena.

If you need to leave the arena for any purpose (call of nature, to get extra clothing, to speak to or replace a line judge, to clear a safety hazard), you should first tell the competitor and then tell the head judge. If leaving the arena will impact the competitor, you should pause the stopwatch prior to leaving. E.g. if you will not be back by the end of their set up time or if you will be leaving them without time/wind checks when they are needed.

- 8. As soon as the judges are ready, advise the competitor clearly and raise your arm. This is an indicator to the judges, the commentator (where applicable) and the audience. At this time advise how much time they have left before they must call in.
 - NB If they start to run out of setup time, calmly remind them how much time they have left until a final 10 second countdown. If they run out of setup time call IN to the judges and start the music.
- 9. On IN call, signal to the sound engineer to start the music, lower your arm, reset and restart the stopwatch.
- 10. During the routine:
- Watch for safety call SAFETY and ask the competitor to stop if necessary.
- Watch for crashes start the second stopwatch if a crash occurs and note if this occurs before
 or after minimum time. If the competitor does not relaunch within 45 seconds, call OUT to
 the judges and raise your arm. Tell the judges at this time if the crash was before or after
 minimum. (NB for a pair or team, if another kite crashes whilst the first is down, all kites must
 be relaunched within the original 45 seconds)
- Monitor the lines for flags if you see a yellow tell the competitor YELLOW. You may
 indicate whether the infringement is LEFT, RIGHT or AHEAD. Also watch the back boundary
 and tell the competitor how close they are to the yellow. If they cross the yellow, calmly
 advise how close they are to the red. If they cross a red, call RED, OUT and raise your arm.

- Watch the clock and advise time checks as required. Start to countdown the remaining time 15 seconds before maximum. Call OUT if the competitor exceeds maximum time.
- Listen for requests for time checks
- Listen for requests for wind checks. If a request is made before minimum time take the reading for 10 seconds. If the wind is outside the range at any time during the reading indicate OVER or UNDER, and advise the competitor they may stop. After minimum time you can put the meter away – answer any requests with PAST MINIMUM.
- Stay within earshot but out of the way the competitor will get an automatic refly if they bump into you or anything else in the arena!
- 11. On OUT raise your arm and ask the competitor to clear the arena as quickly as possible, ensuring they take all pegs, stakes and clothing,

Appendix - Check Lists

Field Director

Field Director Check List

Times	Setup	Between Figures	Figures - Freestyle	Precision	Ballet
Team	5 mins	45 sec *	90 sec *	2-5 mins	2-5 mins
Pair	4 mins	45 sec *	90 sec *	2-5 mins	2-5 mins
Indi	3 mins	45 sec *	90 sec *	1-3 mins	2-4 mins

^{*} Or 45 seconds from when judges are ready

- > FD will call IN for flyer after max setup time (or TIME for figures)
- > FD will call OUT for flyer after max flying time

Wind Ranges	MPH	KPH
Novice	4-18	7-30
Exp/Masters	2.5-28	4-45

^{*} Wind checks allowed up to minimum time only

Ask flyers about:

Precision	Ballet
Reversals	Time Checks
Time Checks	Music Track

Check for:

- Line judge position & ready
- > Times
- Flags Warning on yellow. DQ on Red
- > Crashes after 45 secs FD calls OUT NB time from 1st kite down to last up
- Field Crew (2 for indi and one per flyer for pair and team)
- Equipment can only be used if in Stage In area

DQ for:

- Unsportsmanlike behaviour
- Crash without relaunch in 45 seconds, before minimum time.
- > Too many ground crew leave or "unsportsmanlike"
- Sideline coaching 10 point deduction
- Launch crew using additional equipment brought into the arena after discipline has started

Line Judge Check List

- ➤ Your job is essential to this competition without you we cannot continue!
- Your job is to ensure safety in and around the arena
- ➤ You are responsible for monitoring the boundary AT ALL TIMES from when the competitor enters the arena to when he/she leaves.
- Yellow Flag must be raised and whistle blown loudly in short blasts when a flown kite or flyer flying a kite crosses the Yellow line
- ➤ A competitor would rather see 10 Yellow flags than one Red please ensure you give warnings wherever appropriate.
- Red Flag must be raised and whistle blown in one long, loud blast when a flown kite or flyer flying a kite crosses the Red line.
- ➤ It is your responsibility to indicate RED if the Red boundary is crossed. There will be no comeback on you. It is for safety reasons.
- > There must be two line judges FD will position you please watch the FD for instructions
- > Ensure all signals are loud and clear and that FD has seen it
- ➤ Ensure that flags only raised/waved and whistles only blown if there has been a boundary infringement. Be careful when holding the flag it is sometimes difficult to tell if you are scratching your nose with the flag in your hand or signalling an infringement!
- ➤ Ensure no-one other than the competitors and their the ground crew, enter the arena during competition ask everyone else to leave or tell the FD
- When a competitor enters the arena, the FD will look for a signal from you to indicate you are ready please raise a hand, not a flag.
- Some flyers will deliberately fly to the boundary during their setup time to gauge their position in the arena – they are expecting to see a flag. Please ensure you are alert and indicate promptly.
- If you need to talk to the FD, wait until an OUT is called.

Instructions pour les Juge de Lignes

- > Votre travail est essentiel à cette competition sans vous nous ne pouvons pas continuer.
- Votre travail sera obligé à assurer la sûreté dans et vers l'arène.
- ➤ Vous êtes responsable de contrôler la limite A TOUT INSTANT de quand les competiteurs entre l'arène, jusqu'à son depart.
- Le drapeau jaune doit être élevé et un coups de sifflet forts mais brefs doivent être donnés quand un cerf-volant en air ou un cerf voliste qui vol un cerf-volant traverse la ligne jaune
- Un competiteur préferait voire 10 drapeaux jaunes qu'un seuldrapeau rouge. Assurez que vous indiquez tout les avertissements immédiatement.
- Le drapeau rouge doit être élevé et un coups de sifflet long et violent doivent être donnés quand un cerf-volant en air ou un cerf voliste qui vol un cerf-volant traverse la ligne rouge.
- C'est votre responabilité d'indiquer rouge si la ligne rouge est traversée. Il n'y aura pas de consequences par vous. C'est pour les raisons de sûreté.
- > Il doit y avoir des deux juges de lignes. La directrice de terrain vous placera. Regardez la directrice de terrain pour les instructions.
- > Assurez tout les signaux sont bruyants et clairs et que la directrice de terrain les a vu.
- Assurez que les drapeaux sont seulement élevés agités et siffle seulement soufflé s'il y a une infraction de la ligne. Fait attention comment vous tenez le drapeau quelque fois il est difficile à voir si vous grattez votre nez avec le drapeau dans votre main ou vous signalez une infraction de la ligne!
- Assurez que il n'y a pas de personnes sauf les competiteurs et leurs assistants dans l'arène pendant la compétition demandez à toute autre personne de sortir de l'arène ou demandez à la directrice de terrain de passer cet ordre.
- Quand un competiteur entre dans l'arène, la directrice de terrain regardera pour un signal qui indique que vous êtes prêt – élève une main, s'il vous plait, pas un drapeau!
- ➢ Il y a des competiteurs qui voleront au ligne intentionnellement pendant leur temps de préparation pour déterminer leur position dans l'arène. Ils s'attendent de voir un drapeau quand ils traverse la ligne jaune. Assurez que vous êtes prêt et agitez le drapeau de suite..
- Si vous avez besoin de parler a la directrice de terrain, attendez pour un "OUT", si possible.