ROLES & RESPONSIBILITIES

CHIEF OF TECHNOLOGY

The Chief of Technology will work with the Chief Judge and the Technical Controller to ensure that the "Technological" elements of the tournament perform as required.

Requirements: Appropriate level of certification for event
        Arrive prepared with equipment and supplies
        Fulfil role in collaboration with Chief of Competition

These elements include (but not limited to)
- Cameras
    - End course, Slalom Boat Video, Trick Video, Slalom Gate cameras, Jump cameras.
- Jump Measurement system
- Trick Video, Trick Timing
- Slalom Video
- All video Recording (Trick, Slalom end course, Slalom boat if applicable)
- Communications equipment (Radios)

The Chief of Technology should have extensive experience in all the following technologies:

- Computer hardware including laptops, desktops, printers, displays, input devices, video capture devices.
- Computer software including video Jump, video trick, video slalom.
- Audio/Video hardware including TV's, monitors, cameras, DVR's, wireless video transmitters and receivers, cabling.
- Other electronics such as handheld radios, tournament speed control systems (ZeroOff, etc)

To make all the equipment operate smoothly at a tournament the Chief of Technology must be familiar with normal operation of all aspects of a tournament.
- They must know event orders, technologies required for each event, how the technology should be set up for and used in the events (e.g., zoom appropriate for tricks, camera angles for eng gates, zoom criteria for end course camera, wireless boat signals)
- The technology person must have the appropriate technology ready, configured, delivered, and explained to the event judges at the appropriate time for efficient delay free operation of the tournament.
- They must know what technology will be needed before each event and used during each event and what must be saved after each event.
- They must know how much consumable media is required (hard disk space for captured runs, flash drives for record applications and archive, batteries for radios, cameras, and any other media)

- They must be able to either perform the setup and operation of all technology or be able to delegate and explain the process to others.

They must be available throughout the tournament in case of malfunction, weather changes that force schedule changes, normal changes of events or anything that may require changes in technology or replenishment of consumables such as tapes and other recording media.
- They must be prepared to arrive on site early to have the event equipment ready.
- They must be prepared to stay on site late to collect the equipment used throughout the day and store it and ensure it is ready for the next day.
- They must be able to quickly restore a malfunctioning system to an operational state to keep events running smoothly.
- They must be familiar with where the programs store their data and archive the data for historical and record purposes.
- They must ensure that the equipment has adequate storage space or spare media to allow completion of the event without interruption or delay.
- They must know how to archive required media or content for historical or record purposes at the request of the TC.
- They must be able to quickly make the archived media available to the event judges for review when required according to the rules.

They must be able to teach and educate others effectively.
- When it comes to software, they must be able to explain the use of the software to the event judges who may be unfamiliar with site specifics of the setup or they may be familiar with a different version or a different program altogether.
- When it comes to audio/video equipment they must be able to show the event judges how to use the equipment required for the event.

The person must be familiar with all aspects of the rules so that they are recording or displaying or archiving the appropriate information.
- They must be making the event data available only when appropriate according to the rules. In other words, they must know who can ask to see the event data (computer, video, etc)
- They must understand appropriate procedures to follow when making event data available to appropriate event officials (eg video playback speed for tricks or selecting only the portion of a trick pass they should be reviewing)

Along with the TC, when a tournament ends, they must ensure that all technology is properly disassembled and stored.
- They must make sure that tournament data (computer, video etc) is in the proper hands as required.
- They must also ensure appropriate actions are taken for tournament data that must be archived and kept.