

FUNKYGENE

RACE LIVESTREAM PRODUCTION TIPS

A race is not a stage show. The action moves, the schedule changes, and your cameras may be miles apart. Build the broadcast around the story and the failure points.

THE BIG IDEA

You cannot cover every mile. The goal is to choose the moments that tell the race: anticipation, the start, key course locations, athlete stories, aid stations, leaders, community, and the finish.

1. PLAN THE STORY BEFORE THE CAMERAS

- **Start:** anticipation, crowd energy, announcements, athlete preparation and the actual start.
- **Course:** select locations where something visually or competitively meaningful happens.
- **Aid stations:** useful for athlete interaction, crew stories and natural pauses in the race.
- **Finish:** protect this coverage. Finishes are difficult to recreate and often carry the strongest emotion.
- **People:** include volunteers, spectators, organizers and short interviews so the broadcast is more than runners passing a camera.

2. GIVE EVERY CAMERA A JOB

Position	Primary job
Start / finish wide	Reliable safety shot and overall atmosphere.
Start / finish close	Faces, emotion, announcer interaction and finish moments.
Course camera	Show terrain, movement and race progression.
Aid station	Capture athlete condition, volunteers, support crews and interviews.
Roaming / reporter	Fill gaps with stories, updates, interviews and behind-the-scenes moments.

3. KNOW WHAT HAPPENS WHEN NOTHING IS HAPPENING

Long races have gaps. Plan those gaps before the stream begins so the broadcast does not become a static camera waiting for someone to appear.

- Prepare course maps, sponsor graphics, schedules, runner information and event facts.
- Capture interviews and short features that can be used between live moments.
- Use announcers/reporters to explain what viewers are waiting for and why it matters.
- Have a dependable wide shot or scenic camera available when other feeds are moving or resetting.

4. INFORMATION IS PART OF THE PRODUCTION

- Get the course map, start lists, timing information and important race rules before production day.
- Know the expected leader and participant arrival windows at your camera positions.
- Give the director/announcer a simple way to receive updates from the course.
- Do not display unverified race positions or timing information as fact.

5. REMOTE CAMERAS NEED MORE THAN A CAMERA

- **Connectivity:** test from the exact position and expect conditions to change when spectators arrive.
- **Power:** calculate runtime for camera, encoder/phone, router/hotspot and monitoring - not just the camera battery.
- **Communication:** the remote operator needs a way to report problems and know when they are live.
- **Weather:** protect the operator and transmission gear as well as the camera.
- **Fallback:** decide what the show does if that location disappears completely.

6. AUDIO MAKES THE RACE FEEL LIVE

- Prioritize announcer/interview speech so viewers can understand the story.
- Capture crowd and finish-line ambience intentionally rather than relying on random open camera mics.
- Wind protection is essential for exposed microphones.
- Watch for PA-system delay and feedback around start/finish areas.
- Keep someone listening to the outgoing program during the stream.

7. BUILD FOR FAILURE

One camera fails: Have another usable shot ready rather than troubleshooting on-air.

Remote feed disappears: Move to another live position, graphic, interview or prepared content while the remote operator works.

Internet weakens: Know which feeds are essential and where quality/complexity can be reduced.

Battery runs low: Schedule swaps before critical race moments instead of waiting for a warning.

Timing changes: Keep the broadcast flexible; races rarely follow a television-perfect schedule.

8. RACE-DAY PRE-FLIGHT

- Course and expected timing windows confirmed.
- Every camera has a specific coverage job.
- Start and finish coverage protected.
- Remote locations tested for power and connectivity.
- All microphones monitored and wind protected.
- Crew communication method tested.
- Graphics, maps and holding content loaded.
- Local recordings/storage checked where required.
- Backup shot and failure plan identified.
- Someone assigned to watch the actual outgoing stream.

WHERE FULL RACE ENGINEERING STARTS

Multi-mile events can require remote contribution, SRT/RTMP transport, Starlink or cellular paths, distributed power, runner timing/tracking integration, crew communications, graphics, recording, redundancy and a switching plan. Those pieces must be designed around the actual course and event.

TURN THE COURSE INTO A BROADCAST.

FUNKYGENE can help plan camera locations, OBS/switching, remote feeds, audio, connectivity, graphics and backup workflows around your race - from a simple start/finish stream to a distributed multi-camera production.