

## Marshalling Guide

A marshal in radio controlled races primary aim is to help any crashed or stuck cars back into the race at the same point that they left the track or were running before being unable to continue unaided.

Marshal points corresponding to your car number are positioned round the outside of the track. You must be stood ready here for the next race after your own to start. Make sure you are aware of any car number changes throughout the meeting, changing your marshalling position accordingly. Do not return to the pitting area leaving your duties until race over is called.

To help everyone enjoy their nights racing it is important to know how to marshal well. Here are some guidelines and safety tips explained in more detail.

1. The most important part of marshalling is first of all be aware of your own safety first, radio controlled racing cars are capable of great speed and before stepping out into the track during a race make sure you are aware of the cars still racing to avoid injury.
2. As well as for your own safety be aware of the other cars still racing because it is a priority not to hinder the cars still moving while getting to the car requiring help. A large amount of damage can be caused standing on or in front of someone's car.
3. Time lost due to slow marshalling can be very frustrating for the driver, please try to move as swiftly as possible to help cars but remember the first two points and only move at a pace you feel safe to do so.
4. Before placing a car back onto the racing track have a quick check not to position the car or your own hand holding the car inadvertently in the way of another car at racing speed.
5. Make sure not to handle cars by any moving parts for safety.
6. Be careful not to cause any damage to a car in an attempt to marshal it quickly, for example kicking a car back into place or throwing a car onto the track.
7. Move back to your marshalling point as soon as possible preferably crouching or stooping if physically possible while not moving on the track to minimize the interruption of the drivers view.
8. If a car needs repairing it is not your responsibility to repair it, place the car on its roof in a safe place near your marshalling point.
9. Do not take drinks onto the track or use your phone on the track. Distractions are dangerous to yourself and bad manners to the drivers racing.
10. It is your responsibility to aid a racer to the best of your ability as you would wish to be marshalled on your own race.

Anyone who has any physical limitations should advise Race Control before racing starts so that they can make arrangements to help replace you.

### Driver's responsibilities to aid Marshalling.

1. Make sure that all sharp points on external bodywork for example wheel arch endings and wing end plates are rounded off.
2. All cars with external gearbox housing not covered by a body shell must be fitted with a gear box cover.
3. Do not operate the throttle of your car while being marshalled as this is very dangerous to the marshal's hands and fingers wait until the car is placed back on the track.
4. When retrieving a broken car during the race do not disturb those still racing on the rostrum and go round the track not across it avoiding blocking drivers views or marshals access to the track.
5. Remind friends and family attending the race meeting they are not to go onto the track at any time during racing or practice.

Anyone wishing to visit other model car clubs or race some competition meetings should find that these rules are the same for all clubs and competition to the highest level. Some extra rules often found elsewhere and in competition include.

1. Wear High visibility jacket during the race.
2. Do not leave your marshalling position until race over is called.
3. Do not leave your racing position for any reason until race over is called.

Hopefully this guide will help you and others to enjoy the race meeting better. If you have any questions please feel free to ask any of our race directors for help.