

WCMRC

How to Marshall

How to Marshall and be liked by everyone

After your race, you **MUST** report immediately to the track for marshalling duties. The racers scheduled for the last heat will marshal the first heat.

Marshalling is a **REQUIRED** activity. You must take your turn at marshalling. If you are not physically able, you must make arrangements for someone to fill your marshalling position. If you do not, you will be docked laps/round.

When manning your area, keep in mind that all of the drivers need to see around you. If you block a driver's view for even a split second, it may cause him to crash or lose his line. It is best to position yourself low to the ground in the "catcher's position." This will limit your obstructiveness and allow you to spring to action quickly if needed.

Pay strict attention to your section of the track; do not get caught up in the racing, nobody likes a day dreamer. Marshall as you'd like your race to be marshalled.

Keep an eye on what's coming toward you, and generally what's going on around you. Do not try to run between cars, placing you in harm's way - don't be a hero.

BE SAFE out there. RC Vehicles are more easily repaired than humans if it takes a couple of extra seconds, then so be it. If the driver doesn't like it, he shouldn't have crashed in the first place.

Never, ever, cross oncoming traffic until it's safe to do so, for both you and the other cars on the track.

These cars can be dangerous if not marshalled properly. Be aware of the hazardous parts of the car - motor, gears, tires, etc.

Open toed shoes and sandals are **NOT** permitted in the pits or track area!

Use both hands to marshal an overturned car, picking it up by the front and or rear bumpers or wing. Using one hand may seem quicker, but you'll generally do a better job if you use both hands.

Do not try to kick cars over with your feet.

Always try to Marshall a car so that it points in the right direction when released.

Place vehicle back on the track in the location where they crashed or left the track. Do not advance a car on the track. When you place a rescued vehicle onto the track, be mindful and give the racer a good line.

Although the crash may have been their own fault, your job as a marshal is to minimize the impact of a driver's accident on the race. When correcting a vehicle, think like a racer, and angle the car for the best line possible.

Don't throw a car into oncoming traffic and cause another crash! Wait until the track is clear before you set the car back down on the track.

BE AWARE OF VEHICLE THAT HAS JUMPED OVER BARRIERS! Put them on the track where they left the track, **NOT WHERE THEY LANDED.** On tracks with many switchbacks this could advance the vehicle unfairly ahead of competitors.

ATTEMPT TO REPAIR MINOR DAMAGE IF YOU CAN QUICKLY. Popped rod ends, loose batteries, dislocated dog bones, wedged in body parts, etc.

Remember...the cars still in the race have priority! If you have to, hand the vehicle over to a friend of the driver or just shut it off and tend to the track. Your marshalling duties come **BEFORE** fixing an out-of-commission vehicle

If you notice that one car caused another to crash, help the innocent guy first. The guy who caused the crash doesn't deserve to be rewarded by being marshalled first.

Marshall all vehicles equally, **DO NOT** play favourites. Do not leave the track until all racers are finished.

Racers - Get off the throttle when you're being marshalled! The marshal may choose to just stand back and wait for you to get on the brakes before helping your overturned car. **PLEASE REMEMBER WHEN YOU ARE DRIVING...DON'T SCREAM AT THE MARSHALS!** It is **NOT** their fault that you need help! Abusive language is not acceptable. If they don't see your vehicle, then you can get their attention, in a proper manner. Treat people like you want to be treated.

And above all else - **LET'S BE SAFE OUT THERE!!!**