

Clitheroe & DMC

Hall Trophy Rally



Sunday 18th February 2024

Thank you for volunteering to marshal on the Hall Trophy Rally at Weeton.
Your help really is appreciated and without you the event could not take place.

Marshals Signing-on

- **Signing on is within the Service Area at Rally HQ (See attached Map) between 06.30am and 08.00am**
- Site access (& Signing-On) via the B5269 M/R 102 ref 386.5/363.5 and/or What 3 Words locator refer.inherits.outbound
- Please remember to bring your MSUK tabard plus suitable clothing and footwear.
- At Signing-On you will be issued with 2 meal tickets (1 for Breakfast & 1 for Lunch)
- You will need to provide any additional snacks and drinks yourself...
- When you arrive at your allocated location, please make yourself known to the Sector (Lead) Marshal and familiarize yourself with the post and the Stage Diagrams (a copy will be available at Signing – On).
- You may need to move your car when the stages change so please be aware and plan for any changes. If you can help in making these changes it would be appreciated by the Set-Up team.
- It is quiet probable that there will also be a Radio Car at your location. If not – Check the Stage plan for the location of the nearest Radio Car. Radio Cars are there to assist both you and the Organisers by passing your messages to Rally Control and to keep you updated on the events' progress. You should also assist when requested by the Radio Car operator to locate (safely) any missing cars.

Overall Event Schedule

- **All marshals to be in position by 08.15am.**
- Safety Car at 08.40am (followed by Stewards car – there will be NO Car 0)
- 1st competing car at 09.00am
 - Stages 1 to 4 run in a general clockwise direction
 - Lunch nominally at 12.00 – 13.00hrs
 - Stages 5-8 run in a general anti-clockwise direction
 - Stages 9/10 run in a general clockwise direction.
 - Stage 10 first car to start at 17.00hrs (nominal)
 - NB. Cars will start at 30 secs intervals and will be lapping with a split and merge. Please note.

General

Your job is to ensure the safety of yourself and others. Safety is our primary concern, be it in the stages, service area or anywhere else. Your job is also to control the area around your post and also try to maintain the arrows, signs, tape and other stage furniture - should they become damaged, replace them **providing it is safe to do so**.

Please always use your whistle to warn others of approaching safety cars and competitors

Please be out of your car, wearing your tabard and standing where you will be when competitors are on stage for all Safety Car.

If you are on a Red Flag Post, the radio car may ask you show the Red Flag in the event of an incident. To check that the Red Flags are in place they **MUST** be shown to Safety car. When displaying the flag please ensure you are wearing your tabard and consider where you need to stand to ensure your own safety while displaying the flag. **The Red Flag must not be used at any other time unless directed to do so. This instruction will come through Radio Control.**

Assisting Cars

In the event of a car going off you should assess the situation sensibly and adopt the necessary course of action:

If a car blocks, partially blocks or goes off in a ditch please check the crew are OK before assisting with its removal.

If the crew are still in the car, please approach the car from the front and try to get a thumbs up from the crew but do not approach them.

A marshal must go approx 100 meters down the stage to act as lookout and warn marshals of oncoming competitors. If other persons offer to help, only allow them if you consider it adequately safe for them to do so. If one car has gone off there it is likely that others may go off. If the car is not going to move please ensure that the Red Warning Triangle is displayed 100 metres before the incident to warn on coming competitors. The OK board should also be displayed at the car if there are no injuries. If a competitor requires medical assistance display the SOS board.

In the event that the stage is completely blocked or a serious injury occurs you should alert the stage commander by way of the nearest radio immediately and give precise information as to the location and the nature of the incident.

The Stage Commander will then take control of the situation in conjunction with the Clerk of Course. Should the nearest Radio point be some distance from your designated location you should then dispatch a note to the finish line with the next two competitors

Incident Procedure

- You may be the first on scene of a serious accident – make sure you know what to do!
- Remain calm, think about your actions and take stock of the incident.
- Keep other people back and ensure nobody is smoking.
- Protect yourself, your team and the crew from further accidents.
- Send a marshal 100 metres back up the track with the warning triangle to warn following competitors, and a whistle to warn you and your team of approaching cars.

- Assess the situation for possible fire, injuries, stage blockage and general safety. Send a runner to the nearest radio point to report these facts, the exact location and the competitor number.
- Approach the car from the front if possible – people will naturally turn towards noise and a sideways movement could worsen a neck injury. Do not closely approach the crew, even if they get out themselves
- If there are no injuries display the “OK” board and place the warning triangle 100m behind the vehicle on the same side of the road once the crew have exited the vehicle.
- Allow the crew to get out of the car at their own speed. **DO NOT ATTEMPT TO MOVE ANY CAR WITH THE CREW STILL INSIDE – YOU MAY CAUSE FURTHER INJURY!!**
- If the crew are injured **DO NOT MOVE THE CASUALTY** unless there is imminent danger to life, such as fire, or they have stopped breathing. Display the SOS board from the car to following competitors.
- **DO NOT REMOVE A HELMET** unless the casualty is not breathing. If they want to remove their helmet themselves, allow them to do so – they will know what hurts.
- Constantly reassess the situation and report any changes via the radio system. Remember the stage commander or safety officer will be acting on your reports – you are their eyes and ears at the scene.
- Keep control of the situation and wait for the Rescue Team
- If it is a serious incident, protect the scene – use tape to block the track from a location before the incident started as there may need to be an investigation.

The Media

- All Media have been required to sign a declaration that they will obey marshal’s instructions and that they will NOT stand in prohibited areas. Remove them from ANY location you feel is dangerous. Media personnel do not have permission to stand in prohibited area, nor do they have “permission from a HALL TROPHY Stages Official” to stand in these prohibited areas. We will report any transgressions to the MSUK.
- If you have any unresolvable issues then please report it via the radio network or mobile phone – we WILL take action. Only media wearing the tabard below have permission to work within Weeton Barracks.

NB 2024 Media Tabards are Blue



Please use the arm signals shown below to communicate with the safety cars as they travel through the stages



All OK



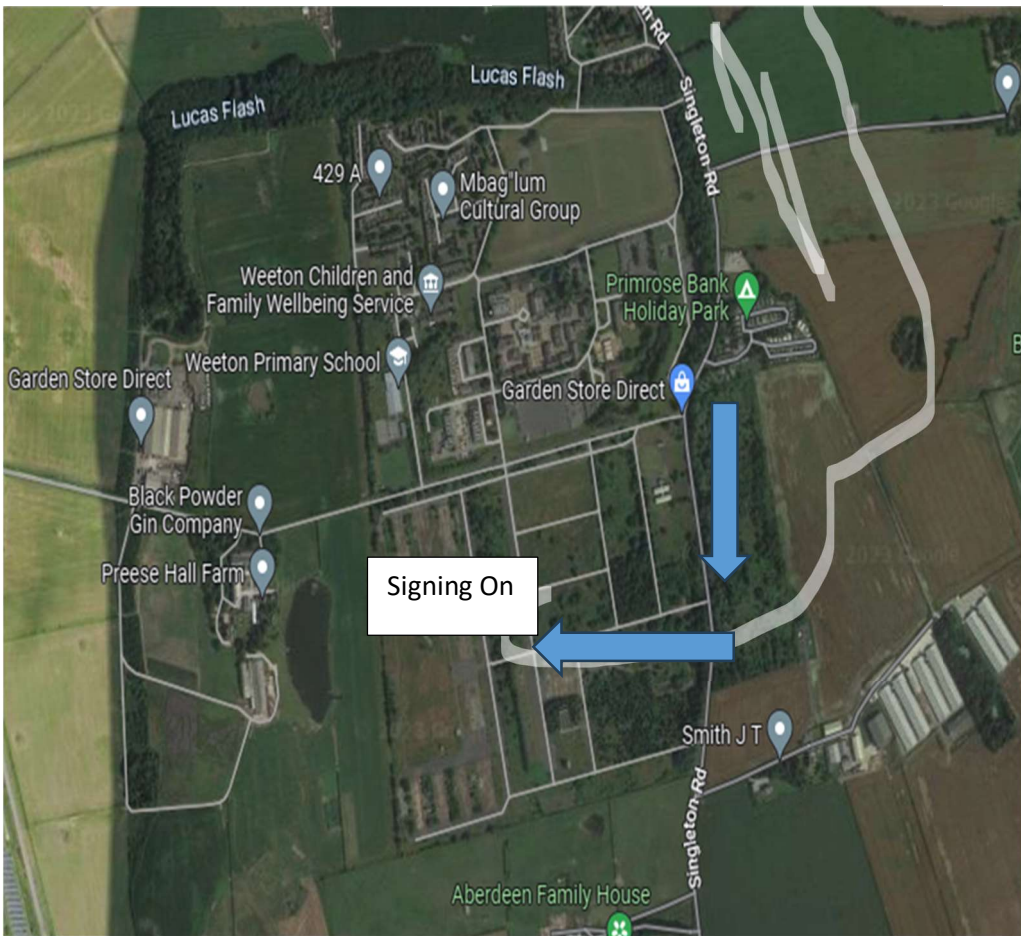
Stop I need support

Once again – thank you very much for volunteering to marshal on the Hall Trophy Rally

Tony Vart – Chief Marshal

Steve Lewis – Stage Commander

On behalf of the Organisers





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- **INTEGRITY**
- **FAIR PLAY**
- **SELF-CONTROL**
- **GOOD MANNERS**

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