

# Wheel Brokers LLC R/C Raceway and Hobby

# TURN MARSHAL GUIDE

## WHAT IS A TURN MARSHAL?

The **Turn Marshal** (AKA Corner Marshal) is someone who aids drivers when their cars flip over, stall, or get stuck. The Turn Marshal will quickly get an RC car back on the track and out of the way of oncoming traffic. A Turn Marshal is typically positioned at all turns or corners and areas where vehicles commonly have trouble negotiating the track.

**NOTE:** Marshaling requires twisting, crouching, avoiding obstacles and the use of two hands while being quick on your feet. **If you have a physical disadvantage that may cause you to be injured while marshaling – or that may prevent you from marshaling optimally – you should not marshal – period!** Bring a buddy or find a volunteer at the track to marshal for you – or let track personnel know upon race registration and we will recruit a volunteer for you.

## TURN MARSHAL RULES

Do not stand in a driver's line of sight or block the view of a portion of the track.

Watch your section of the track at all times. Pay attention. Do not watch the race.

Do not hesitate to assist neighboring marshals near you when needed.

Keep both hands free and available. Do not eat, drink or smoke while marshaling.

Marshal a vehicle so that it points in the proper direction on the track when released.

Marshal a vehicle back onto the track at the point where it crashed.

Do not place marshaled vehicles in front of oncoming traffic. Likewise, when marshaling, do not cross or step in front of oncoming traffic. Your safety and the preservation of racers who haven't crashed take priority.

When marshaling more than one vehicle, try to marshal the vehicle that was leading first.

If you see which vehicle caused another to crash, marshal the innocent vehicle first.

When vehicles are tangled or locked together, use the two-handed technique, marshaling one in each hand and releasing them simultaneously at the point where they crashed.

If a vehicle stops running or breaks, place it out of the way, off the track. It is not your responsibility to fix it, bring it to the sidelines or take it to someone for repairs. You must continue marshaling your section at full attention.

SET a vehicle back on the track. Do not throw, kick or otherwise risk damage to other peoples' vehicles.

Do not leap or jump into the air. You must be quick – but be safe so as not to hurt yourself or vehicles in the area.

For your own protection, do not marshal a vehicle if the driver is holding the throttle. Throw your hands in the air and look up at the Drivers Stand to indicate you won't marshal the vehicle until the wheels stop moving. **DRIVERS: If you want to be marshaled, let go of the throttle.**

It is helpful to marshal the same section every time when possible as you will become familiar with obstacles and common crash zones.

If you notice a less experienced marshal struggling with a busy section of the track, offer to trade positions with them.

**It is important to be quick and fair. Marshal like YOU want to be marshaled.**