

Corner Marshals

"A Corner Marshal is the key link in the communications network that keeps races running smoothly and the first respondent to anything that happens on the track. Marshals are the eyes and ears of the race officials - the single most important element to track safety! " (www.crca1.com)

In coordination with another volunteer, the Corner Marshalling job is to monitor a particular section (corner) of the racetrack and alert on-coming racers of any dangers as they occur. The Corner Marshalling position is an integral part of the safety net in each and every race and operates under the guidance of the Race Director.

Individuals under the age of 13 cannot Corner Marshal on their own. An adult must be present.

They should ensure they are equipped with a radio and red and yellow flags.

Radio:

Make sure it is charged and that it is tuned to the correct frequency band. Always do a radio check at the beginning of the day to test its serviceability.

Yellow Flag:

A yellow flag indicates a need for caution on the course.

When the Start/Finish Flagman displays the yellow flag, the entire circuit is under caution. Karts are to maintain a single file at a close interval to the kart directly ahead.

When a Corner Marshal displays a yellow flag, only that section of the track is under caution. Drivers should slow down and passing is not allowed through that section. Drivers passing during a yellow flag will be penalized by the Race Director.

Corner marshals should continuously wave the yellow flag when the race has not yet officially started.....More specifically on the warm up lap prior to starting and on the cool down lap after the race is over. It is important that you keep yourself aware of the progress of the race so you don't give the racers the wrong signal. LISTEN to your radio. The start of the race should be obvious and the scorer usually announces when there is one lap remaining.

Red Flag:

Indicates that all competitors must stop IMMEDIATELY. Drivers should raise their arm, slow down, move to the side of the race track and stop as quickly and safely as possible. The heat will be red flagged if any kart flips upside down or if any Flag Marshal feels a serious or potentially serious injury has occurred.

Fire Extinguisher:

Check that the pressure is in the green band and that the safety pin is in place. If you are unfamiliar with how to use one, please ask the race director or grid marshal for instructions.

Corner Marshall Duties:

Please plan to arrive at your assigned post to allow yourself sufficient time to make sure your equipment is complete & in place.... radio, flags & fire extinguisher

- Check your assigned corner / area and make sure the track is clean & free of obstacles.
- Check that all protective barriers & tires are in place.
- All Corner marshals stay within their protective barrier except when servicing an incident.
- Ideally every corner will have two people, one flagging and another to assist drivers.
- Pay strict attention to your section of the track; try your best not to get caught up in the racing.
- Keep an eye on what's coming toward you, and generally what's going on all around you. If an accident happens, remember that your primary job is to alert oncoming drivers of the problem. **Only when it is safe to do so**, will the marshals then proceed to assist the driver in need.
- Do not try to run between karts thereby placing your self in harm's way. **NEVER** assume the racers see you . **Don't be a Hero.**
- When an incident involving your section has occurred, use your radio and announce the problem ex. "Spin Out in Corner Three"... when the problem is resolved call your area clear... ex. "Corner Three Clear".

If a particular kart becomes disabled, tell the officials what number the kart is so we can alert the parents to get their kart stands ready to go pick them up after the race. This way all officials are kept in the loop.

- BE SAFE out there. Karts are more easily repaired than humans. If it takes a couple of extra seconds, then so be it.
- Be aware of the hazardous parts of the kart, exhaust (**HOT**) , gears, chains, tires.
- Open toed shoes and sandals are NOT appropriate footwear for corner marshals!
- When assisting a driver back onto the track, **bend your knees first**, not your back. Use both hands when lifting or moving a kart, picking it up by the front or rear bumpers.

Using one hand may seem quicker, but you'll generally do a better job if you use both hands and won't end up pulling something in your back or shoulders.

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

- Never get involved in an argument with a driver. Call the Race Director or Starter for assistance.

At the end of the day:

- Take all your garbage with you and deposit in a garbage bin somewhere. VERY IMPORTANT

- Return all your equipment to the storage area near the starting grid.

Flags Rules

Green flag indicates track is clear for racing.

Yellow Flag indicates a need for caution on the course, reduce speed and no passing is permitted. Specific instructions for the event may be provided at the driver's meeting. When the Start/Finish Flagman displays the yellow flag, the entire circuit is under caution. Karts are to maintain a single file at a close interval to the kart directly ahead. When a corner marshal displays a yellow flag, only that section of the track is under caution. Drivers should slow down and passing is not allowed through that section. Passing during a yellow flag will result in a penalty.

Red flag indicates that all competitors must stop IMMEDIATELY or at a point designated by officials on the course. Raise your arm, slow down, move to the side of the racetrack and stop as quickly and safely as possible. The heat will be red flagged if any kart flips upside down or if any Flag Marshal feels a serious or potentially serious injury has occurred.

Blue Flag indicates to a driver that they are being lapped and must yield and hold a straight line for faster karts to pass.

Open Black Flag indicates the penalty is effective immediately, but you have two laps to come off the track safely. Failure to comply will result in immediate disqualification from that heat and any remaining heats as well as a one race-day suspension.

Rolled-Up Black Flag, when pointed at a competitor, is a warning that they are in danger of being black-flagged for an on-course violation such as blocking, rough driving, etc. and that a penalty may be imposed.

White Flag indicates there is one (1) lap to go in the event.

Checkered Flag indicates the event is completed and you are to proceed to the scale area.

NOTE: Checkered flag displayed with black flag indicates completion of event under Race Official's protest and may result in immediate disqualifications and/or adjustment of race finish based upon late-race rules violations and/or to avoid confusion among participants during the running of the event.

Green and Yellow flags held together to form an "X" indicates race is half completed.

Two flags held apart and vertically indicate that there are 2 laps remaining in the race.

Race Officials

Race Director:

The official having complete charge of karts while on the track. The Race Director may direct the Start/Finish Flagman to warn competitors, using the pointed rolled black flag, of potential disqualification or may direct disqualification of a competitor from a heat by presenting the black flag. The Race Director is in direct charge of the Corner Marshals.

NOTE: In the event that a separate Race Director is not present at the track, the Start/Finish Flagman will assume the duties of the Race Director.

Grid Marshall:

The official in charge of the pit and grid areas, including all competitors and other officials in these areas. The Grid Marshall is the official charged with maintaining orderly conduct in these areas.

Start/Finish Flagman:

The official in charge of making flag signals to drivers via contact with the Race Director.

Chief Scorer: The official in charge of scoring. All official finishes shall be posted by the Chief Scorer or designate.