

MARSHAL BRIEFING

EDR | E-EDR



WELCOME TO THE UCI ENDURO WORLD CUP

Thank you for volunteering as a marshal to help us host this round of the UCI Mountain Bike World Series.

The following briefing is designed to explain what your role will be and provide you with the knowledge and skills necessary to carry out this role safely and effectively.

We hope you find it interesting and informative.

Once again, we thank you for volunteering. Marshals are an important part of these World Cup races and we couldn't run them without you!



CONTENTS

1. Roles & Responsibilities
2. Equipment
3. Communication
4. Incident Management



1. ROLES & RESPONSIBILITIES

1.1 STAGE MANAGER

1.2 RACE MARSHAL

1.3 START MARSHAL

1.4 FINISH MARSHAL

1.5 RULES



1.1 Stage Manager

As a Marshal you will be assigned to a Stage Manager.

The Stage Manager will:

- Meet you
- Lead you and be your main point of contact
- Give you the Marshal Briefing
- Ensure you understand your role the necessary procedures
- Help get you to your assigned Marshal post
- Answer any questions you may have
- Not bite and is generally very cool ;)



1.2 Marshal

You help to keep the riders and spectators safe. Riders start every 30 seconds when racing. In practice the riders come at their own pace, and they can stop and re-ride sections.

Your job as a Marshal:

- Locate and stand by your Marshal Post signed (A.1, A.2, A.3...etc)
- **Blow your whistle when a rider passes by**
- Make sure no other people disturb the flow of the race (especially at a junction or crossing)
- **Repair course marking (e.g. broken tape or collapsed poles)**
- Race Only: notify your Stage Manager if someone cuts the course and doesn't rejoin where they left it
- **Use Red Flag to alert oncoming riders if a rider crashes and is blocking the course or is in a dangerous position or if the rider down looks to be seriously injured**
- If necessary, notify the rescue team if an accident happens



1.3 Start Marshal

Your job as a Start Marshal:

A start marshal is located at the start of each special stage of an enduro race.

Practice

You are responsible for:

- assisting with controlling the stage start
- recording the plate number of each rider as they start the stage.

Riders are only permitted to practice a special stage once from the start. Riders are allowed to hike sections of the stage.

Race

You are responsible for:

- assisting the UCI commissaire with controlling the stage start
- managing riders to ensure they start in the correct order



1.4 Finish Marshal

Your job as a Finish Marshal:

A finish marshal is located at the end of each special stage of an enduro race.

You are responsible for:

- recording the plate number of each rider as they complete the stage. This is necessary so race control can ensure all racers have exited the stage finish & no one is unaccounted for.
- keeping an eye out for riders who look like they may have suffered from an injury or condition which may put them at risk if they are allowed to continue. Alert rescue team if necessary.



1.5 Rules

- We don't leave any waste behind
*Collect as much race tape and material **after the race***
- Safety is key – make sure you, your team and the riders stay safe
Don't ride sections that are too technical for you.
- Wear high visibility vests at marshal points
Provided by EDR Aletsch Arena Bellwald
- Be punctual
- No alcohol while on duty!
But maybe afterwards!
- Report to your Stage Manager
If are you unsure or have questions



2. EQUIPMENT

2.1 PACKING LIST

2.2 PROVIDED EQUIPMENT



2.1 Packing List

We are in the mountains baby! You should prepare for all potential weather conditions:

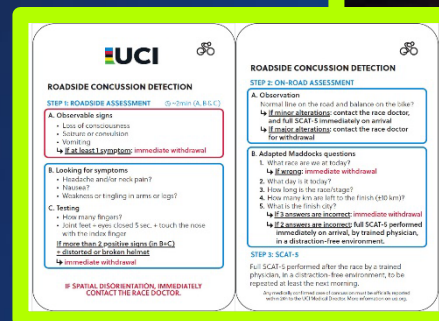
- Wind / Rain jacket
- Mountain Bike (let us know if you don't bring one)
- Bike Clothes (according to weather)
- Sunscreen
- Phone (charged and with data & WhatsApp)
- Big Backpack
- Water bottle
- Food
- First Aid Kit (if available)
- Swiss Army Knife / Pocket Knife (if available)



2.2 Provided Equipment

We will provide you with the following items:

- Red Flag**
Only use it if absolutely necessary. When not in use, put it on the floor out of sight
- Pack Lunch**
We will make sure you don't go hungry
- Whistle**
See a rider, blow that thing!
- High Visibility Vest**
You're gonna look so official!
- Pocket Concussion Guide**
Keep an eye out



3. COMMUNICATION

We can't wait to make some incredible memories together!

Before you head off to your Stage, you will be added to a WhatsApp group. This is how you will communicate with your Stage Manager and fellow Marshals. You will have direct contact with your Stage Manager and the Stage Manager will have direct contact with the Race Director.

Your Stage Manager will give you the necessary information for contacting the rescue services.



4. INCIDENT MANAGEMENT

4.1 HOW TO ALERT RESCUE

4.2 UCI CONCUSSION PROTOCOL



4.1 How to Alert Rescue

Accidents will happen. Big ones and small. To keep the race going has a high priority. Don't panic, allow/encourage riders to recover first. If a rider clearly needs help:

- Make sure the track is safe. Watch out for the next riders.
- Remove bike from the track
- If possible, move the injured rider off the track
- Alert Head of Rescue by calling +41 79 360 37 04 stating your Marshal Post for location purposes (A.1, A.2, A.3...etc)
 - If Head of Rescue not reachable alert Stage Manager
 - If Stage Manager not reachable call 144

Mention EDR Aletsch Arena Bellwald
- Notify your Stage Manager
- Keep patient comfortable



4.2 UCI Concussion Protocol

The UCI is putting in place measures to assist with the early identification of any possible head injury.

If a rider shows severe or suspected signs of concussion:



- Loss of consciousness
- Seizure or convulsion
- Vomiting
- Headache/Neck Pain
- Disorientation

Alert Head of Rescue by calling +41 79 360 37 04

- If Head of Rescue not reachable alert Stage Manager

If a rider leaves the scene before being examined, you should note the rider's race plate number and inform the Head of Rescue and your Stage Manager so that an investigation can be carried out as soon as possible.

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IN THE CASE OF SPATIAL DISORIENTATION, CONTACT THE RACE DOCTOR IMMEDIATELY.

LET US KNOW
IF YOU HAVE ANY
QUESTIONS