

CARMARTHEN MOTOR CLUB

**FAIRFIELD
MERLIN
STAGES
RALLY**

Promoted by Carmarthen Motor Club Limited

SUNDAY JULY 20th 2025

**MARSHALS
INSTRUCTIONS**

The event is a qualifying round of the following championships:

JD Tyres Welsh National Tarmacadam Championship 2025

T.C.S. Plant Rally Challenge 2025

HRCR Mini Cup Stage Rallying Championship 2025

Mini Rally Challenge 2025

HRCR Category 1 Cup

FAIRFIELD MERLIN STAGES RALLY

SUNDAY 20th July 2025

Marshals and Radio Car Event Briefing Note

This briefing note is in addition to your normal event paperwork and will provide you with key points giving you an overview on the format of the event.

IMPORTANT

Once you have arrived at your designated location make sure you park and position yourself in a safe location, if in doubt check with the safety car and/or stewards before the event starts. Make a note of the nearest marshalling / radio car location closest to you in case you need to contact them during the event.

The event is a single venue rally consisting of 6 stages with all 6 stages starting and finishing in the same location with only “in stage” variations as detailed below and on the stage maps the stages will run consecutively.

Each stage consists of 2 laps each with a “merge” and a “split”. and if you are a “Radio Car” when keeping your check sheets please record the passage of all cars on each lap

The route is altered after stages 2 and 4 to comply with MSUK regulations.

An Event Safety Car may be deployed on the event, this car may not traverse all stages but as a minimum will if deployed traverse stages 1, 3 and 5. The Safety Car may only do one lap.

A Spectator Safety Car will be available but may not traverse the stages as the spectator areas are close to HQ and can be monitored from there.

Spectator Crossing

At specific times spectators are permitted to cross the stage to the Service Area via the **ONE MANNED** crossing point. They will be permitted to cross before the Stewards and Safety Cars enter stage 1, and after that only when

the stages are **NOT** Live and then only under the direction of the Radio Controller in conjunction with the Crossing Point Marshals.

As everything can be monitored and viewed from Rally HQ a Sweeper Car will not be required, although a Safety Car can be deployed if there is a requirement to check for any anomalies with the closing figures on any stage. Radio cars will be kept informed with regards stages being live at all times.

There will be route change crews moving around after stages 2 and 4.

Large parts of the route including chicanes are defined through the use of cones/tyres, please keep an eye on cones/tyres that may get moved or clipped when competitors pass, if it is possible for you to replace the cones/tyres to their correct location safely please do so but only if you are safe, if in doubt do not move the cones/tyres and report any concerns to the radio car / radio controller.

When recovery vehicles are recovering competitors they may need to short cut certain sections which may require moving cones / tyres, if you are able to assist with these we would be grateful, please return the cones/tyres to the correct location once the recovery crew has passed.

Red Flags

All mandatory radio locations are “Red Flag” locations, you will be made aware of this when you are allocated your location, if you are in a “Red Flag” location please make sure you have a red flag before leaving to go to your location.

All Red Flag locations will be required to display the Red Flags to the MSUK Steward/Safety Delegate, Event Safety Officer and all other official vehicles.

If you are a Radio Car in a **NON** Red Flag location do not use a flag if you have one in your vehicle.

If you are a Radio Car marshal please liaise with any “foot marshals” close to you and keep them informed of any relevant information regards the running of stages.

If you are a “foot marshal” please liaise with your nearest radio car as they will be able to keep you informed with relevant information during the running of the stages.

Incident record

Please keep a record of all instances where a competitor has left the track in an 'unplanned' manner (commonly referred to as an 'off'). This just needs to be a brief summary of what happened, where it happened and where people (Spectators, Marshals etc) were standing in relation to the competitor. This can be photos or video record if you have no access to paper. Please send these to the chief marshal or hand to a senior event official at the event. This will aid our safety planning.

We thank you for your assistance in running this event and hope you have a very enjoyable and safe day. And please drive home safely and have a very happy new year.

FAIRFIELD MELIN STAGES RALLY 2025

PROMOTED BY CARMARTHEN MOTOR CLUB Ltd.

SUNDAY 20th July 2025

ROUTE OUTLINE AND TIMES CAR 1

CONTROL	STAGE BOGEY	STAGE TARGET	TIME CAR 1
MC1/SSA1			9-07
STAGE 1	5mins 14secs	12mins	
SERVICE			
MC2/SSA2			9-57
STAGE 2	5mins 14secs	12mins	
SERVICE			
MC3/SSA3			11-41
STAGE 3	6min 21secs	14mins	
SERVICE			
MC4/SSA4			12-47
STAGE 4	6mins 21secs	14mins	
SERVICE			
MC5/SSA5			14-31
STAGE 5	5mins 24secs	12mins	
SERVICE			
MC6/SSA6			15-37
STAGE 6	5mins 24secs	12mins	
MC7			15.47

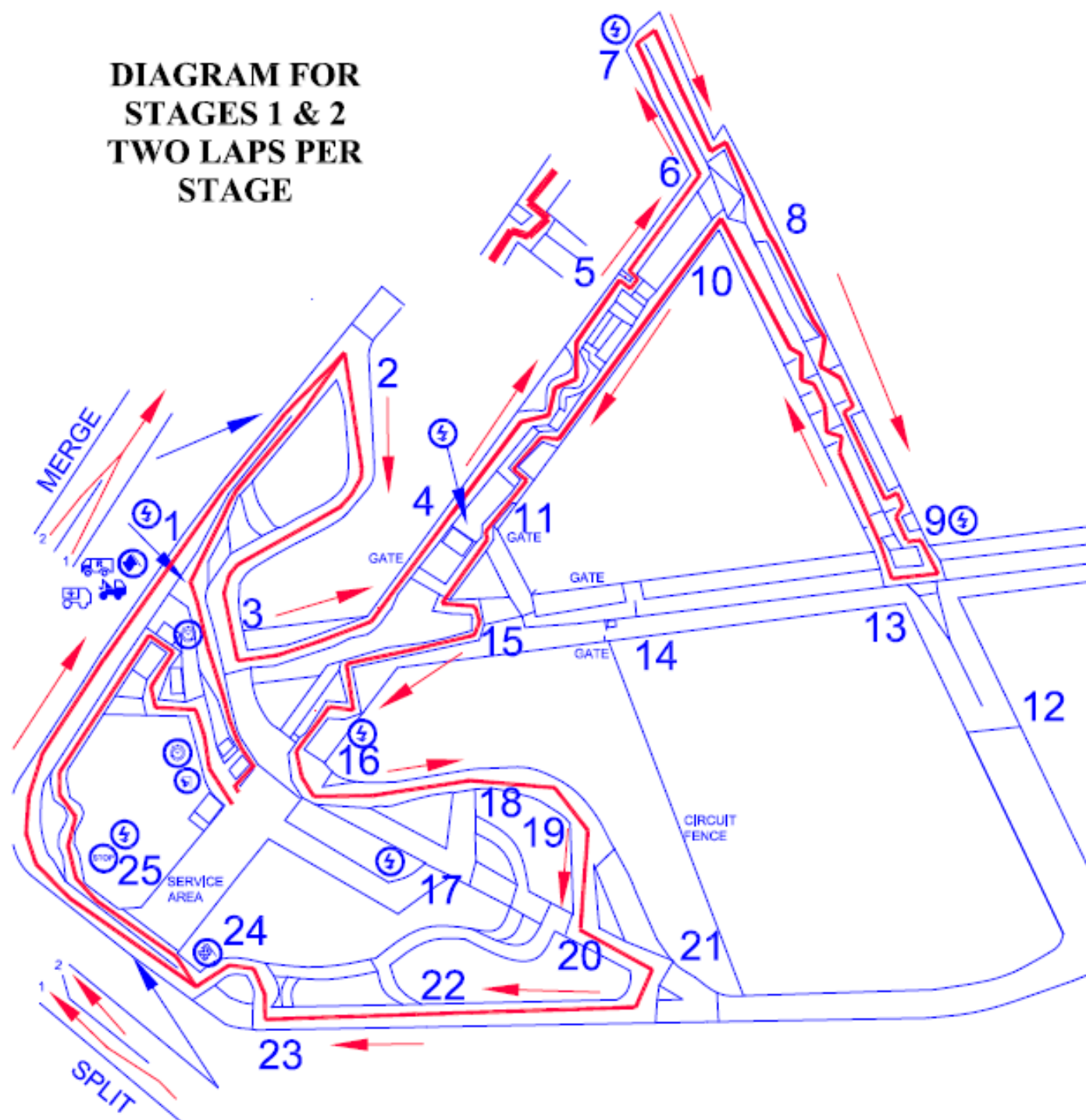
AT EACH STAGE FINISH PROCEED DIRECTLY TO THE PASSAGE CONTROL OR MAIN CONTROL AND HAND IN TIME CARD AND COLLECT NEW TIME CARD WITH DUE TIME AT NEXT CONTROL INDICATED. THESE CONTROLS WILL BE SITUATED AT THE ENTRY TO THE SERVICE AREA AFTER EACH STAGE FINISH. **NB.** ALL STAGES WILL BE RUN AT 30 SECOND INTERVALS (ie TWO CARS PER MINUTE

FAIRFIELD MERLIN STAGES

THIS STAGE PLAN IS
NOT TO SCALE

SUNDAY 20th JULY 2025

DIAGRAM FOR
STAGES 1 & 2
TWO LAPS PER
STAGE

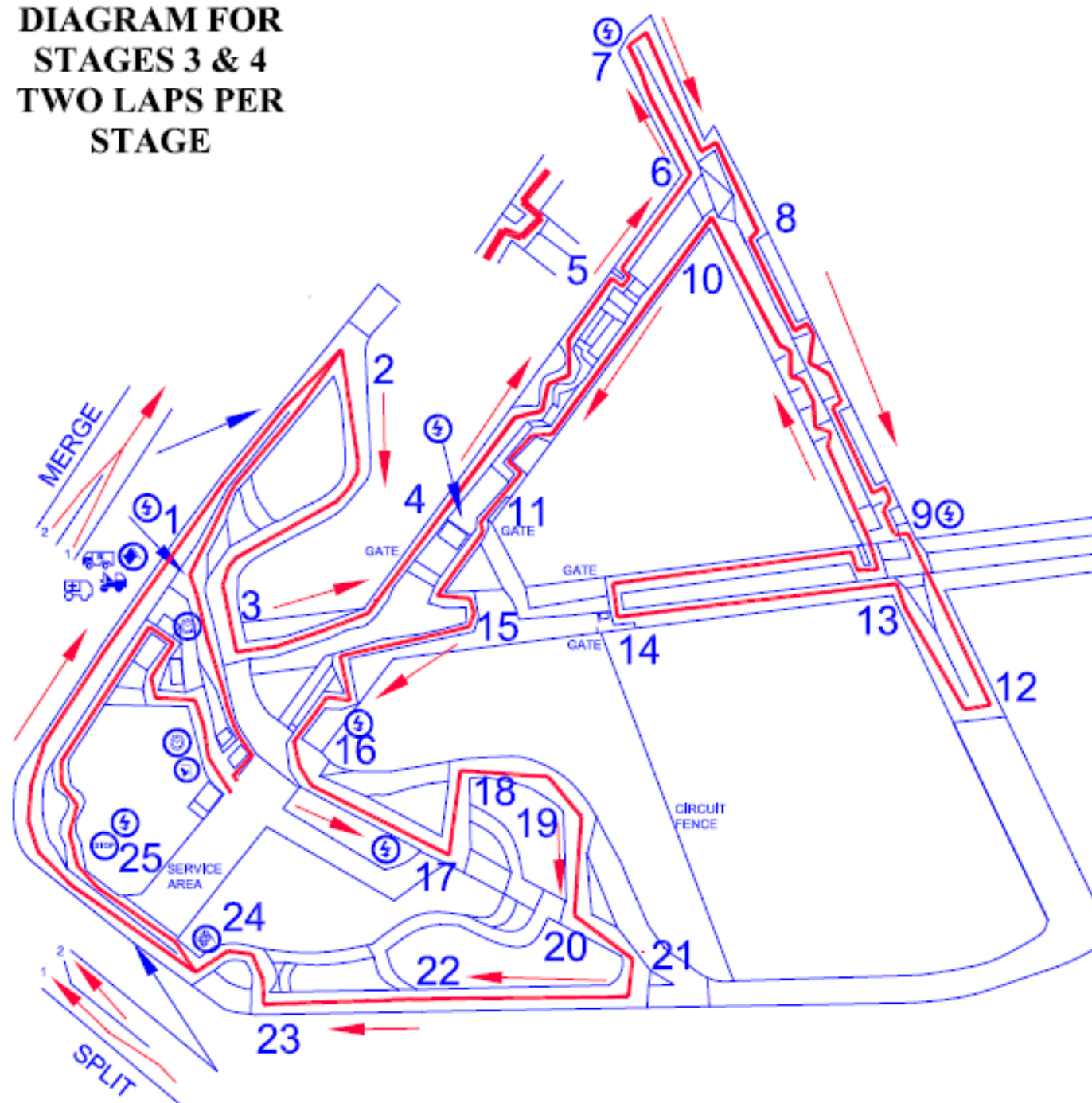


FAIRFIELD MERLIN STAGES

THIS STAGE PLAN IS
NOT TO SCALE

SUNDAY 20th JULY 2025

DIAGRAM FOR
STAGES 3 & 4
TWO LAPS PER
STAGE



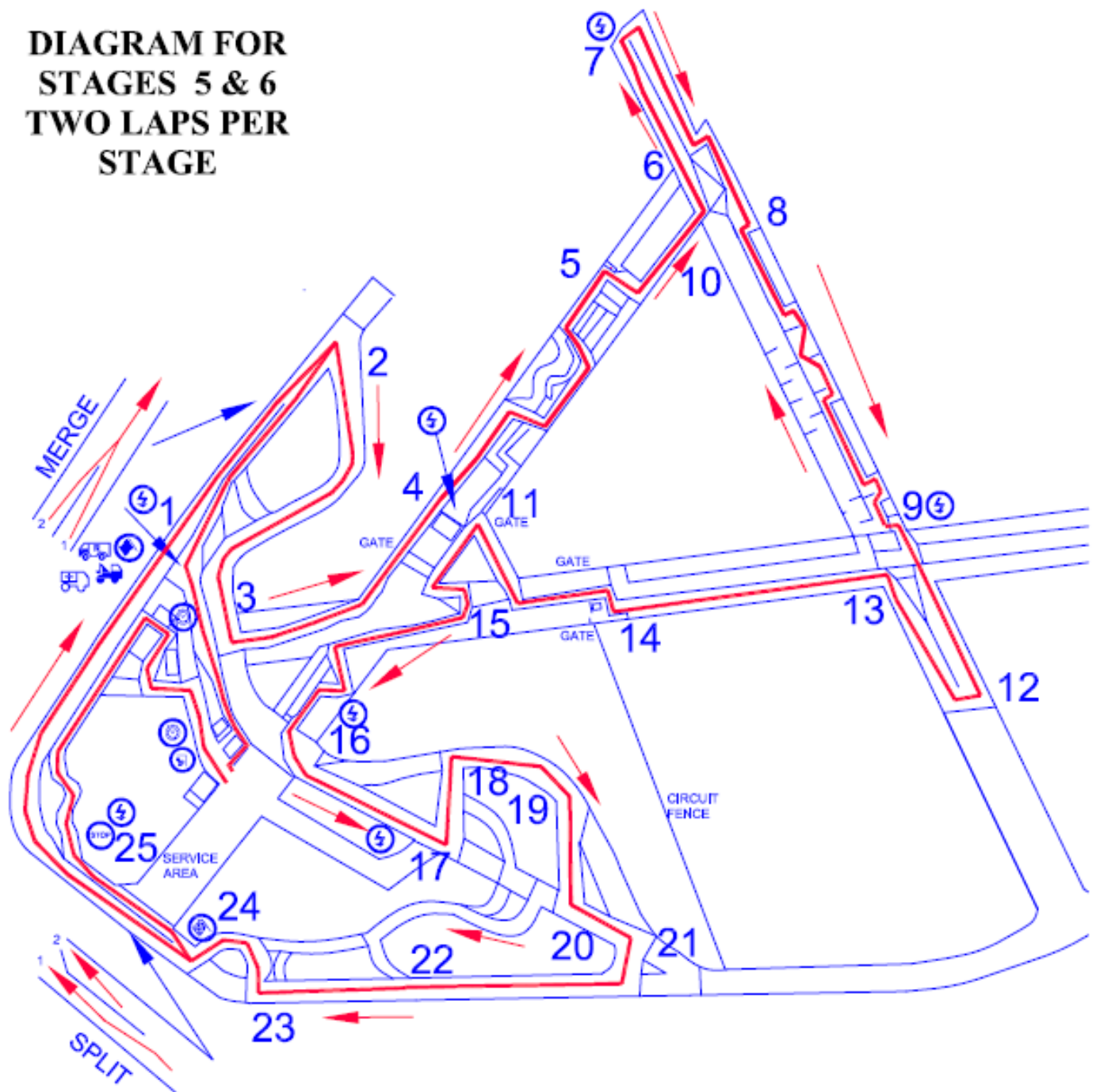
CARMARTHEN MOTOR CLUB Ltd

FAIRFIELD MERLIN STAGES

THIS STAGE PLAN IS
NOT TO SCALE

SUNDAY 20th JULY 2025

DIAGRAM FOR
STAGES 5 & 6
TWO LAPS PER
STAGE



CARMARTHEN MOTOR CLUB Ltd

Standard Control Operating Procedures

Arrival Control (ECM Clock)

The clock is set to show HH:MM:SS, and will show the time of day, there may also be a display.

If the Stop button is pressed, this will freeze the display. Pressing the Stop button again will resume the time of day display.

Write on the competitor's timecard the correct arrival time and allocate a proposed stage start time. This is the time of arrival at the control plus a minimum of 3 minutes. The competing vehicle is allowed to enter the control 59 seconds prior to the minute required but must hand the timecard over on the minute required. Record the arrival time on the control check sheet.

The control is located at the Red Clock control board.

Competitors who are Early may wait for the time that they require Outside The Control Area (i.e. before the Yellow Clock

Stage Start (ECM Clock, Start Display and spare ECM)

Write the start time on the competitors timecards together with the previous car number, also write this on the control check sheet.

The light sequence will start on the next 1m when a car number is entered

1. Type in the vehicle number. E.g. 2
2. Press ENTER to start the sequence
3. The **clock** will show the actual time, the competitor number, allocated start time, and a countdown timer. The **display** will alternate between the actual time and a countdown timer. A RED light will show with 15 seconds to go, at 10 seconds to go the RED light stays on and 5 ORANGE lights come on, at 5 seconds to go the RED light goes off and the ORANGE lights switch off at 1 second intervals ending with the GREEN light coming on at GO, the GREEN light stays on for 5 seconds, the next start sequence can then be started.
4. If you need to stop the start sequence press the RED button, if this is pressed before the 15 second start mode the display will go blank, if it is pressed during the 15 second countdown mode the RED light will come on. To restart the clock press **↑** and re-enter the competitor number.

Course cars will be numbered from 950 onwards, including car 0 which may be 955 or similar.

If you enter a wrong number, just type in the correct one and press enter.

The sequence can be aborted by pressing the STOP button if the stage is halted. To restart the clock press **↑** and re-enter the competitor number.

AT ALL TIMES ensure that a clear access into the stage is maintained past waiting competitors in case emergency services vehicles are required on stage.

Stage Flying Finish and Stop Control ECM clock x 3, Stop display)

Beams will be set up at the flying finish and will be connected to the stop clock and display positioned at the stop line via a cable.

The clock shows the time of day in HH:MM:SS

Each time the beam is broken the clock will stop automatically and will beep, there is no need to press the red stop button. Type the competitor number into the clock and press enter.

If an incorrect competitor number is entered, type 0000 and enter the competitor number again followed by the enter key.

The marshal with the check sheet should record the competition number of each competitor, the time and the previous number taken from the competitors time card. The previous numbers must be monitored for missing competitors, any missing competitors should be forwarded to the Stop line Radio car for onward reporting to rally control.

If several vehicles pass in quick succession the times will all be recorded and the time of the first to pass will be displayed. Enter the appropriate number and press **↑** to access the next time until the clock starts running again.

To restart the clock press **↑**. All times can be accessed using the **↑** and **↓** keys. If the beam is triggered accidentally by a spectator or dust simply press **↑** to ignore it. Enter course cars as 950 onwards in order

Manual Back Up Clock

A manual back up clock will be supplied, each time a competitor crosses the flying finish the stop button must be pressed. Follow the same procedure as above for entering and recording competitor numbers on the clock and the control check sheet.

MARSHALS INSTRUCTIONS

Block Cars

In the interest of safety, both of competitors and others, it is essential that competitors follow the correct route and that nobody else gets onto that route. A block car is contributing a vital service to the safe running of the event. Please remember the following points and carry them out exactly, if you don't somebody could get killed - it could even be you!

1. Do not permit any unauthorised vehicle to get onto the stage at your location.
2. See that the arrows on your junction remain in position, replace any that are knocked down, or that go limp in the rain.
3. Please stay at your post until the course closing car tells you to move. This car will run as early as possible after the last car which has not exceeded its maximum lateness.
4. If you have to deal with an emergency, do so on foot, or if you **MUST** take your car, **NEVER DRIVE AGAINST RALLY TRAFFIC.**
5. Please ensure that you are parked in a safe place and at least 30 metres from a road used as a special stage, unless the road is a possible escape road in which case you should be at least 50 metres from the special stage.

If a competing car goes off:

- a. Ensure that the occupants are uninjured.
- b. Ascertain whether they intend to continue.
- c. Deal with any fire hazard - turn off the master electrical switch.
- d. Unless the stage is blocked or medical aid is required,
DO NOTHING TO STOP THE FOLLOWING COMPETITORS.
- e. If the stage is partially obstructed, competitors may be warned of the hazard if it is not visible to them.
- f. If the competitor does not intend to continue, ensure that the car is off the road and in a safe place. If necessary, give assistance to push it to a place of safety.
- g. If medical aid is required, get a message to the nearest RADIO car or to the stage start/finish so that further cars are prevented from starting and the Doctor is summoned.

Equipment to be carried, if possible:

1. Fire Extinguisher.
2. 1 or 2 Stakes.
3. Hammer and nails to replace arrows if necessary.
4. Marshals tabard if available.

RADIO OPERATORS NOTES

1. Ensure that you sign on using the RACMSA signing on sheet before taking up your allocated position. Failure to do so will result in NO insurance cover.
2. Park in a safe position and replace any tape or brushwood moved to allow the marshals cars to be parked.
3. Ensure that the radio is monitored at all times so you can be contacted quickly.
4. All radio communications will be routed via the radio network controller who will show he is ready for messages by stating that he is "CLEAR" or at "Standby".
5. Each radio control will be covering a number of stages and it is probable that there will be other radio points that you cannot hear. Therefore just because you can hear no-one on the radio does not mean that no-one is speaking. Always monitor the radio for the radio becoming "Clear" or at "Standby".
6. Initiate your transmission by the call sign that you wish to speak to, followed by your own callsign, e.g. "Control from Tywi 43".
7. So that you may indicate to the controller that your message is of a higher urgency than normal, you may include one of the following keywords in your initial call to the controller :
 - SAFETY** for messages concerning stage safety
e.g. arrowing or spectator marshalling problems, where a slight delay in action could be tolerated.
 - URGENT** for situations requiring immediate action.
e.g. car known to be in serious difficulty, suspected injuries, stopping further traffic entering the stage.
 - PRIORITY** for **CONFIRMED** situations involving serious injury.
e.g. Immediate Rescue and Medical services required.Use your common sense - do not over-rate the urgency of your message.
8. If you hear a call made, it could be that you have relevant information that will help the original caller. You may call Control using the key word **RELEVANT**.
9. All other stations with no involvement should remain silent until told that the incident is over or until called by Control, unless a second incident occurs.
10. Make your message brief and clear. If necessary, take a few seconds to assemble the facts and formulate what you want to say before calling Control.
11. When reporting an incident be prepared to supply:
Location of incident (by stage post and number), Car number involved, any injuries, any stage blocked, any risk of fire, any risk to following cars.
12. All radio crews should keep up to date the supplied check sheets , so that they can immediately report the number of competitors past their point and the passage of specific car numbers if so requested by control.
13. Thank you for your assistance today and have a steady and safe journey home.