

## **ANNEX C**

### **ROLES AND RESPONSIBILITIES**

#### **Flag Marshals**

Flag Marshals are trained on the use of manual and electronic flags signal to communicate or warn drivers of impending danger. They are also required to observe any form of flag infringements.



#### **Track Marshals**



Track Marshals are trained in track-clearance procedures and their duties include helping stopped drivers, assisting the Fire & Medical personnel, using the flag if required, clearing the track of debris, and assisting the Recovery crew. Track Marshals will check the track thoroughly between each session in order to remove all debris and to ensure that the race can proceed with the utmost safety to all participants.

#### **Fire Marshals**

Fire Marshals are trained in firefighting procedures and their primary role is to provide firefighting cover when vehicular fires occur on the circuit. They have to assist stopped drivers on the track to prevent vehicular fires from taking place, or to extinguish fires in the shortest time possible. Some Fire Marshals are assigned to the pit lane, and others are on mobile fire units, strategically placed to respond to incidents around the circuit.



#### **Medical Marshals – Doctors, Nurses and Paramedics**

Medical Marshals are trained in medical intervention procedures. Their primary role is to provide medical assistance around the circuit. Medical Marshals are stationed at the Track Medical Centre, around the circuit, as well as in medical intervention and extrication vehicles.

#### **Observers**

Observers are trained to keep a lookout on all that is happening around the circuit and report on incidents to the Chief Observer in Race Control by radio in the first instance. They will also follow that up with a written report, which will normally be picked up at the end of a session. Incidents to be reported include driving standards and behaviour, mechanical problems, crashes, and spins. Where necessary, Race Control will disseminate the report to the relevant parties.

