

# Congleton Half Marathon

## **Marshall Point Number: 1**

**Distance from Finish: 13.1 miles**

**Location:** Holmes Chapel Road / Black Firs Lane / Longdown Road junction

Number of marshals assigned: 3

### **General Instructions:**

1. The safety of runners, marshals and other road users is the first priority of all marshals.
2. Make sure you always face oncoming traffic in your marshal position.
3. Please park cars safely and ensure you don't obstruct the road for runners or drivers..
4. Provide directions to runners as specified below. Please use hand signals and spoken instructions; tired runners don't always listen!
5. If a runner retires, please contact Marshal Control and we'll try to collect them as soon as possible.
6. Please offer words of encouragement, a smile, information on distance remaining etc.

### **Position Specific Instructions – OUTWARD DIRECTION (see picture):**

Black Firs Lane will be closed at the junctions with Holmes Chapel Road and Longdown Road. This will be managed by Amberon, the road traffic management company, who will put road closed signs in place and remove them afterwards.

However there will be local traffic on Black Firs Lane since residents still have access to their homes. Traffic may also come along the farm track.

See attached pdf accompanying this document.

1. Ask runners to stay on grass until called to the start line and then help to move them swiftly.
2. Ask drivers to wait until after the race start to use Black Firs Lane

### **Position Specific Instructions – INWARD DIRECTION:**

1. Setup funnel for finish using cones.
2. Watch for traffic coming from the farm track.
3. Guide runners onto grass area for finish
4. Warn runners of trip hazard at pavement.

### **Equipment:**

Bib – please wear these for your safety

Mobile Phone with number of marshal control (07795 697842)

**At End:**

Wait until Sweeper passes and confirms all runners now passed by.

Return bib to Marshal Control at Congleton High School.

### Plan of Marshal Position 1 (Start/Finish Area)

