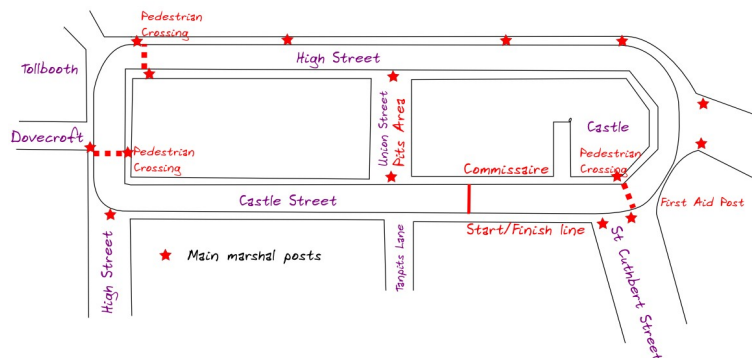


## ScottishPower Renewables Kirkcudbright Criterium: Information for Marshals

### The Course



The course is from the start/finish line north along Castle Street, left around the castle, straight down the High Street to the Tollbooth, left following the High Street, left onto Castle Street and back to the start/finish line. There are a number of drain and manhole covers; entrants are strongly advised to ride the course before the race starts to familiarise themselves with the position of hazards.

### The Event

The provisional programme for the event will be

Starts	Finishes	Event
2:00pm	2:20pm	Fun race (adults)
2:40pm	3:10pm	Under 16s race
3:40pm	4:45pm	Elite race

Entrants may practice on the course between 1:00pm and 2:00pm, and between the end of the Fun Race and 3:20pm. Advise spectators not to cross except at crossing points during these practice periods.

If the fun race and Under 16s race put together have fewer than 40 entrants, we may run both classes together for thirty minutes.

Elite entrants will form up on St Cuthbert's Street opposite Harbour Square at 3:20pm. The commissaire's car will then lead you on a controlled lap around the course to the start line. The commissaire will then signal the start. The event will run for one hour plus six laps. Approximately every fifteen minutes the commissaire will signal a prime by blowing a horn or sounding a bell. The prime will be awarded to the first rider across the line on the following lap. Following a prime the last riders across the line may be asked to drop out; if you are asked to retire your number will be shown on a whiteboard at the commissaire's

station and you should leave the course at the pits area. Prizes will be presented on the stage in the Harbour Square shortly after the event.

### *What am I expected to do?*

#### *Remain at your post*

You will be assigned to a post. Please remain at your post until the end of the race programme, unless an accident happens nearer to you than to any other marshals post in which case you may go to provide assistance if it is needed. Please do not step into the road yourself unless the race has been stopped.

#### *Spectators*

Your main job is to prevent spectators from walking into the road in front of cyclists. Do NOT step into the road yourself. If a spectator wants to cross the road, please direct them politely to the nearest crossing point (see map). If a spectator does step into the road, please call them back. If a spectator refuses to get out of the road, blow three blasts on your whistle to stop the race (but please, do this only if it's strictly necessary).

#### *Accidents*

If a competitor crashes near to your station, and cannot get up immediately, blow three prolonged blasts on your whistle, and signal other competitors to stop. Go to the aid of the competitor only when other competitors have stopped. Unless you are a qualified first aider, do not attempt to move an injured person. If the competitor is able to get up but does not clear the road immediately, blow three prolonged blasts on your whistle.

#### *If you hear three prolonged blasts*

If you hear three prolonged blasts on a whistle, you should blow three blasts on yours and signal competitors passing you to slow down.

#### *Marshals who have radios*

We will give marshals who are stationed at the four corners of the course two way radios. Please test these radios before the event, so that you are familiar with how they work. During the event please use the radios only to summon first aid in the event of an injured person who cannot get to the first aid post unaided. When speaking on the radio, remember to keep the 'push to talk' button depressed while you speak, say 'over' when you have finished speaking, and release the 'push to talk' button when you have finished speaking. The commissaire may use the radios from time to time to give you information; please listen to it!

### *Marshals at designated crossing points*

Spectators will be advised that they can cross the road at the three crossing points marked on the map. If you are posted at a crossing point, please politely detain spectators wishing to cross until it is safe to cross, and then encourage them to cross quickly. Do not step into the road yourself.

### *Marshals at road closure points*

Marshals at road closure points must prevent motorists driving onto the course. If you are having difficulty with this, the police will support you, but it may not be possible to get a policeman to your position in time. Be polite but firm: the road is closed, it is an official, legal closure, and they may not drive onto the course. However, if you cannot prevent a motorist driving onto the course you should immediately blow three prolonged blasts on your whistle and stop the race.

### *Emergency vehicles*

If an emergency vehicle (ambulance, fire or police with blue lights) arrives at your road closure point you should immediately blow three blasts to stop the race, and open the barrier to allow them through. You should signal them to go counter-clockwise around the course (the same direction as the cyclists) but they may not do this.

### *Where do I sign on?*

The commissaire's post will probably be at the Pipe Band Hall close to the council offices on Darr Lane (off St Mary's Street) (Note! To be confirmed). Please sign on there, between 1pm and 2:00pm. You will be given a high visibility tabard and a whistle. Please return these to the commissaire's post at the end of the event.

### *Who is responsible?*

The Criterium is being organised by Stewartry Wheelers in association with the Kirkcudbright Festivities Committee. If you need any further information, contact Dougie McFern, Stewartry Wheelers, 17 Meadow View, DG7 1HF or phone 01556 504309. Stewartry Wheelers gratefully acknowledge the support of ScottishPower Renewables, Castle Douglas Cycle Centre, Dumfries and Galloway Council, Stewartry Tyres, and Scottish Enterprise Dumfries and Galloway in staging this event.