

How to marshal on an Autotest

Marshals are essential to the running of an Autotest. They are placed around different sections of the course to keep everyone safe, and they have the task of recording any faults or failed tests.

What does a Marshal do on an Autotest?

A Marshal has two main tasks on an Autotest:

1. **To ensure everyone's safety**
2. **To identify the mistakes that competitors make**

This ensures a fair playing field for all, whilst making it safe and fun.



How do I get started?

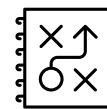
The first step is to register as a Marshal with Motorsport UK. In this process, you complete the Registered Marshal Accreditation Course on our online learning platform, the Learning Hub. This short online course outlines some of the main responsibilities Marshals have across all disciplines, and teaches you some of the main safety aspects to look out for when you are volunteering. For more information on this, please head to the Motorsport UK website [here](#) under the Volunteers section.



The next step is to get in contact with your local club. Let them know that you want to volunteer, and they will give you the information about their next event and how to get started. If you can't find a club, you can contact your [Regional Association](#) and they can help put you in contact with the right club.

How should you prepare?

When marshalling on an Autotest, AutoSOLO or Production Car Autotest, most of the work is done on the day. However, before the event starts, you might want to study the test diagram. If a competitor makes a mistake, you need to know where they went wrong and record their error. It may also be worth walking the course before the test with the competitors to see it from their perspective.



Faults and failed tests

Competitors must pass lines, pylons or cones in the correct direction and in the correct order as per the test diagram. Any contact with a pylon or cone should be recorded as a fault – it doesn't need to be knocked over.

If a competitor takes a route that is not as per the test diagram, this is classed as a failed test.

There are 6 steps to follow when you see a fault:

1. Note the fault in your head.
2. Wait until the car is finished.
3. Signal to the timekeeper.
4. Wait to be acknowledged.
5. Replace any moved pylons or cones.
6. Prepare for the next competitor.

Make sure you check what the club's procedure is for reporting faults. Some clubs use radios to communicate this, whereas others use apps, or some use flags and colour coded cards. The club should bring you up to speed on this before starting.