

# **What events can you take part in with PMC**

## **Marshalling**

If you enjoy being at the sharp end of Motorsport, yet can't afford an expensive rally or race car, or if you just want to assist your fellow competitors, then marshalling is for you. There are the added benefits of wearing fetching tabards, enjoying breathtaking country sights (and smells) and being on duty at all sorts of odd hours of the day and night. You also get to talk to the famous names in rallying at the time controls. Oh, and there's the already mentioned bonus of being right at the forefront of the action.

Basically a marshal is the foundation of all Motorsport in the UK. Marshals act as essential organisational crew who aid the running of all events in the local area. Often a thankless task standing out in the middle of nowhere, but yet strangely satisfying to see the competing cars at full speed and at close quarter.

General marshalling duties on rallies can lead to more specialised roles of timekeeping, safety radio operations and rescue/recovery tasks. Road rallies need lots of marshals to staff controls and passage checks. Training in the full range of duties is provided by the regional associations, and there is plenty to learn by shadowing experienced marshals on events. This is a very sociable side of Motorsport with many a friendship born from meeting on an event, and without the services of these volunteers, the world of Motorsport would be impossible.

## **Treasure Hunts—The Comus Cup Championship.**

Entry level events for all crews where the emphasis is on finding some fairly easily placed information or clues using easy instructions. No car preparation or special skills are needed, just the willingness to have fun and to take part in what is essentially a social event. Held throughout most of the year.

## **Scatter Rallies**

On a number of occasions PMC hold Scatter Rallies during the year. Aimed at helping individuals develop their "rally" skills and possibly move up from Treasure hunts to Road rallies, there is more of an emphasis on time and specific route instruction that featured with Treasure Hunts. Still very cheap and often covering 50—70 miles in an event.

## **12 Car Rally Championship**

Each year we hold eight 12 car navigational rallies. Aimed at challenging the expert drivers whilst allowing the novice navigators to complete each event, these events feature approximately 55 miles of lanes in and around OS maps 201/202 with an occasional trip to a few of the surrounding maps. No special modifications are required although a lot of crews will undertake some basic safety preparation on their vehicles, which must essentially remain as road cars.

Normally starting at around 10pm on the last Friday of the month, with a finish at around 12.30am, these events are a test of the total crew. A crew would feature two members, a navigator, who needs to develop the ability to work out cryptic style clues to decide the route and plot this on to a map and read this back to the driver, and the driver is then required to drive the event as an average speed of not more than 30mph. With a minimal cost per event, it sounds easy, give it a go and ring Alan Tomes on 219739 for more information and regulations.

Road rallies are the breeding ground for many of the most successful World Rally Championship navigators competing at the highest level at this time. They provide a navigator with the skills needed to progress on to stage rallies and are a natural starting point for most navigators and drivers. For a 12 Car Entry Form Go to:

<http://www.plymouthmotorclub.co.uk/SinglePages/12Car.pdf>

## **Autotests/Gymkhanas**

The ability to drive around a closed (on either tarmac or grass dependant upon the event) course of approx 1000 yards marked out using traffic cones, stopping as and when required at certain points and against the stop clock, these events are an excellent arena in which to develop car control under supervised and safe conditions. Hand brake turns stopping astride set lines, reversing in to imaginary garages at high speed and reverse flips, just like the Italian Job. Again no special mods and can be undertaken in almost any vehicle. Normally held during Spring to early Winter.

## **Hillclimbs/Sprints**

Featuring a route of approx 1000—1500 yards long on smooth tarmac, a Hillclimb/Sprint is a pure race against the clock to get from the start of the track to the finish. A Hillclimb is, as expected, up a hill and over an often twisting course from one end to the other, whilst a Sprint is often based on a flat track where the start and finish are often in the same place, therefore a circuit. There are classes for road cars, although some basic preparation is required, to include Safety clothing (overalls and Crash Helmets). There are also classes for highly modified road cars, special saloon and racing cars at the same event. Often a very exciting spectator event with clear vision at some tracks. Most local events are normally featured in the ASWMC championships. Our own round of the Hillclimb championships is Werrington Park speed Hillclimb weekend in May.