

**BEATSON'S  
BUILDING SUPPLIES**

**M R**

**MULLRALLY  
2023**

**13TH - 15TH OCTOBER 2023**  
**WWW.MULLRALLY.ORG**

**STAGE SETUP GUIDE**  
**SHAKEDOWN DUART CASTLE**



**#MUSTBEMULL**  
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**BEATSON'S  
BUILDING SUPPLIES**  
[www.beatsons.co.uk](http://www.beatsons.co.uk)



## Introduction

This setup book is intended to show the main features required to set up the stage safely and in accordance with Motorsport UK requirements as set out in the Yearbook and in particular Stage Rally Safety Requirements (edition 5), the Mull Rally Safety Manual and any directions from senior officials of the event.

Not necessarily depicted in this setup book :-

### Gateways

All access to the rally route should be clearly taped with red/white tape. Appropriate warning signs should be placed on paths and tracks approaching the route.

### Junction numbers and warning arrows.

Every post unless immediately following another should have a warning arrow or chicane warning and junction number placed 100m (+/- 10m) before the post.

Shakedown				Friday 13 October 2023	
Sunrise 07:49				Sunset 18:30	
TC	Location	SS	Liaison	Target	First Car
SS		Miles	Miles	Time	Due
	Shakedown Service - Duart Castle	-	-		
	Shakedown Start	-	0.03		
SD	Shakedown Stage - Duart E-W	1.57	-	Session 1	08:30 / 10:30
	TSL Quarry		0.18		
SD	Shakedown Stage - Duart W-E	1.57	-	Session 2	11:30 / 13:30
	Shakedown Service - Duart Castle	-	0.08		
SHAKEDOWN TOTALS		3.14	0.29		
		(91.55%)	(8.45%)		

The plan is to allow competitors, service crews in through the stage and park in front of Duart Castle. Once in, the road will close at 08.00. After session 1 at 10.30 the competitors and service crew from session 1 will then leave up to 10.50 and competitors and service crew for session 2 should arrive before 11.20. The stage will be secured again for session 2 to start at 11.30. After session 2 at 13.30 everybody should be allowed to leave in time for road to reopen at 14.00.

Spectators can arrive before the road closes at 08.00 and park at the castle. Inevitably there will be some spectator movement between runs. This should be managed along with competitors.

The stage will run in both directions, at 30 second starts. At the west end of the stage at the main road the cars will use TSL yard to turn and wait to run through the stage towards the castle.

We will use a safety car to sweep the stage behind the last car in a batch in each direction. Rescue, Medic & Recovery will be located at both ends of the stage.

A local radio network will be set up to provide safety and management communications.

A number of hand-held radios will also be available at the TSL end of the stage to provide local comms between TSL and the road end and stage start.

There is a large area suitable for spectating at the east end near the castle.

There is nowhere suitable for spectators accessing on foot from the main road and they should not be allowed in.

Between 08.00 and 08.30 the Motorsport UK Safety Delegate and a safety car will travel the stage to act as road closer and check that the stage is safe to run.

In the meantime the marshals at the castle will muster the cars and get them ready to start the stage.



When the Safety Delegate arrives at the castle and gives the ok, the first cars may start the stage at 30 second intervals.

When the cars reach the west end they will be sent to turn and wait at the TSL construction Yard. When the last car of a bunch has emerged from the stage the cars will be released from TSL yard to the stage start and started in the reverse direction.

If a car breaks down or needs a simple recovery then a recovery vehicle will enter the stage and carry out the tow or recovery. In most cases cars will be recovered back to the Castle end. If the recovery vehicle came from the West end it does not need to be back to restart the stage.

## **SHAKEDOWN – Safety Information**

### **1. Rally Communications**

A Radio Communication Network will be set up to manage the shakedown. The purpose of this network is to provide a means of communication between the event officials (including the emergency services) at all times.

The Stage will have a radio at the Start and Stop locations and at a minimum of one midpoint location

### **2. Rally Emergency Services**

Rally Emergency Services are collectively the Motorsport UK Licensed Medics, Rescue and Recovery crews. They are each trained and equipped as specified by Motorsport UK.

At both ends of the shakedown stage there will be a full complement of Emergency Services. These vehicles need to be parked as close to the stage as possible. They should be parked to enter the stage in the following order: Doctor, Rescue Ambulance then Recovery.

The emergency services should be in position at least 1 hour before the first competitor to allow the stage officials to confirm their presence

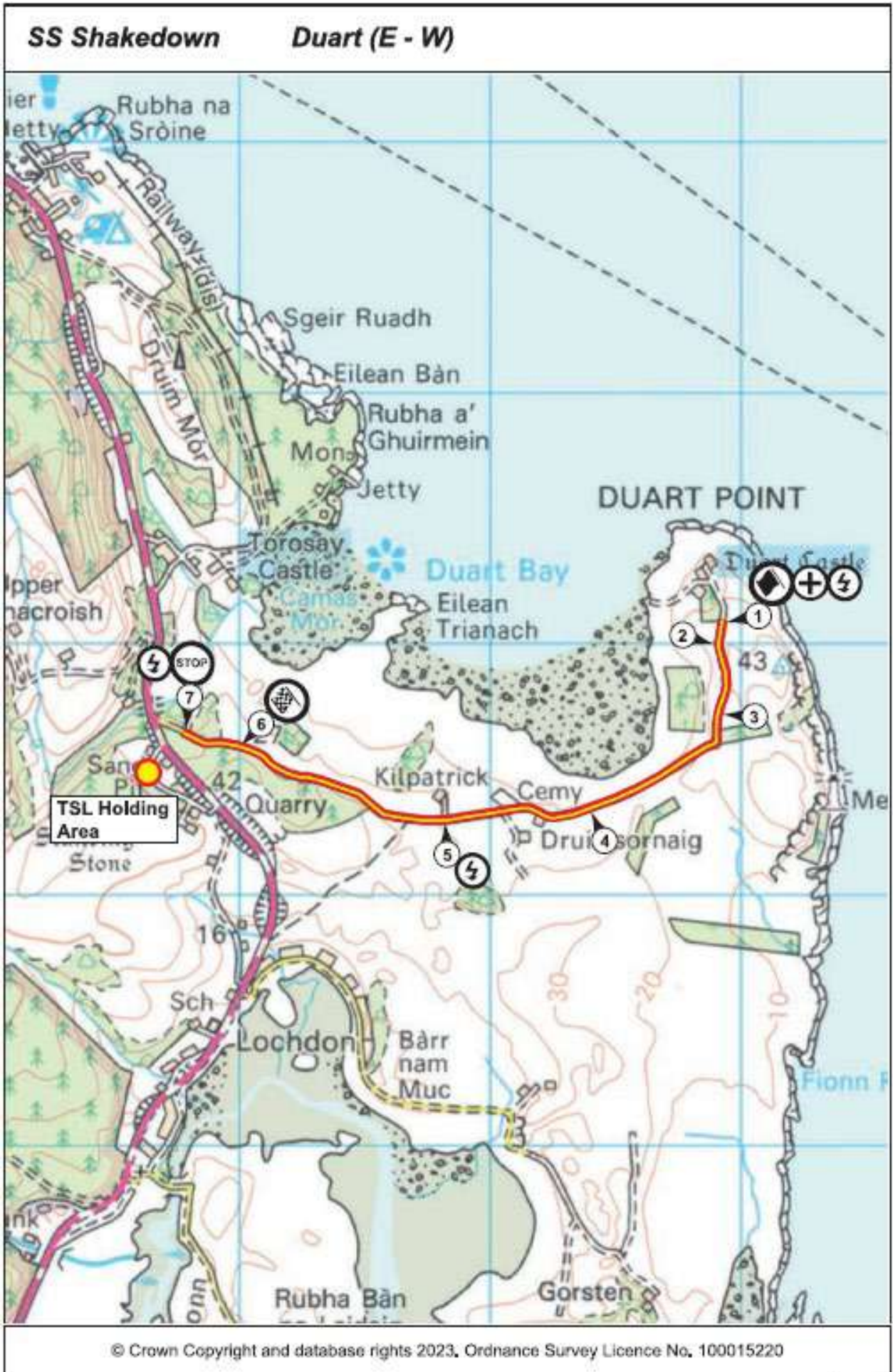
<b>Stage Commander</b>	<b>Pete Henness</b>	<b>07778 385128</b>
<b>Deputy Stage Commander</b>	<b>Phil Wallbank</b>	<b>07900 120608</b>
<b>Stage Safety Officer</b>	<b>Andy Price</b>	<b>07968 520752</b>

### Marshal Posts – E – W


LOCATION DETAILS				MARSHAL REQUIREMENTS	
POST	LOCATION	WHAT 3 WORDS	MAP REFERENCE	Mandatory Radio	Predicted Marshals
<b>START LINE (1)</b>	<b>after Cattle Grid</b>	<b>from.pile.applauded</b>	<b>NM 7492 3504</b>	<b>Yes</b>	<b>4</b>
Post 2	Track on L	firewall.incline.terribly	NM 7491 3497		0
Post 3	Gate on L, Passing Place on R	inclines.thunder.flagging	NM 7491 3471		1
Post 4 (Chicane)	Passing Place on R (right entry)	allowable.test.blocking	NM 7432 3431		2
<b>Post 5</b>	<b>Driveway on R</b>	<b>lordship.secrets.enlighten</b>	<b>NM 7382 3429</b>	<b>Yes</b>	<b>2</b>
FLYING FINISH (6)	Gate on R	racked.vibrating.skews	NM 7302 3457		2
<b>STOP Line (7)</b>	<b>0</b>	<b>lanes.aimed.cope</b>	<b>NM 7279 3463</b>	<b>Yes</b>	<b>3</b>
				3	14

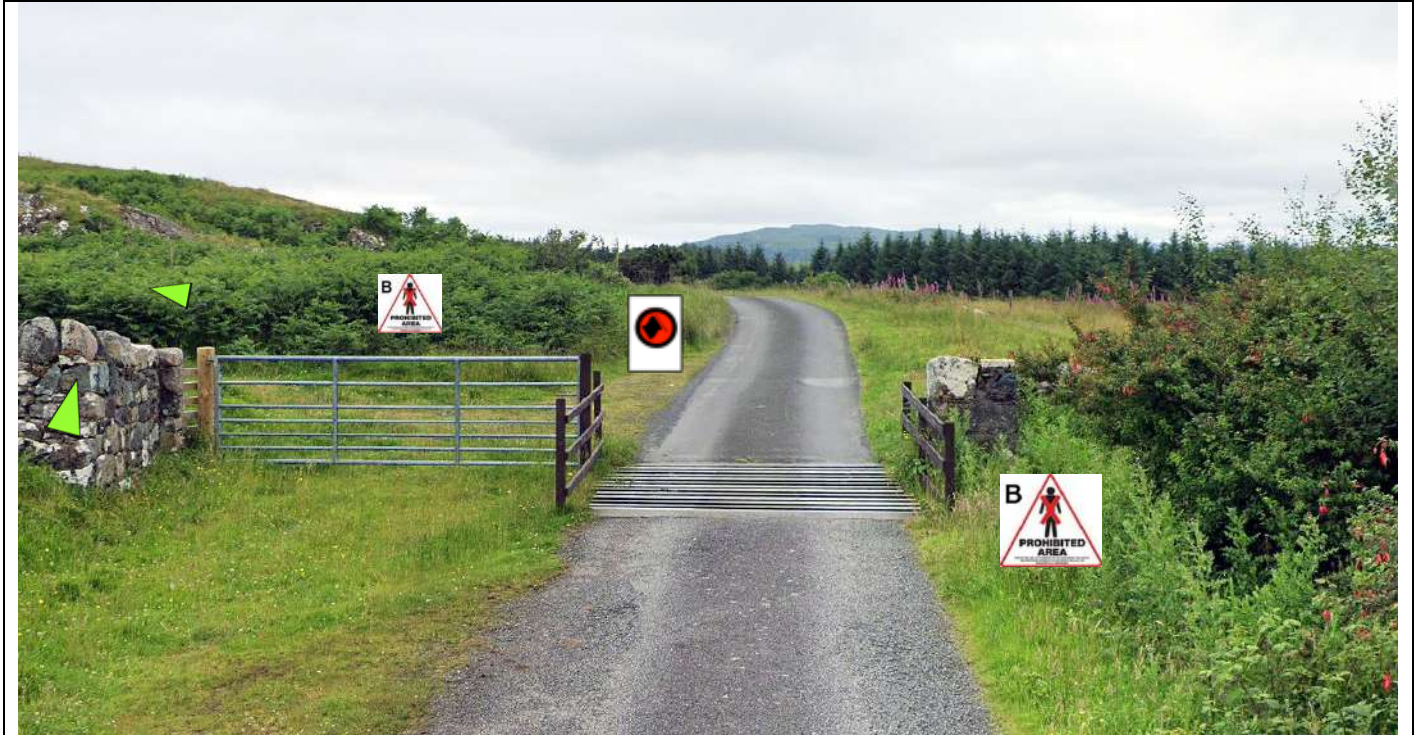
### Marshal Posts – W - E

LOCATION DETAILS				MARSHAL REQUIREMENTS	
POST	LOCATION	WHAT 3 WORDS	MAP REFERENCE	Mandatory Radio	Predicted Marshals
<b>START LINE (8)</b>	<b>Passing Place on R</b>	<b>dressings.freedom.climber</b>	<b>NM 7271 3466</b>	<b>Yes</b>	<b>4</b>
Post 7	Passing Place on R	lanes.aimed.cope	NM 7279 3463		0
Post 6	Gate on L	racked.vibrating.skews	NM 7302 3457		0
<b>Post 5</b>	<b>Driveway on L</b>	<b>lordship.secrets.enlighten</b>	<b>NM 7382 3429</b>	<b>Yes</b>	<b>2</b>
Post 4 (Chicane)	Passing Place on L (left entry)	allowable.test.blocking	NM 7432 3431		2
FLYING FINISH (3)	Passing Place on L	inclines.thunder.flagging	NM 7491 3471		2
<b>STOP Line (2)</b>	<b>Passing Place on R, Track on L</b>	<b>movement.composer.grad</b>	<b>NM 7492 3497</b>	<b>Yes</b>	<b>3</b>
				3	13



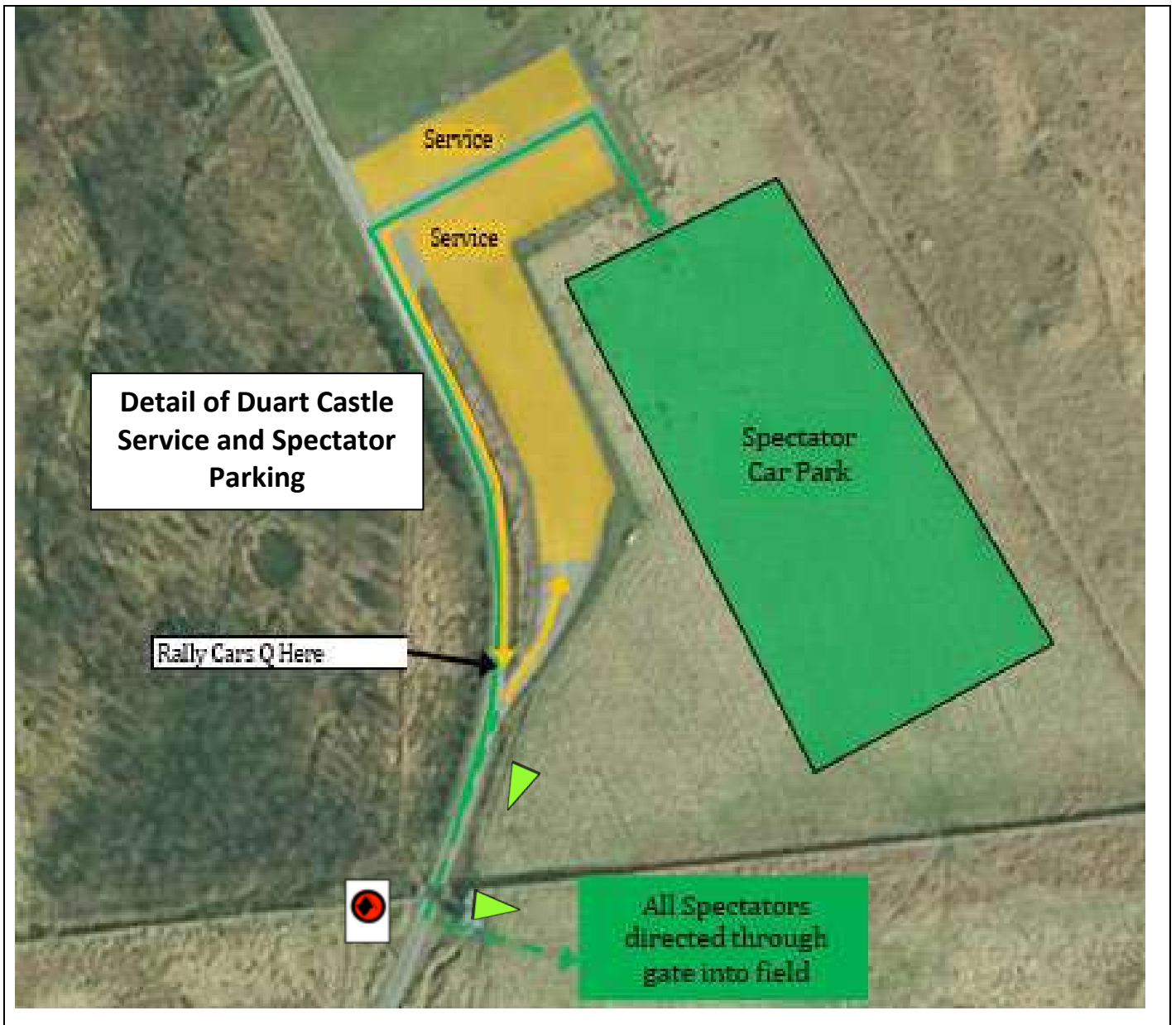
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Post No.	Miles		Information	Predicted Marshals
	Total	Inter		
P1 	0.00	0.00	<p><b>Start – after Cattle Grid</b>                      Rescue/Recovery/Medic/Marshals to park in service area, next to the exit. Radio to park in on L at gate – leaving entrance clear and space for spectators to pass. Green arrows directing spectators to L after gate.</p> <p><b>Gate must be open to keep separation from vehicles.</b></p> <p><i>///from.pile.applauded</i></p>	<b>PM 4</b>





Post No.	Miles		Information	Predicted Marshals
	Total	Inter		



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Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

P2	0.05	0.05	Track on R  ///firewall.incline.terribly	PM 0
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P3	0.20	0.15	Gate on L Tape Gate Notice A and SC behind fence. Notice B in passing place ///inclines.thunder.flagging	PM 1
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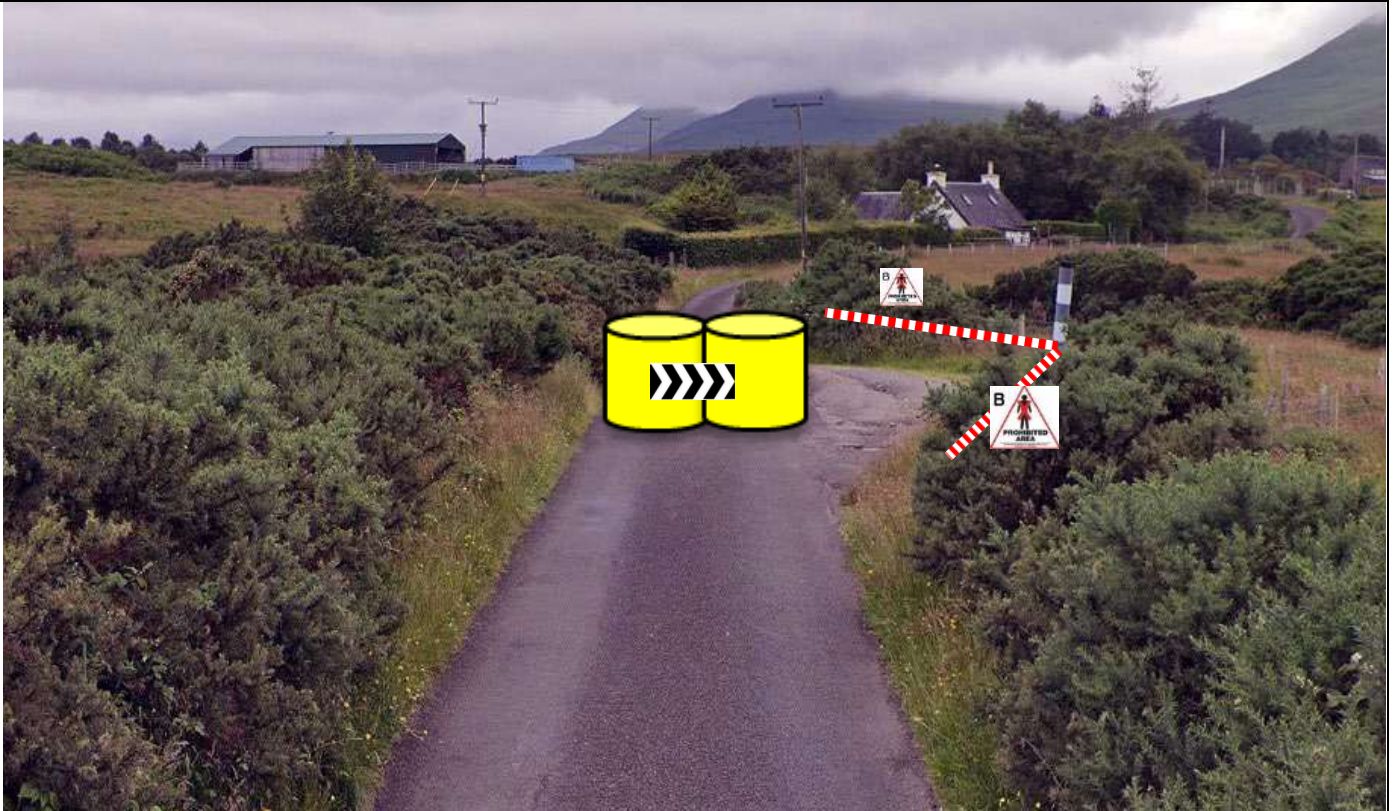
Beatsons Mull Rally 2023 – Setup Guide – Shakedown – Duart Castle

Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

			<b>Cattle Grid</b> Tape both sides for visibility ///emulating.backlog.quintet	
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P4			<b>Chicane</b> Warning board and post number 100m before. Two bales on L – tape around passing place. Notice B as shown. ///allowable.test.blocking	PM 2
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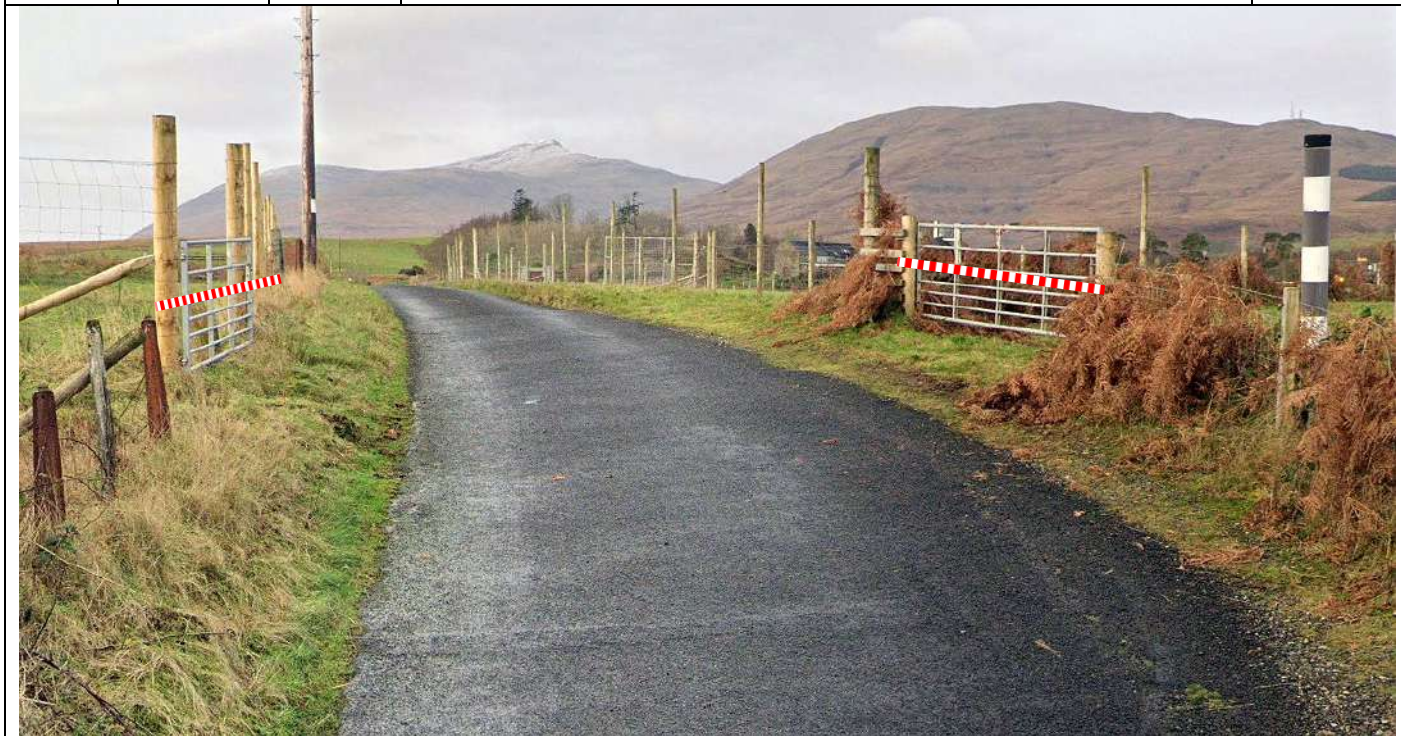
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Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

	0.3	0.3	<b>Driumsornaig</b> - Tape field gate and pedestrian gates on L. <a href="http://bagpipes.cost.sugars">///bagpipes.cost.sugars</a>	
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			Tape gates on L and R <a href="http://emperor.thighs.splice">///emperor.thighs.splice</a>	
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Beatsons Mull Rally 2023 – Setup Guide – Shakedown – Duart Castle

Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

			Tape gates on R and L <a href="http://bike.durations.august">///bike.durations.august</a>	
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			Tape gates on L and R. Junction number, radio ahead and arrow for P5 just after gates. <a href="http://hindered.crowd.loafer">///hindered.crowd.loafer</a>	
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Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

P5	1.00	0.31	<b>Kilpatrick</b> Park in driveway on R – tape across. Radio board and arrows as shown. <a href="http://lordship.secrets.enlighten">///lordship.secrets.enlighten</a>	<b>PM 2</b>
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	3.55	1.26	Tape gates L and R <a href="http://wasps.runs.tactical">///wasps.runs.tactical</a>	
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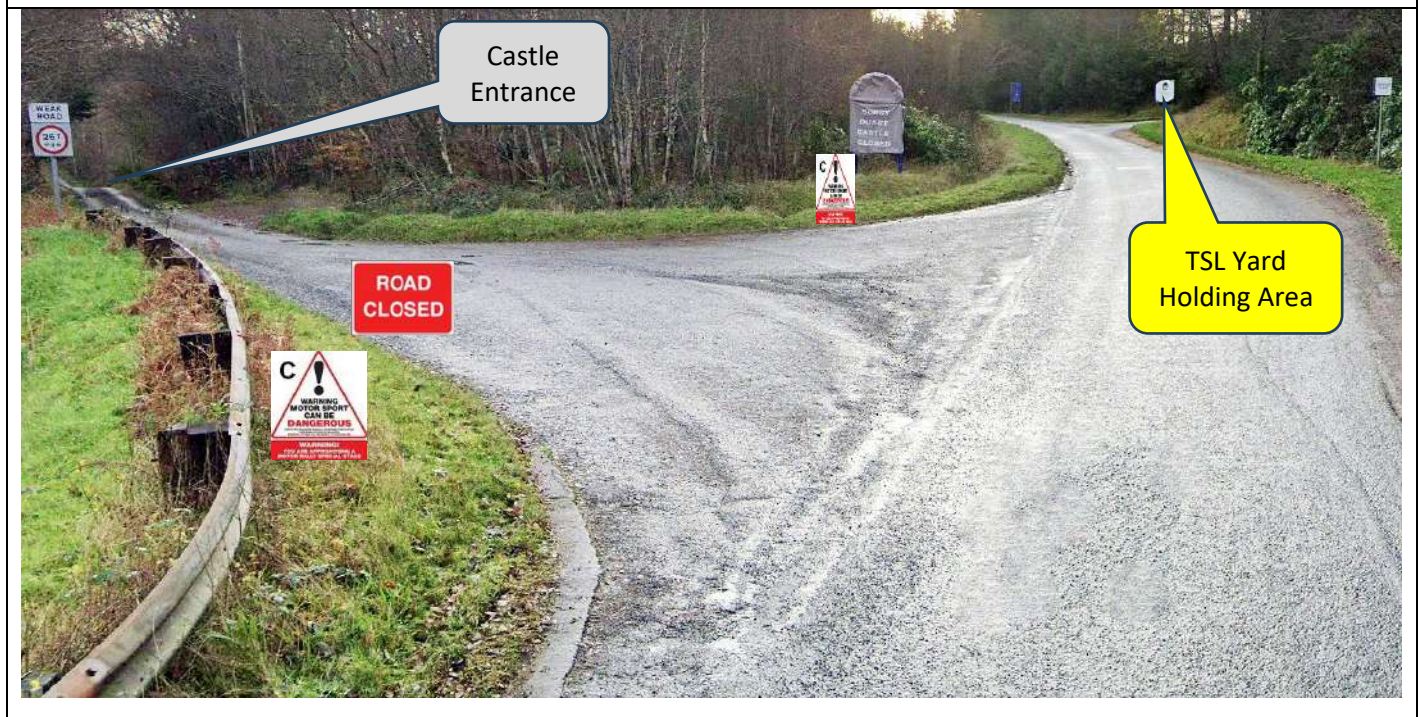
Post No.	Miles		Information	Predicted Marshals
	Total	Inter		
<b>P6</b> 	1.57	0.57	<b>Flying Finish</b> Park in Gate on R (4x4 required) <a href="http://racked.vibrating.skews">///racked.vibrating.skews</a>	<b>PM 2</b>
				
<b>P6 STOP</b>  	1.73	0.16	<b>Stop Line</b> Radio car in passing place on L, marshals park in field gateway on R (if not too muddy).  Notice C and SC facing any approaching pedestrians. <a href="http://lanes.aimed.cope">///lanes.aimed.cope</a>	<b>PM 3</b>
				



Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

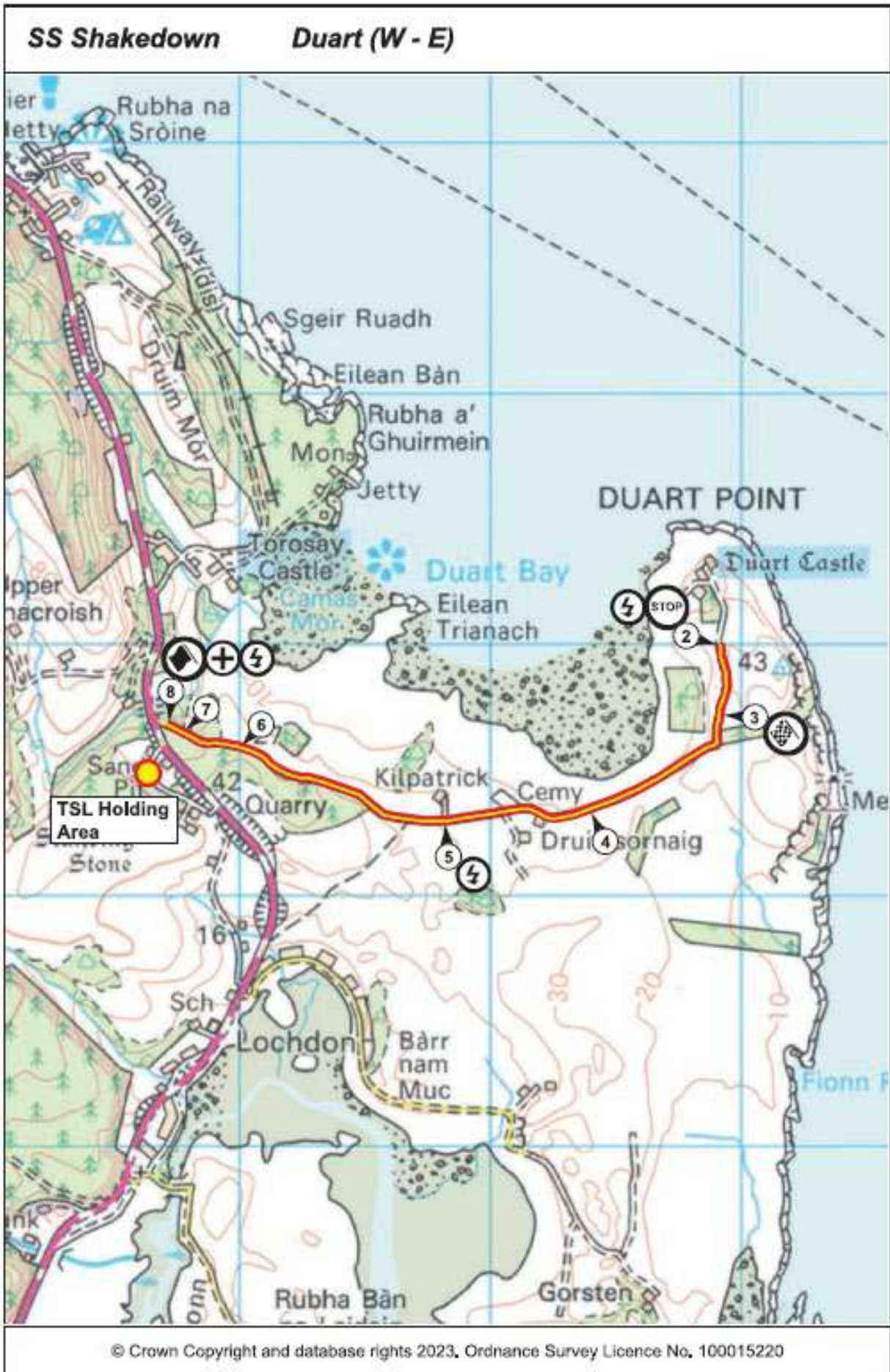
### Duart Castle Road Entrance and TSL Yard Entrance

Notice C both sides, Road closed board leaving space for competitors to enter.








Post No.	Miles		Information	Predicted Marshals
	Total	Inter		







Beatsons Mull Rally 2023 – Setup Guide – Shakedown – Duart Castle

Post No.	Miles		Information	Predicted Marshals
	Total	Inter		
P8   	0.00	0.00	<b>Start – first passing place</b> Rescue/Recovery/Medic/Marshals to park in road entrance 20m before. Radio to park on R. Notice B both sides. <a href="http://dressings.freedom.climber">///dressings.freedom.climber</a>	<b>PM 4</b>





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Post No.	Miles		Information	Predicted Marshals
	Total	Inter		
P7	0.04	0.04	Passing place on R – tape gate on L <a href="http://lanes.aimed.cope">///lanes.aimed.cope</a>	PM 0
				
P6	0.20	0.16	Gate on L Tape Gate <a href="http://racked.vibrating.skews">///racked.vibrating.skews</a>	PM 0
				



Post No.	Miles		Information	Predicted Marshals
	Total	Inter		
			<b>Tape gates L and R</b> <a href="http://wasps.runs.tactical">///wasps.runs.tactical</a>	
				
<b>P5</b> 	0.77	0.57	<b>Kilpatrick</b> Park in driveway on R – tape across. Radio board and arrows as shown. Radio ahead board, advance arrow and junction number 100m before <a href="http://lordship.secrets.enlighten">///lordship.secrets.enlighten</a>	<b>PM 1</b>
				



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Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

			Tape gates on L and R <a href="http://hindered.crowd.loafer">///hindered.crowd.loafer</a>	
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			Tape gates on R and L <a href="http://moved.otherwise.formed">///moved.otherwise.formed</a>	
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Beatsons Mull Rally 2023 – Setup Guide – Shakedown – Duart Castle

Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

			Tape gates on L and R <a href="http://emperor.thighs.splice">///emperor.thighs.splice</a>	
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			<b>Driumsornaig</b> - Tape pedestrian and field gate gates on R. <a href="http://laugh.news.clocking">///laugh.news.clocking</a>	
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Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

P4			<p><b>Chicane</b>                  Warning board and post number 100m before.                  Two bales on R – tape around passing place. Notice B as shown.  <a href="#">///allowable.test.blocking</a></p>	PM 2
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			<p><b>Cattle Grid</b>                  Tape both sides for visibility  <a href="#">///emulating.backlog.quintet</a></p>	
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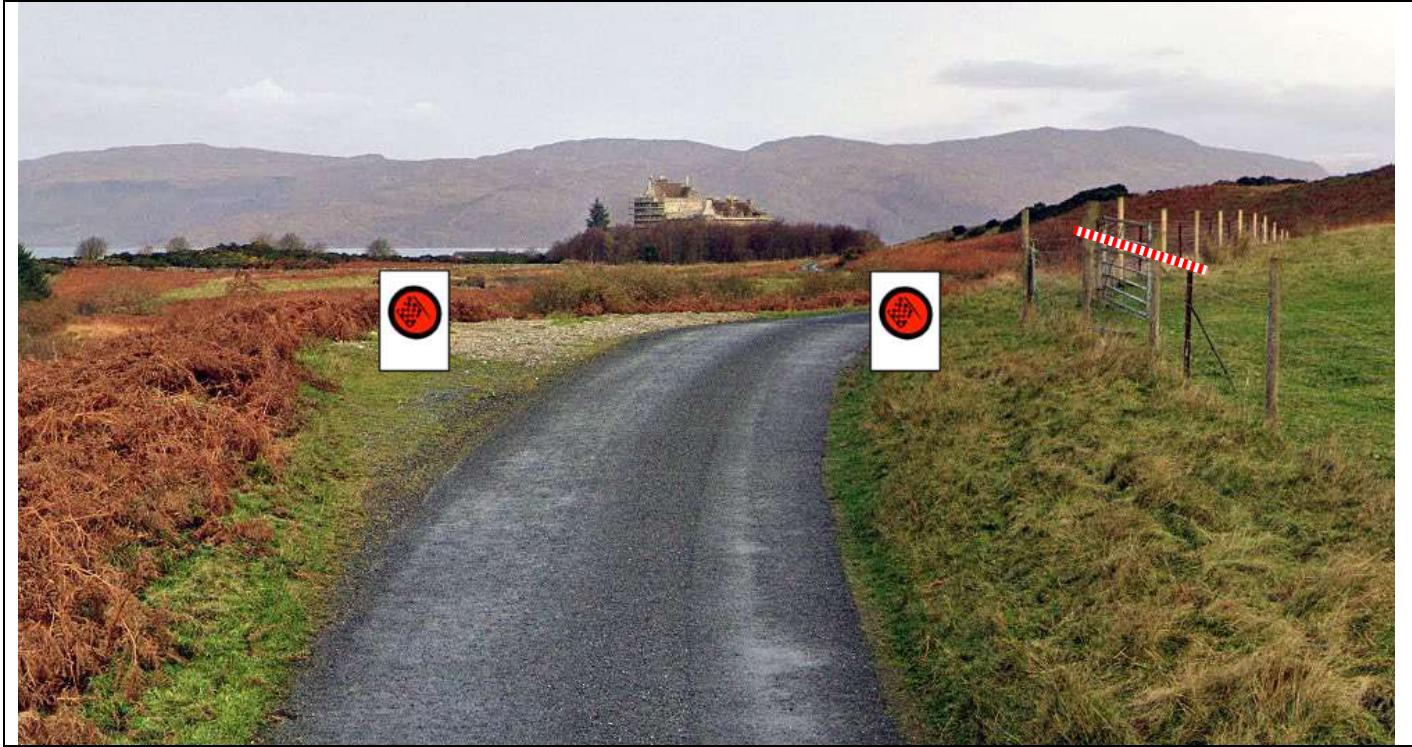




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Post No.	Miles		Information	Predicted Marshals
	Total	Inter		

<b>P3</b>			<b>Flying Finish</b> - Gate on R – park in field. Tape Gate. Countdown boards equidistant to Stop line. <a href="http://inlines.thunder.flagging">///inlines.thunder.flagging</a>	<b>PM 2</b>
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<b>P2</b>	3.55	1.26	<b>Stop Line</b> Radio car park in passing place on R – Marshals on track to L (review if muddy)	<b>PM 3</b>
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