



Baggage Team

Information

Cliffs of Moher Marathon runners will be able to place bags in the baggage truck at Doolin. These bags will then be transported to Lehinch where they will be taken to an area and sorted into number order to be available for the runner to pick them up after the race.

Description of Role

Accept kit bags from runners pre race. Store kit bags in numerical order. Sort baggage during race, ready for return post race. Return appropriate kit bag after the race on production of the running number. It is important that the bags are stored according to their race number for easy retrieval by baggage staff. It is important that baggage volunteers are polite and efficient since they will be asked to handle the belongings of several thousand runners in a relatively short space of time. Adequate training and supervision will be provided.

Requirements

Baggage crew should be aged 15+. All crew must be fit and healthy as the job involves lifting kit bags and working quickly.

Time allocated

Volunteers will be working from 10am until 5pm on Saturday 25th September.

Where to go?

Volunteers will arrive at Doolin to the help desk and ask for the Baggage area Team Leader to be called.

Course Marshal Team

Information

The Cliffs of Moher Half Marathon will start at Doolin and finish at Lehinch. The map can be downloaded on the [Course page](#). Course marshals are needed along the 13.1 mile length of the course to make sure the runner know where to go and are kept safe.

Course Marshal are also there to manage any spectators on the course.

Description of Role

Have a visible presence for runners, pedestrians and motorists. To ensure the well-being of the runners, spectators and general public. To guide the runners whilst warning the public so the two do not come into conflict with each other. To inform your Team Leader marshal if you have a problem or require medical attention for a runner. To encourage the and support the runners and walkers with clapping and cheering.

Requirements

All course marshals should be adults aged 18+ and be physically fit. Marshals should be aware of the need to be polite at all times and think about the safety of the runner.

Time Requirements

The race starts in the morning be available from 9.00am to 5pm - depending on the location you are covering.

Location

Please look at the course map, your marshalling spot will be at some point around the route. The Team Leader Marshal will be in touch with your exact location 4 weeks before the race.

Finish Area Team

Information

This role is based at the finish line area at Lehinch. Once a runner finishes the race they are tired and high at the same time, they require encouragement space and to have a great experience after the race.

Description of Role

Volunteers will need to be aware of the runner's needs after the race. During the race there will be preparation for post race giveaways. As runners finish volunteers will be responsible the removal of the Timing Chip and the distribution of refreshments and medals. They will be headed by the Goodie Bag & Medal Team Leader.

Requirements

Must be aged 16+. Must be fit and fully mobile. Must have good communication and interpersonal skills. You will be required to work under pressure and to tight deadlines. You must be able to cope with changing demands and be willing to work in the open in all weather conditions.

Time Requirements

Volunteers would need to be available between 10am and 5pm

Goodie Bag Team

Information

Runners pick up the goody bag at the end of the race

Description of Role

You will be required to give runners a goodie bag and congratulate them.

Requirements

Must be over 16 years and give out goodie bags with a positive approach and a smile.

Time Requirements

From 10.00am to 5pm. Please state the times and day that suits you

Help Desk Team

Information

All runners will receive a chip number and information via post however some may have queries on the day.

Description of Role

To welcome the runners and deal with any query they may have.

Requirements

Registration staff should be over 16

Time Requirements

Friday 24th September between 12noon and 7pm and Saturday 25th September between 8.00am and 10.00am. Please state the times and day that suits you

Location

The registration Team Leader will be in touch with exact locations 4 weeks before the race.

Start Line Team

Information

The start line is an important area regarding organisation and set up

Description of Role

Pre race setting up the start line and time pens. Acting as a marshal in the start area and encouraging runners as they set off.

Requirements

Start area volunteers should be aged 18+. The Team must be fit and healthy as the job involves some moving crowd barriers and other lifting.

Time Requirements

Volunteers need to be available between 8am and 1pm.

Location

Doolin Pier

Water Station Team

Information

There will be 2000 runners taking part in The 1st Cliffs of Moher Half Marathon. There will be 3 water/energizer stations positioned round the course and water available at the finish line.

Description of Role

As part of a team you will be handing out water and shouting encouragement to runners. Volunteers are required to clear up cups.

As a part of the water station team you will be asked to:

Layout tables

Layout bottles / drinking cups

Keep tables well stocked with bottles or cups

Handout bottles at side of running lane with arm fully outstretched

Clear up discarded bottles and cups into sacks

Cheer on runners

Requirements

Minimum age 16 years as long as they are accompanied by an adult aged 18+

Time Requirements

Times vary depending on the position of your station between 8am and 5pm.

Location

See the course map to find out more. The water team leader will be in touch with your exact location 4 weeks before the event.