

How to Play Road Hierarchy - the McCarron Coates Motor Fleet Risk Management Game

AIM OF THE GAME

To be the first player to reach the Star Operator yellow square with 7 green award points in hand and having avoided going to HMP Hierarchy.

PREPARING FOR PLAY

You will need to print off the board, grab two counters (e.g. buttons, coloured paper clips. Coins) per player and print off the Scenarios list and game card.

HOW TO PLAY

Play begins in the depot and continues anti-clockwise. Players place one of their 'counters' in the depot. Play begins with the youngest player and continues clockwise, with each player taking their turn to roll a dice.

Players need to follow the arrows and the instructions on squares. Movement around the board is via the roll of a dice and players move the number of squares that corresponds with the number they roll.

If a player lands on a 'scenario' square, they must read the scenario that applies to the number on the board and do whatever the instructions demand. This may lead to them staying where they are, missing a turn, acquiring one of the valuable green award points or picking up a red penalty point.

If they pick up a green award point, they should log that on their Road Hierarchy Game Score Card.

If they acquire a red penalty point, they must log that on their Road Hierarchy Game Score Card and also move one of their two playing pieces to the first red danger zone square.

If they acquire a second red point card, they then move to the second red danger zone square.

If they acquire a third, they will be out of the game and have to move to HMP Hierarchy UNLESS they have picked up an RTC Crisis Line pardon during play, by landing on one of the two RTC Crisis Line squares. This can help them avoid jail.

If a player lands on one of these RTC Crisis Line squares, they should log their possession of an RTC Crisis Line card on their game sheet.

If a player uses an RTC Crisis Line card, having been on the verge of entering HMP Hierarchy because they have three red penalty points, they can use the RTC Crisis Line Card to escape that fate. They delete the card from their 'account', crossing it off their game sheet card, and, on their next turn, move out of the danger zone, in the direction of the arrows on the board.

If a player reaches the yellow Star Operator square and has 7 green award points on their game sheet, they have won the game.

If they reach the Star Operator square and do NOT have 7 green award points, they must continue beyond the square, along the shown circuit. They will do this as many times as it takes, until they have the required number of green award points to win.

OTHER SQUARES

Miss a turn - if players land on this purple square, which carries a traffic light symbol, they miss a turn.

Horse, cyclist, pedestrian and motorcyclist - these are 'free' squares on which no action is necessary. They represent the road users at the top of the Hierarchy of Road Users, for whose safety HGV, LGV and bus and coach drivers and operators have most responsibility, according to the rules laid down in the 2022 Highway Code.

Pick Up - on these squares, players can acquire an RTC Crisis Line card. These two blue squares highlight the invaluable RTC Crisis Line service provided by McCarron Coates, which provides drivers with instant legal representation, over the phone, the minute an incident occurs on the road, face-to-face and at any police station to which a driver is taken, and during the course of any resulting prosecution. By playing the RTC Crisis Line card, to avoid HMP Hierarchy, a player signifies that the legal representation was successful in reducing the penalty or proffering mitigating circumstances behind the offence committed.

Lose RTC Crisis Line card - players landing on these squares must delete an RTC Crisis Line card, if they have one on their game card. They no longer have access to this service, unless they happen to hold another card.

Extra Green Point - if a player lands on this square, they can add an extra green point to their game card, because they have had great risk management advice from McCarron Coates.

Move to inner lane, if on circuit 2 - the first time round the board, this square does not apply. On the second circuit, having passed through the depot once, players will move from this square, on to the inner lane and towards Scenario 11 and beyond, as indicated by the arrows.

Players beware! - Landing on one of the scenario squares on the board comes with much jeopardy! Players landing on this perilous square will instantly be out of the game!

Arriving in HMP Hierarchy and winning by default of keeping out of prison - If persistent bad driving behaviour leaves a player marooned in HMP Hierarchy, their game is over. Remaining players will continue until one player arrives at the Star Operator square with 7 green award points. If all other players arrive in prison, leaving just one remaining player on the board, that player will win, regardless of whether or not they have arrived at the Star Operator square with 7 green award points.

WINNING THROUGH TRUE MERIT

The real winner will be the player who has acquired 7 green award points through good driving behaviour, operator training and excellent risk management. The first person to arrive at the square, with 7 green award points on their game card, will be the winner.

THE UNDERLYING PRINCIPLE

Road Hierarchy is a fun way to communicate the very serious situations that surround the introduction of the Hierarchy of Road Users and the subsequent 2022 offence of 'Causing Serious Injury through Careless or Inconsiderate Driving', if you are a fleet operator. The two combined mean that sentencing is harsher for an HGV, LGV, or bus or coach driver who injures another road user. If that is one of the most 'vulnerable' within the Hierarchy of Road Users - a pedestrian, horse rider, cyclist or motorcyclist - the level of penalty is likely to be greater.

The game also communicates how mitigation and first-class legal representation can help prevent a driver inadvertently implicating themselves or their employer, through lack of knowledge of how to handle a police interview and not knowing how to present mitigating circumstances correctly.

Finally, it highlights the very serious threat for fleets who do not exercise strong fleet risk management, with fines not now being an option within sentencing for new legislation and automatic driving bans and up to two years in prison being the norm for the new Causing Serious Injury by Careless or Inconsiderate Driving offence. With 'serious injury' being as little as a broken finger, fleet operators need to act now and up their game with risk management. The Road Hierarchy Game is intended to help do that.

