



All Drivers Briefing

General

- Drivers **must remain in the cars at all times** whilst on the raceway, this includes the safe areas and at the end of each race.
 - o Drivers can only exit their cars upon instruction from the Steward or Clerk of the Course.
 - o Drivers can exit the car in an emergency situation; ie, fire.
 - o Any driver that is permitted to exit the car **MUST** exit the raceway and will not be permitted back onto the track until the end of the race.
 - o Any driver exiting the car without permission will be loaded from the remainder of the race meeting. If this is the last race, will be banned from the next race meeting.
- Drivers **MUST NOT** driver into the safe area [Infield] / drive through the safe area at any time unless instructed to do so. A load up / ban will be issued.
- Drivers must adhere to a safe speed in the pits. It is advised that this should be at approx. walking pace.
 - o Any drivers found to be driving at excessive speed in the pit lane, pits or exiting the track, will be loaded for the remainder of the meeting. A one meeting ban may be enforced if this is on the last race.
- Dockings / Disqualifications will be confirmed afterwards, unless there is a clear and obvious docking that does not need further video review. Drivers will be notified via a penalty notice form. Championship events may vary.
- Drivers must not overtake the pace car unless instructed to do so. Any driver guilty will be removed from the race.
- Black cross doesn't necessarily mean you will be penalised. It means there may be something to review and that you are being watched.
- **Keep things on track and remember you are responsible for your pit crew / family members. Should there be any issues, please do not approach the other race team and instead report it to race control via a complaint. Any driver / race team found to be approaching / antagonising / threatening other race teams in the pits, will be dealt with.**

1300 Stock Cars

- Although a full contact formula, dangerous driving rules still apply.
 - o There must be no hitting of stationary cars or slow moving vehicles
 - o There should be no attacking of a drivers side of the car when the car is against the wall

Non Bangers

- All drivers must have a raceceiver fitted and working on channel 952.
- All drivers must have a working transponder fitted
 - o The transponder will be the primary method for lapscoreing, with a check against manual lap scoring done whilst presentations are taking place. Any corrections will be done after the presentations have been completed, but only if a driver has a fitted working transponder.
- The gap to the pace car must remain. Drivers should not close the gap on the pace car under the rolling laps. 3 car lengths **MUST** remain between the lead car(s) and the pace car until the pace car is **FULLY** off the track. Drivers speeding up or racing early will be penalised or a restart called for.

Non Contact

- Contact to gain a place will be penalised
- Any persistent nudging and rubbing will be penalised
- When lining up, drivers must not 'square off' the corner and must align the car in the direction of the corner. Any driver attempting to square off the corner may be asked to leave the raceway.
- Drivers should line up as per the race receiver instructions

Ninja Karts

- Only 1 parent per kart will be admitted onto the infield to assist with starting the kart up for the child at the end of the race. This will only be once the other karts have LEFT the raceway.
- A reminder to observe the speed limit in the pits and to take care when coming on or off track
- Parents are asked to push the karts off the track for those finishing in the top three, whilst the lap of honour is in progress.

Bangers

- Turning around only allowed on the corners. This is defined as from where the infield kerb runs.
- There should be no hits in the infield area.
- Demolition Derbies are the only exception to the above rules.
- No cars permitted within the 'safe area' on the infield at any time (through the middle).

Junior Formula

- A reminder to watch the traffic lights for the green flag. The starter will respond to the lights.