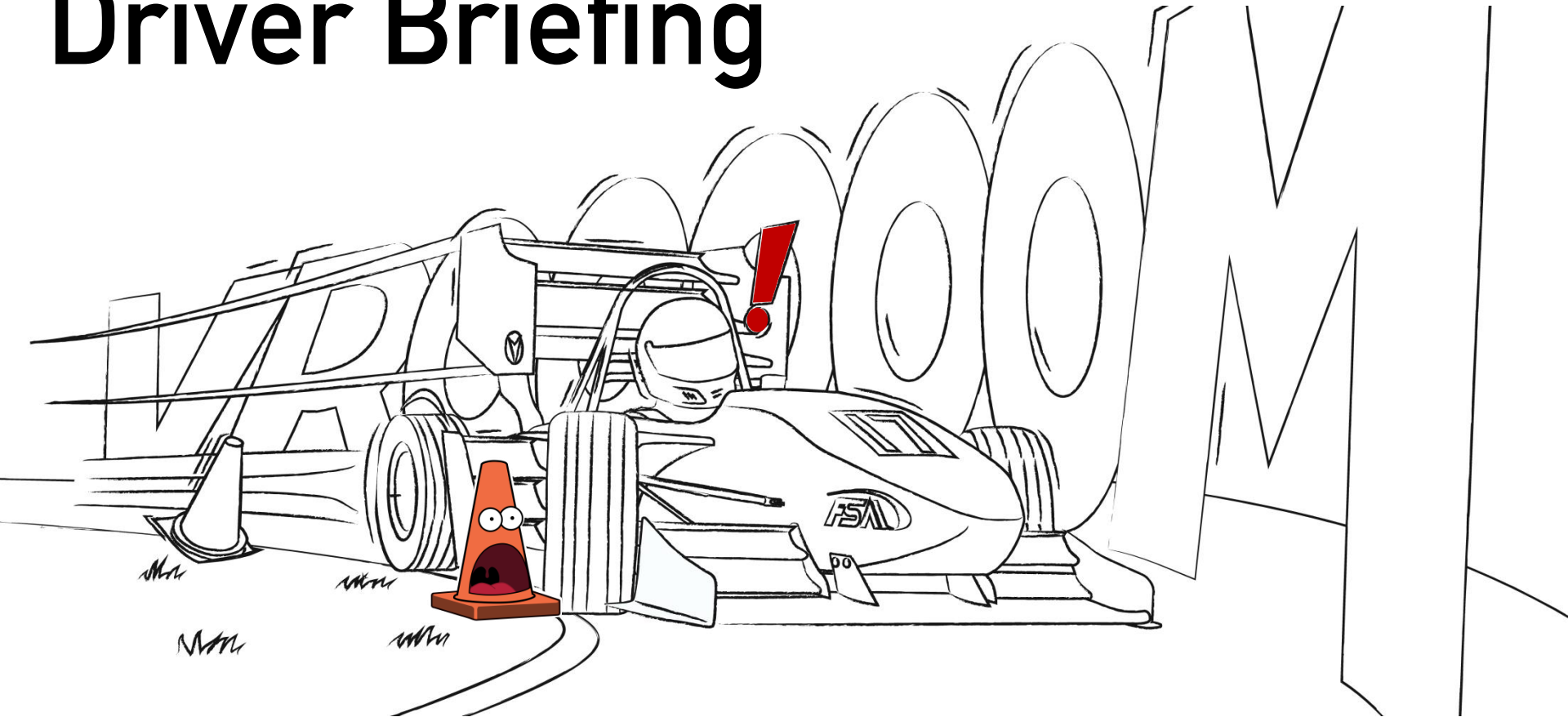


# Driver Briefing



- **Flags**
- **Cones**
- **Acceleration**
- **Skid Pad**
- **AutoX**
- **Endurance**
- **..some more things...**

- You have to obey the marshall's orders
  - First incident – warning
  - Second incident – lose your driver's wristband for the day
  
- Alcohol
  - Drivers must be 100% sober ( $<0,1 \text{ ‰}$ )

- Always wear your fireproof underwear, hood, socks, etc.



- **For Acceleration, Skid-Pad & Auto-X: System = 1:1**
  - 1 x 1st run, 1 x other runs
- **In the queue**
  - Only RTR cars
  - warm up BEFORE reaching the end
  - Be ready
  - No excessive work on the car
  - We might send you to the back...

# Yellow Flag

- stationary = danger
- waved= big danger




- Stalled vehicle, marshalls on the track, etc...

## Surface Flag

- **Something is on the track**  
– be prepared for low grip
  
- **Oil, water, dirt,... on the track**



# Red Flag

- Stop immediately...but safely
  - Pull to side of the track
- 
- A Track Marshall will tell you what to do next
  - Take it seriously - maybe you are on fire



# „Meatball“

- Mechanical inspection
- Pull into driver change area after start/finish
- Hint: there may be something wrong with your car – drive carefully



# Black Flag

- „what did i do wrong?“



- Pull into Driver Change Area after start/finish
- We want to talk to you about your driving

# Blue Flag

- Faster car behind you – allow overtaking
- Track Marshall may point at you
- Pull into overtaking lane – **WAIT FOR GREEN FLAG**
- Try not to brake abruptly – you are being followed



# Green Flag

- **Gooooo!**
- **Wait for it before entering the track**
- **Endurance: Wait for it at the end of the overtaking lane – there may be multiple cars behind you!**



## Checkered Flag

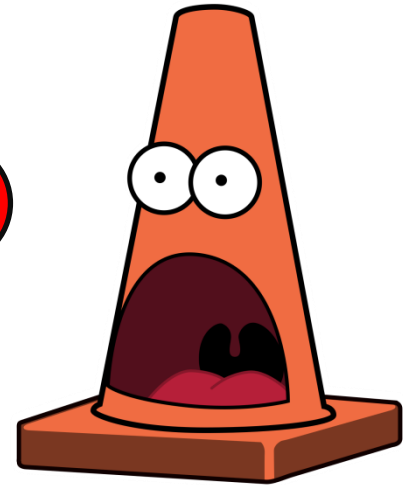
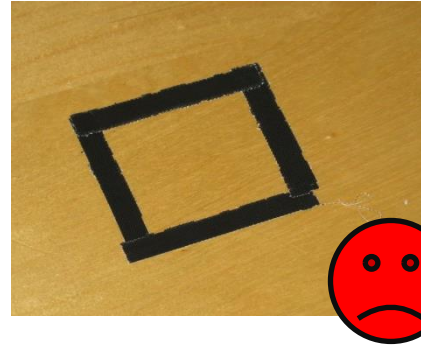
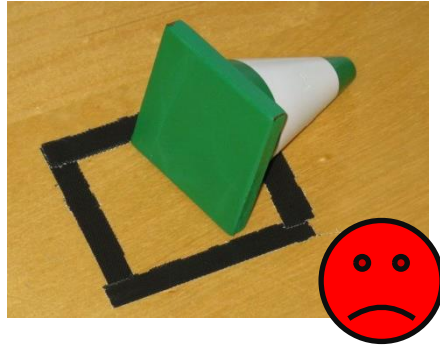
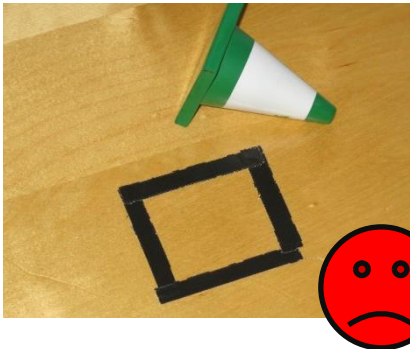
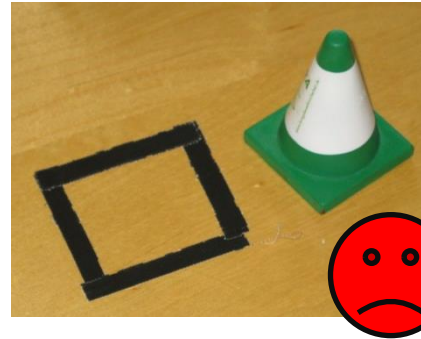
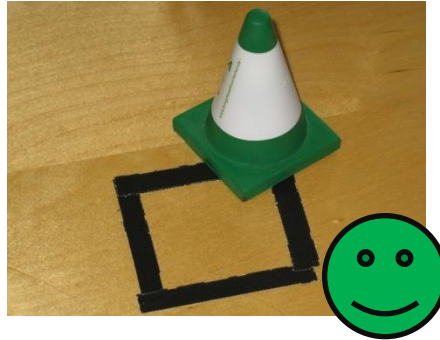
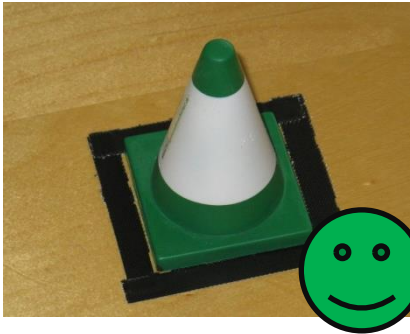
- You all want to see it...
  
  
  
  
  
  
  
  
  
  
- Your run is over
- Exit the track after start/finish



# When you hear the gong:

- the event is closed
- If you are **green-flagged**, finish the run (go over finish line once)

■ **Cones down or out (D00)**



# Cone Penalty

- Acceleration: +2 sec.
- Skid Pad: + 0,2 sec.
- Endu, AutoX: +2 sec.





# Off Course Penalty

- Acceleration & Skid Pad: DNF
- Endurance & AutoX: 10 sec.
- Missing at least 1 slalom gate = 0/C
- Push Back needed? = no 0/C

- **After the no-help line**
  - no team support
- **Have the Pushbar ready**
  - car breakdown → abort run, requeue at back

## Acceleration Procedure (1)

- Push your car to the Entry gate
- Equipment & driver # check
- Proceed to the start
- Starter will adjust your car's starting position
- Green Flag → Gooo!

- Acceleration Procedure (2)
- After the finish line:
  - Slow down immediately
  - No burnouts etc.
  - You **MAY** chose to do a second run immediately – chose the appropriate lane
  - Driver change is outside the staging area
  - All cones count!

## Skid Pad Procedure (1)

- Push your car to the Entry gate
- Equipment & driver # check
- Proceed to the start
- Green Flag → Gooo!
- 2 right laps, 2 left laps, exit

## Skid Pad Procedure (2)

- On the return:
  - drive slowly
  - No burnouts etc.
  - you **MAY** chose to do a second run immediately – chose the appropriate lane
  - Driver change is outside the staging area

# AutoX Procedure (1)

- Push your car to the Entry gate
- Equipment & driver # check
- Proceed to the start
- Green Flag → Gooo!
- After start/finish exit into driver change area
- you **MAY** chose to do a second run immediately – chose the appropriate lane

# AutoX Procedure (2)

- **Red Flag – abort run**
  - Stop and wait for marshal
  - Proceed to the exit **in a direct line**
    - The marshals will guide you
- **In case of a defect**
  - Your run is ruined anyway
  - Exit the track slowly, so we do not have to red-flag



## Endurance Procedure (1)

- Like AutoX – driver check, green flag, go.
- You will get a “LAST LAP” sign
  - You’ll get the checkered flag at the next passing
  - After that, pull into driver change

## Endurance Procedure (2)

- After DC, pull to entry lane, get green flag
- You will get a “LAST LAP” sign
  - You’ll get the checkered flag at the next passing
  - After that, pull into driver change area, exit lane
  - you have successfully completed the Endurance
- Follow marshall’s orders to be pushed to fuel / parc fermé

# Driver Change

- **B&W Flag -> slowly pull into DC**
  - We will guide you to a slot
- **3 min. timer will start when engine/HV is off**
- **3 min. timer will stop when driver is ready and tries to start the car**
- **Car has to start within 2 min. from 1<sup>st</sup> try**

## Driver Change

- No person standing outside the car may touch any switches inside the cockpit
- Master switch (HV+LV) may be switched off
- Three persons max. (1<sup>st</sup> and 2<sup>nd</sup> driver + 1 helper – including ESO!)

## Endurance penalties

- Ignoring a flag signal = 1 minute
- Vehicle contact / distance = 1 minute +

## Overtaking stalled vehicles

- Make sure the other car has really stopped (E-cars: light off?)
- **Pass very slowly and cautiously**
- Do **NOT** leave the track unless advised
- In the stalled car: somebody may pass you!
- **Watch out for marshalls' signals**

## So your car stalled/stopped... (1)

- If you see this coming, pull to the side of the track or into overtaking lane (EV!)
- Marshalls will come to you
- Do not re-enter on your own!

## So your car stalled/stopped... (2)

- **IC:** Be calm, don't drain the battery on the first tries
- **Time to restart:**
  - On the track: ~1 lap (= 2 passings of another car)
  - During DC: 2 minutes
- **Not successful?**
  - DNF



# Finish!

