

Briefing Notes – FSN2018

Flags

D 2.1.1 Flag signals are commands that must be obeyed immediately and without question.

D 2.1.3 BLACK FLAG – The driver must pull into the driver change area for discussion with the officials concerning an incident. A time penalty may be assessed.

D 2.1.4 **PURPLE “CODE 60 FLAG” – (Normally black flag with orange dot)** Mechanical black flag. The driver must pull into the driver change area for a mechanical inspection of the vehicle, something has been observed that requires a closer inspection.

D 2.1.5 BLUE FLAG – The driver must pull into the designated passing zone to be passed by a faster competitor. The driver must obey the track marshals signals at the end of the passing zone.

D 2.1.6 CHECKERED FLAG – The session has been completed. The driver must exit the course at the first opportunity.

D 2.1.7 GREEN FLAG – (a) The session has started, the driver may enter the course under direction of the track marshals. In case of stalling, the vehicle can be restarted, but the driver has to await another green flag as the opening in traffic may have closed. (b) The driver is clear to re-enter the track after using the slow lane to let a faster vehicle pass. (c) The driver may pick up speed again after a yellow flag was displayed.

D 2.1.8 RED FLAG – The driver must come to an immediate safe and controlled stop on the course and must follow track marshals directions.

D 2.1.9 YELLOW FLAG – Danger, the driver must slow down, something has happened beyond the flag station, no overtaking unless directed by the track marshals.

D 2.1.10 RED AND YELLOW STRIPED FLAG – The track is slippery or something is on the racing surface that should not be there. The driver must be prepared for evasive maneuvers to avoid the situation.

Extra: White Flag – Signal flag to mark half-way point in Endurance. Driver must come in for a driver change.

Practice Area

There will be a practice area available. The surface is different to that from the TT Junior Track, we have no option to change the practice area location. Please note that the track surface is also more bumpy than the other dynamic areas. Partaking is at your own risk.

Skid Pad

Tuesday 17:00-19:00

Wednesday 09:00-11:00

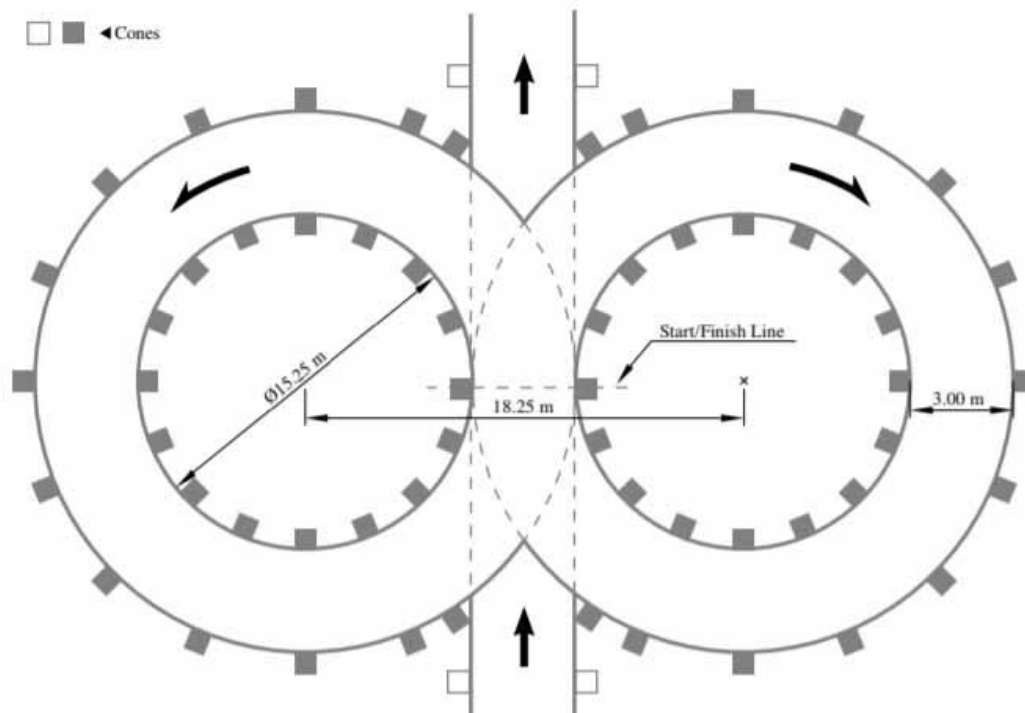


Figure 21: Skidpad Track Layout

D 4.2.5 The vehicle will enter perpendicular to the figure of eight and will take one full lap on the right circle to establish the turn. The next lap will be on the right circle and will be timed. Immediately following the second lap, the vehicle will enter the left circle for the third lap. The fourth lap will be on the left circle and will be timed. Immediately upon finishing the fourth lap, the vehicle will exit the track perpendicular to the figure of eight and moving in the same direction as entered.

Acceleration

Wednesday 09:00-15:00

D 5.5.1 The acceleration course is a straight line with a length of 75 m from starting line to finish line. The course is at least 5 m wide. Cones are placed along the course at intervals of about 5 m. Cone locations are not marked on the pavement

D 5.2.3 Staging - The foremost part of the vehicle is staged 0.30 m behind the starting line. Vehicles will accelerate from a standing start.

Autocross

The endurance lay-out will be used for the autocross event. Passing zones will be replaced by slalom sections. Cars will be staged at the start line. After the green flag is waved, the driver completes 1 full lap. Returning to the start area is done by taking a short cut.

Endurance

D 7.2.1 Before entering the event, each CV's fuel tank must be filled to the fuel level line (see CV 2.6.3, "Fuel Level Line") at the fueling station. During fueling, once filled to the scribe line, no shaking or tilting of the tank, the fuel system or the entire vehicle is allowed.

D 7.2.6 The first driver will drive for 11 km and will then be signaled into the driver change area.

White flag

D 7.2.9 For CV, the second driver will proceed directly to the fueling station. The tank will be filled to the refill mark and the amount of fuel will be recorded.

D 7.2.10 For EVs, the second driver will proceed directly to the data logger download station, where the data will be downloaded.

The Endurance starting order will be based on the autocross results to ensure vehicles of similar potential are on track at the same time.

A maximum of 4 cars will be on the track at any given point.

The organization may schedule breaks during the event (after every team on track has completed it's run) to retrieve broken vehicles.

Track Map

