



**AUCKLAND CAR CLUB
MOTOR RACE MEETING
SUNDAY 15 OCTOBER 2017
PUKEKOHE PARK RACEWAY**



**STANDARD SUPPLEMENTARY REGULATIONS – PART TWO
(Incorporating Clerk of the Course written briefing)**

Race Enquiries To: Craig Holmes
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On-line Entry Website: www.aucklandcarclub.co.nz/entry/login.php

Motorsport New Zealand organising permit number 170592.

1. OFFICIALS OF THE MEETING

MotorSport New Zealand Steward	Mark Oetegenn
Secretary of the Meeting	Craig Holmes
Clerk of the Course	Brett Davy
Assistant Clerk of the Course	Angela Leech
Competitor Relations Officer	Ian Barlow, Paul Beautyman
Chief Scrutineer	Mark Sheehan
Accident Investigator	Kim Fisher
Chief Timekeeper	Sam Thomson
Judge of Fact (Start/Finish)	Sam Thomson
Race Control	TBC by The Motorsport Club

2. WITHDRAWAL FROM THE MEETING

It is essential that any withdrawal from the event is advised to the Secretariat.

3. SECRETARIAT

The Secretariat is located in the Administration Building near the pit crossing.

4. PRACTICE/QUALIFYING

Assemble in the pit lane at the pit crossing. When the signal is given, move up the pit lane to the pit exit. The qualifying session will commence when the green light and/or flag signal is given. Drivers should familiarise themselves with the appropriate markings on the circuit noting entry to pits (deceleration zone) and exit from pits (acceleration zone). **DO NOT CROSS THE YELLOW LINE AT PIT LANE EXIT.** When the chequered flag is displayed – reduce speed and return to your pit. The pit entry is after the hairpin.

5. RACES

The dummy grid assembles on the tar-seal behind the race control building. It is the driver's responsibility to know what grid position they are in before coming to assemble on the dummy grid. If you are unsure, please speak with your series coordinators. The grid marshals will assist you into your grid position (or row placing if a handicap). The run order and start type for the races is as per the published race program. Competitors need to be in the assembly grid area no later than the previous race field performing their warm-up lap – public address system calls may not be made.

6. START: GRID RACES

Will be by lights. Should it not be possible to have the start lights operating, grid starts will be by flag. Should this be required an announcement will be made via a bulletin and when available the Pit PA.

7. START: HANDICAP RACES

Will be by flag from the grid position row you have been allocated. As each group or car is flagged away roll-up to the start line (with exception of Northern Muscle Cars who remain in their grid positions). The starter will be positioned at ground level on the pit side of the start area.

8. **MECHANICAL FAILURE**

Should this occur, move off the racing line and park as far off the track as possible. Vacate the car and go to a place of safety, behind the first line of defence. If you are dropping oil, it is essential that you do not continue around the track. The gate to the back of the pit paddock will be open beside flag point 3 should you need to use it. Please indicate to the nearest marshal what assistance is required.

9. **OFF TRACK EXCURSIONS**

Re-join the circuit as near as possible to where you left it. Should you gain advantage over other competitors, drop back into the running order where you were before the incident. Failure to do this may result in a penalty.

10. **RED FLAG**

Red flag during race on the first lap will be a full race restart. Red flag on all subsequent laps will be a Safety Car restart and all vehicles will proceed to the red flag control line (located just before the GT Radial bridge) in single file and stop at that line.

It is imperative that the lead car be on the pole position so all cars that are in front of the lead car should proceed (when directed by a grid marshal or signalled by the safety car observer) around the track and re-join at the rear of the grid. Do not reverse back to the rear of the grid as you will put yourself a lap down as you won't have crossed the timing beam.

11. **YELLOW FLAG**

No passing under yellow flags is permitted at any time. Please do not attempt to redress if you do pass under yellow as it puts the other competitor in breach of also passing under yellow. A drive through penalty may be implemented for an infringement of this rule.

12. **WHITE FLAG**

A white flag will be displayed at flag point 1 to indicate to drivers on the track that cars are joining the circuit at less than racing speed at pit exit. A white flag will also be displayed at any flag point to warn of a slower moving vehicle ahead.

13. **BLUE FLAG**

A blue flag will be displayed at pit exit to indicate to drivers who are joining the circuit at less than racing speed at pit exit (keep right). During practise a blue flag displayed at any flag point indicates that a faster car is about to overtake you and during race that you are about to be lapped.

14. **SAFETY CAR PROCEDURE**

Once the Safety Car is positioned in front of the highest placed vehicle on the circuit at that time, no further repositioning of vehicles shall occur. If that highest placed vehicle on the circuit subsequently pits, the remaining vehicles shall continue in the order that they are lined up behind the Safety Car.

When the Clerk of the Course calls in the Safety Car, it will turn off its flashing lights and return to pit lane. **Do not inhibit the safety car from entering pit lane!**

The pole vehicle may fall more than three (3) car lengths behind the Safety Car in order to avoid the likelihood of an accident before the Safety Car leaves the circuit.

The vehicle on pole position will control the speed until the signal to start is given.

No erratic acceleration or braking, nor any other manoeuvre likely to impede other competitors is permitted.

Drivers may break the single file requirement but maintain the three (3) car lengths once the Safety Car Control Line has been passed. This is the white line just past pit entry. No passing is permitted until the green light and or flags have been shown.

Racing will recommence when the start signal (green light or flag) is displayed. All flag points are to withdraw their yellow flag and SC board or extinguish the light(s) of the signal light system.

If the race ends while the Safety Car is deployed **ALL** vehicles will take the chequered flag without overtaking.

15. **SAFETY CAR DEPLOYMENT**

Should a safety car be deployed, the flag points will display a waved yellow flag and a safety car board. Light signals around the track will flash yellow lights with an SC in the diagonally opposite corner. Drivers should line up in single file behind the safety car with no overtaking allowed. Drivers are to leave no less than three car lengths between themselves and the car in front. The point with the incident or recovery taking place will also show waved flags to indicate extra care required in their area.

When it is safe to resume racing, the safety car will turn its lights off at the entry to turn 10 (final sweeper). The safety car will maintain speed up the hill, before exiting into the pits near the pit entry. The car immediately behind the safety car should hold their speed to allow the safety car to pull away and enter the pits. Once the safety car exits the circuit, the start/finish lights and marshal will display a green flag/light and you can resume racing.

Should the safety car lights remain on after turn 10 and the safety car pulls into pit lane there is most likely a serious incident on the front straight and competitors must follow the safety car into and through pit lane to bypass the incident.

16. **REFUELLING**

All competitors should be familiar with the Motorsport New Zealand Code of Practice for Motorsport Fuel – Storage and Handling, version 02-09.

However, in brief:

- You should store no more than 40 litres per car in the pit garage. We recommend it be kept in a separate location if you are sharing a garage.
- You should have a 4.5kg dry powder extinguisher for each car in the pit garage and a pit crew member familiar with how to use the extinguisher ready to use it.
- Fire resistant protective overalls, balaclava, gloves, etc. are recommended for crew refuelling the car and performing the role of Fire Marshal with the fire extinguisher at the ready.

17. **PIT PADDOCK ETIQUETTE**

- Dogs – not allowed in the internal pit paddock area.
- Alcohol – there is to be no alcohol consumed in the pits until after the last event of the day.
- Cigarettes – there is no smoking in pit lane, pit garages or marquees.
- Footwear in pit lane – covered footwear must be worn in the pitlane.

Please note that children need to be supervised in the pit paddock at all times and any motorised vehicles are to be ridden and driven by license holders only. Please remember that scooters, pushbikes and skateboards are to be kept under strict control.

18. **GARAGES AND PIT AREA**

When jacking on any asphalt area competitors are required to use jacking boards for the jack and base board for sitting any axle stands on. Anyone using the garages must unload and then move the trailers and support vehicle leaving the rear of the garages free.

19. **SAFETY**

The Clerk of the Course reserves the right to exclude, either before or during the race, any vehicle or driver which is considered to be unsuitable or unsafe.

20. **FINAL POSITIONS**

The first, second and third place positions and all subsequent positions will be the cars that finish in that order upon crossing the chequered flag. These will be the cars that have completed the most race distance/laps upon the flag fall.

21. RETURN OF HIRED TRANSPONDERS

It is important that these transponders are returned to the documentation room by pit crossing after your final race.

PRODUCTION RACE SERIES ONE HOUR ENDURANCE RACE

22. QUALIFYING

Each driver must qualify and two qualifying sessions will be held. If the vehicle has two drivers then both drivers must do one of the qualifying sessions each. No more than two drivers are allowed per vehicle. If a vehicle has two drivers the grid position will be determined from the fastest lap time of either driver despite which driver qualified the car or which driver starts in the car.

23. RE-FUELLING

Refuelling will be carried out in pit lane in the designated refuelling bays which are located outside the last pit garage (closest to the GT Radial Bridge) and in view of the fire intervention vehicle. There will be a dedicated fire marshal equipped with a 9kg extinguisher on hand. The person re-fuelling may be either the driver or one of his crew members and must be in full protective gear including approved balaclava.

Should your vehicle's fuel filler point be located on the same side that your exhaust exits or if you have a fuel cell that is filled from inside the car then your engine must be switched off when refuelling.

The organisers reserve the right to inspect and if necessary approve refuelling equipment prior to it being used.

Competitors should be familiar with and adhere to the MotorSport New Zealand Code of Practice for Motorsport Fuel – Storage and Handling, version 02-09.

24. COMPULSORY PIT STOP

At some stage during the race whether you need to refuel or not you must come into the pits for a compulsory stop. During this stop the driver must exit the vehicle and remove the length of tape that will be located on the driver's side of the rear windscreen. You must then re-enter the vehicle and do up your safety harness prior to moving from your stationary position.

For vehicles that have more than one driver then the second driver may take over and enter the vehicle at this pit stop once the driver from the first stint has removed the tape. The second driver must not enter the vehicle prior to this or the penalty will be 15 seconds added to your race time.

25. NEXT AUCKLAND CAR CLUB RACE MEETING

The next race meeting will be held on Saturday 9 December 2017 at Pukekohe.

Issued by the event Clerk of the Course: Brett Davy MSNZ Licence No. 985469Y 30/06/2019.

26. PROGRAMME OF EVENTS

The following is the intended programme of events. In accordance with Appendix Four Schedule Z, the organisers reserve the right to amalgamate or delete any event or cancel any race should less than ten entries be received by the closing date.

Venue: Pukekohe Park Raceway

Circuit: 1

Race Date: 15 October 2017

7:30am	Documentation			
8:15am	New drivers' briefing – held in the CotC office upstairs			
8:15am	Special briefing for One Hour Race competitors (held by Production Race Series coordinator).			
8:15am	Marshalls' briefing			
8:30am	Marshalls on point			
8:45am	Track Clearance			
9:00am	Qualifying	North Island Formula Ford	10 Minutes	
9:15am	Qualifying	Northern and Production Muscle Cars	10 Minutes	
9:30am	Qualifying	Racing Saloons	10 Minutes	
9:45am	Qualifying	Production Race Series – No. 1 Drivers	10 Minutes	
10:00am	Qualifying	All Classic Japanese	10 Minutes	
10:15am	Qualifying	Production Race Series – No. 2 Drivers	10 Minutes	
10:30am	Race 1	North Island Formula Ford	8 Laps	By fastest lap, from qualifying, lights start.
10:50am	Race 2	Northern and Production Muscle Cars	8 Laps	Qualifying order, lights start.
11:10pm	Race 3	Racing Saloons	8 Laps	Qualifying order, lights start.
11:30pm	Race 4	All Classic Japanese	8 Laps	Qualifying order, lights start.
11:50pm	Race 5	Production Race Series	1 Hour	Qualifying order, lights start.
12:55pm	Lunch			
1:25pm	Marshalls back on point			
1:30pm	Race 6	North Island Formula Ford	8 Laps	By fastest lap, from qualifying or Race 1, lights start.
1:50pm	Race 7	Northern and Production Muscle Cars	8 Laps	Full handicap, no roll up. ¹
2:10pm	Race 8	Racing Saloons	8 Laps	Full handicap, roll up.
2:30pm	Race 9	All Classic Japanese	8 Laps	Full handicap, roll up.
2:50pm	Race 10	Production Race Series	8 Laps	Qualifying order, lights start.
3:10pm	Race 11	North Island Formula Ford	8 Laps	By fastest lap, from qualifying or Race 1 or 2, lights start.
3:30pm	Race 12	Northern and Production Muscle Cars	8 Laps	Full handicap, no roll up. ¹
3:50pm	Race 13	Racing Saloons	8 Laps	Full handicap, roll up.
4:10pm	Race 14	Production Race Series	8 Laps	Full handicap, roll up.
4:30pm	Race 15	All Classic Japanese	8 Laps	Full handicap, roll up.
4:50pm	Race 16	Production Race Series	8 Laps	Full handicap, roll up.
5:10pm	Event conclusion	Circuit handed back to Pukekohe.		

¹ Northern Muscle Cars are to be assembled on the starting grid in grid position as advised by the grid marshals. The starter will flag each row away from that grid – don't roll up.