



RULES AND REGULATIONS

Presented by



MOMENTUM Performance Driving Academy

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Revision History

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201602.29	2/29/2016	Original Release
201604.17	4/17/2016	Updated logo, run group descriptions

Changes from previous revision are in blue text

MOMENTUM Performance Driving Academy

INTRODUCTION

Welcome to the Momentum Performance Driving Academy presented by World Racing League! Momentum is a High Performance Drivers' Education program (HPDE). HPDE programs offer instructed and non-instructed track time in a safe, controlled environment where drivers can learn and polish technique with enthusiasts having similar goals.

Is this program right for you? Momentum is for perfect for:

- Drivers with any level of track experience
- Drivers with no track experience
- Drivers wanting to increase speed, skill and knowledge
- Drivers who want to have fun
- Drivers seeking a competition license
- Your daily driver
- Your autocross car
- Your track day car
- Your race car
- Motorsports enthusiasts living on real-world budgets
- People who want to have fun driving racing circuits in a safe, low pressure environment

HPDE in general represents the lowest cost of entry into organized, track-based motorsports. Most street cars are eligible to run, street tires are fine, and the basic safety gear requirement is a Snell SA-rated helmet with a properly functioning brain inside.

Momentum is the perfect entry point for those interested in road circuit motorsports, but who may not want to undertake the time, complexities and expense of wheel-to-wheel road racing! Novice students spend the weekend with an instructor in the right seat, showing them the ins and outs of performance driving in a safe, controlled environment, until they are ready to go solo. Yes, you are on track with other cars and controlled passing is allowed!

But it's not just for those getting started. Momentum divides drivers into 5 different run groups based on skill and speed to keep things safe and low stress. While Novices have their own run group with 4 track sessions per day, the more experienced drivers and racers in the higher run groups can participate in up to 8 track sessions per day, giving advanced drivers 5 to 6 hours of track time per weekend!

And drivers in the Advanced and Expert run groups can qualify for their WRL competition license.

Momentum Performance Driving Academy operates on stand-alone weekends and in conjunction with World Racing League race weekends. Check the schedule for an event near you.

Disclaimer: Despite the extraordinary advances in safety technology and all industry-standard safety precautions, every form of motorsports carries an inherent risk of property damage, personal injury and in extreme cases even death. Observance of, and strict adherence to safety requirements, instructions, rules and precautions can significantly reduce, but not completely eliminate, these risks.

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ENTER AN EVENT

Check our website at URL for an event near you and click on "REGISTER" for that event. All participants must be registered with current emergency contact information.

- 1 **Entry:** It is the driver's responsibility to ensure he or she is entered and paid before the close of registration
- 2 **Fees:** One flat rate includes one vehicle and one driver. Multiple drivers per vehicle is not permitted
 - a. Cancellation: Paid in full entries are eligible to receive a full refund, less a \$50 administrative charge, if cancellation notice is received by the close of online registration. Cancellations received after online registration closes are eligible for a refund of 50% of fees paid.
 - b. Late registration: Registrations and payments received after the online registration period closes are subject to a \$50 late registration fee.

PREPARE YOURSELF

- 1 **Driver Eligibility:** Any level of experience, including no experience is welcome. Licensed drivers at least 16 years old at the time of the event who are in good general health and who are not under the influence of alcohol, controlled substances or prescription medications that may impair judgment and/or coordination may enter. Minors must have a signed parental consent and minor waiver form on file and a parent or guardian present at the event
- 2 **Driver safety gear:** The level of driver gear required will depend on the car. Driver safety equipment must be in good shape and must meet the minimums following clothing/protective gear while on track, no exceptions:
 - a. **Level 1:** For cars that are street legal with all manufacturer safety system in working order. No race-specific modifications (cage, fuel cell, etc)
 - **Helmet:** Full-face or open-face helmet. No apparent structural damage. Rated Snell SA-2005 or SA/SAH-2010 or SA/SAH-2015 only. No motorcycle helmets. Nomex balaclava (head sock) is recommended
 - **Shirt:** Short or long sleeve tee, polo, button up or blouse, natural fiber only. Any outerwear permitted. Nomex suit or underwear is recommended but not required.
 - **Pants:** Natural fiber full-length required, shorts, skirts etc. are not permitted on track. Natural fiber pajama bottoms or similar permitted over shorts
 - **Shoes:** Closed-toe only, no sandals, flip-flops etc.
 - b. **Level 2:** Cars that have been prepared for and/or log booked for wheel-to-wheel competition
 - **Helmet:** Full-face with face shield. No apparent structural damage. Rated Snell SA-2005 or SA/SAH-2010 or SA/SAH-2015 only.
 - **Suit:** Fire retardant racing suit rated FIA, or SFI 3.2A/5 or higher. SFI 3.2A/1 suits may be worn with Nomex underwear top and bottom. Suit must be in serviceable condition - no holes, tears, mystery stains, etc.
 - **Nomex Balaclava:** required if driver has facial hair, highly recommended for everyone.
 - **Gloves:** Fire retardant, must be FIA or SFI rated with no rips or holes
 - **Shoes:** FIA or SFI rated racing shoes with no rips or holes
 - **Socks:** Nomex
 - **Neck protection:** A commercially manufactured Head and Neck device, such as Hans, Necksgen, etc. is recommended
- 3 **Preparation:** Get plenty of rest the evening prior. Do not show up at the track under the influence of any drug or alcohol, hung over or violently ill. Bring the following items:
 - a. Helmet and clothing as required
 - b. Event Schedule
 - c. Inspection Form
 - d. Water, snacks
 - e. Chair(s) and shade structure/pop up if desired

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PREPARE YOUR CAR

- 1 Vehicle Eligibility:** Most cars are eligible to participate including daily drivers, track cars and race cars. See the following list of eligible vehicles. If you have questions, call us!
 - a.* Mass-produced passenger cars sold in North America weighing less than 4500lbs.
 - b.* Certain performance-oriented SUV's
 - c.* Properly prepared race cars or autocross cars
 - d.* Convertibles with roll bar or factory ROPS (rollover protection system)
 - e.* Not allowed: Pickup trucks, SUV's (except as listed above). Open-wheel race cars, motorcycles, any car not deemed safe or suitable by Momentum staff.
- 2 Car Preparation**
 - a.* Inspection: Use form in Appendix B below or download the car inspection form from (URL) and have your car inspected by a local dealership, repair shop or race shop. Bring the completed form to the event.
 - Self-inspection is allowed by drivers rated Advanced (Orange) above if the car has previously been inspected per Section 2.a above within the previous 24 months
 - Inspection services may be available at the track for a nominal fee, check the event schedule
 - b.* Brakes: Must start the weekend with 40% brake pads available, with system properly bled. No cracks or damage to brake rotors. It is highly recommended that all cars driven on the track use a high temperature brake fluid to prevent boiling, such as Motul 600 or similar.
 - c.* Engine and Drivetrain: Fresh fluids, no fluid leaks. Properly secured battery
 - d.* Exterior: Free of any loose parts, at least two functioning brake lights
 - e.* Chassis: No rust through in structural areas such as shock towers, floor pan, seat or seatbelt mounts, etc.
 - f.* Car Number: Every car must have a number on each side, legible from 50'. Car numbers may not be duplicated within a given run group. Drivers in the WRL Competition Licensing program must also run with an "X" on each side of the car.
 - g.* Interior: Remove all loose objects from the interior and trunk of the car before going on track. Remove floor mats
 - h.* Restraint systems: Fully functional factory seatbelts in good condition, or a properly mounted 5, 6 or 7 point harness in good condition
 - i.* Tow hook: Many cars have a tow hook that threads into a point at the front and rear of the car. Others have tow points located underneath the car front and rear. Know where they are. Install tow hooks before going on track. Rescue crews are not responsible for any damage to vehicles requiring a tow without proper tow hooks/tow points.
 - j.* Tires: Tires must be in good shape with no cuts, bulges, separation, etc. Novices may not use R-Compound tires or race slicks. For all Intermediate, Advanced and Expert drivers, tire choice is open.
 - k.* Race prepped cars must meet World Racing League safety standards

SHOW UP AT THE TRACK

- 1 Waiver:** Everyone entering the facility (inside the gate/fence) must sign the Liability Waiver at the gate prior to entering.
- 2 Parking:** Unless otherwise specified, parking in the paddock area is generally open. Please drop off any trailers in the designated trailer drop area, or park them in a manner that creates an organized, space-efficient paddock. Do not park in the grid area, fire lanes, etc. Garages may be assigned depending on venue.
- 3 Check In:** All participants must check in and collect credentials the morning of the event. Check In area will generally be indoors, look for the signs or flags. Instructors will check in at the Instructors' Meeting
 - a.* Participants must bring their Inspection Form and their helmet in order to Check In
 - b.* Any outstanding fees must be paid prior to receiving wrist band
 - c.* Driver's wristband and Waivers wristbands must be worn on the left wrist during the event

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GET ON TRACK

- 1 **Run groups:** There are 5 run groups divided by speed and skill level. Each group is designated by a colored wrist band. You must wear the appropriate wrist band in order to go on track.
 - a. Green (Novice) – No track experience, or have not graduated to Blue
 - b. Blue (Intermediate) – Mastered basic skills and knowledge, safe to drive solo
 - c. Orange (Advanced) – Mastering advanced techniques
 - d. Purple (Expert) – Instructor-level skills but not qualified to instruct students
 - e. White (Instructor)
- 2 **Schedule:** The run group schedule will be posted in the paddock. The general schedule is included in this document as “Appendix A”. Run groups may be combined during the day except the Novice group
- 3 **Driver’s Meeting:** There will be a mandatory Drivers’ Meeting on Saturday morning approximately 30 minutes before hot track.
- 4 **Novices:** Any driver assigned to the Novice (Green) group will have an Instructor in the car with them at all times while on track
 - a. The first novice session of the weekend will be helmetless, at pace lap speed (50mph max)
 - b. The Instructor will drive first-time student’s car for the first two laps of the helmetless session to familiarize the student with the track
 - c. Novices may not run on R-compound tires or racing slicks
- 5 **Classroom sessions:** Scheduled classroom sessions for your run group are mandatory
- 6 **Grid:** Run groups will be called to grid per the event schedule at approximately 5 minutes prior to their hot track time
 - a. Line up on grid, helmet on and strapped, ready to go on track. Follow the instructions of the Grid Marshal
 - b. Show wristband to the Grid Marshal
 - c. Indicate you are ready to go on track by giving the grid marshal a “thumbs up”
- 7 **Course Etiquette**
 - a. Passing: Passing zones will be identified per track and vary by run group. The higher the run group, the more passing zones. Safe and drama-free passing requires that everyone adhere to the following rules-
 - Making a pass: It is your responsibility to plan and execute a safe pass, maintain racing room at all times
 - Being passed: It is your responsibility to check your mirrors, hold a consistent line, be predictable, use hand signals and to maintain racing room at all times. Lift off throttle if necessary to allow car to complete the pass safely. Do not give a point by and then race the car to the next corner
 - b. Loss of control: A spin or four wheels off incident resulting from a lack of control or over driving the car/course will result in the driver being black flagged for a discussion on Pit Road
 - Once you start to spin, depress clutch and brake and hold until car comes to a complete stop. Do not allow car to roll backward
 - To rejoin the course, make sure you clear oncoming traffic first
 - Multiple spins and/or four-offs by the same driver during a session, or even over the course of the day, may require a demotion or suspension of participation for a period determined by the CDI
 - Reckless or dangerous behavior on course is a black flag offense. CDI will determine disciplinary action up to and including ejection from the premises
 - c. Hand signals:
 - Give faster drivers a point by. Point to the side you want them to pass on. Never point in the direction YOU plan to go
 - If being overtaken by multiple cars, give each car an individual point by
 - Driver tapping rearview mirror: “I see you, I know you are there”
 - When pitting or off pace, hold hand up to signal traffic behind, typically left hand out driver’s window

NOTE: Car-to-car contact is not permitted. Any driver initiating contact or found to be “at fault” for a contact incident will be subject to demotion or removal from the program at the CDI’s discretion.

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- 8 Promotion:** Student may move up to the next highest group by demonstrating mastery of the skills expected in his or her current run group, and getting a check ride with an instructor assigned by the CDI
- a.* Check ride will only occur with the instructors recommendation and CDI permission
 - b.* Upon completion of the check ride, the instructor will make his or her recommendation to the CDI
- 9 Social:** Drivers get together for social time on Saturday after the track goes cold. Stick around for a drink and a snack, and talk about cars, racing and everything else motorsports.

WRL COMPETITION LICENSING PATH

- 1** Students wishing to enter into the WRL Racing License path must adhere to the following rules:
- a.* Driver must be rated Orange (Advanced) or higher
 - b.* Blue (Intermediate) drivers may petition for inclusion and must be recommended by an instructor or CDI
 - c.* Complete the Licensing program with no incidents, missed flags, loss of control, etc.
 - d.* Demonstrate the knowledge and skills in Appendix C to the instructor's satisfaction
 - e.* Attended the Competition License classroom session
 - f.* Run any required designators on car (i.e. an "X" on each side unless otherwise specified)
 - g.* Bring the driver safety gear as mandated by the WRL rules for inspection

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APPENDIX A – General Run Group Schedule

This is an EXAMPLE of the standard schedule for all events. The schedule may be altered for specific events based on available track time, run group subscription and delays during the day.

6:00a		Gates open
6:30	All	Check In starts, Novice - Solo 3
7:30	Instructors	Check In, Meeting in Classroom
7:40	All except Instructors	Drivers' Meeting

Time	Group	Classroom	Special instructions
8:00	White/Purple	Green	Hot track begins
8:24	Orange/Blue		
8:48	Green		First session on Saturday is helmetless. Full course Yellow for this session
9:12	Purple/Orange		
9:36	Blue		
10:00	White/Purple	Green	
10:24	Orange/Blue		
10:48	Green		
11:12	Purple/Orange		
11:36	Blue		
12-1pm	Lunch		Track cold for 1 hour
12:15	Parade Laps		Friends and family welcome. No helmets, no passing or "slingshotting", street speeds.
1:00	White/Purple		Hot track begins
1:24	Orange/Blue		
1:48	Green	Blue	
2:12	Purple/Orange		
2:36	Blue	Green	
3:00	White/Purple		
3:24	Orange/Blue		
3:48	Green		
4:12	Purple/Orange		
4:36	Blue		
5:00	End		Cold Track
5:10	ALL		Social on Saturday

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APPENDIX B – Vehicle Inspection Form

Driver Name:	Car Number:	Car color:
Car Year:	Car Make:	Car Model:

	Helmet: SA 2005, 2010 or 2015 rated helmet. No cracks; chin strap in good condition.
	Rollover protection: Original roof, factory ROPS (rollover protection system) or roll bar. Top of helmet must be >1" below the roll bar/ROPS protection area with driver seated in normal driving position
	3-point factory seat belts or 5+ point harness in good condition, no fraying, weathering or stretching evident
	No loose exterior panels on body or undercarriage, chassis must be structurally sound
	No cracks in windshield that impair vision or that extend from one side to any other
	A minimum of two rear view mirrors that offer a clear view of traffic approaching from the rear
	Gas cap seals properly
	All fluids recently changed and topped off. No leaks
	Front and rear suspension in good condition, including boots, ball joints, seals, bushings, struts. No excessive wear or play. No damage to mounting points, pivots or perches
	No excessive play in wheel, no binding. Rack or ball securely mounted, tie rod ends in good condition
	Throttle return operates properly
	Exhaust in good condition with gasses exiting aft of the driver's seat back
	Drive belts in good condition
	Electrical system in good overall condition
	Brake rotors show no signs of excessive wear, cracking or damage. Brake pads at 40% or greater. All brake lights operational
	Brake fluid flushed once per year. Recommend high performance fluid to prevent boiling (ex. Motul RBF600)
	Tires in good condition - no cracks, cuts, cords showing, separation or blisters. Speed rated appropriate tires. Sufficient tread thickness and appropriate inflation (Novice group may not use R-comp or race slicks)
	No missing lug nuts. Lug nuts properly torqued
	Wheel bearings: Proper and free rotation. No looseness in hub.
	Battery positively secured

In consideration of my participation in this event for myself and additional drivers, I have checked the above items and certify that they meet or exceed the requirements. I agree to indemnify and hold harmless the organizers of this event, their agents, sponsors, partners, heirs and assigns with respect to responsibility for the condition and preparation of my car, or any subsequent mechanical failures or resulting damage to my car and for injuries to its occupants or others as a result, direct or indirect, of any such failures. I acknowledge that at all times I remain solely responsible for the safety and road-worthiness of my car, and that I am not relying upon this inspection as the sole or primary basis for deciding to enter this car in this event. I hereby declare and certify that I have no physical or mental conditions which could jeopardize myself or others if I participate in this event.

ALL OF THE ITEMS ON THIS TECHNICAL INSPECTION SHEET HAVE BEEN INSPECTED OR SERVICED AS NECESSARY TO MEET THE MINIMUM STANDARDS SET FORTH HEREIN. The tech inspector's signature below does not imply compliance with the above requirements. It serves only as witness to the driver's signature that warrants compliance.

Driver's Signature:	Date:
Inspector Signature:	Inspector Name or Shop
	Date:

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APPENDIX C – WRL Competition License Instructor Approval

Chief Driving Instructor,

Your driver is presenting this form because he or she is applying for a World Racing League license. World Racing League does accept HPDE advanced run group standing and HPDE Instructor qualification as sufficient demonstration of the skills and knowledge required to start racing wheel-to-wheel in an amateur series.

Please acknowledge that the driver identified on this form holds a solo-qualified, open passing, advanced or instructor ranking in your program and consistently demonstrates the skills and knowledge listed below. Alternately, you may send an email to info@RaceWRL.com to confirm this student.

Driver: _____

Driver consistently demonstrates the following skills and behavior

	Checks corner stations
	Understand and obeys flags
	Looks ahead
	Checks Mirrors
	Situational awareness
	Understands racing/driving line
	Smooth inputs
	Understands car control
	Off-line passing
	Passing in turns
	Uses hand signals
	Threshold breaking
	Trail braking
	Throttle steer
	Follows instructions

Notes: _____

I acknowledge that the driver named possesses the skills listed above.

Chief Driving Instructor

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APPENDIX D – The Fine Print

Even though some people aren't interested in such things, we're printing them here to cover our collective butts. You are responsible for knowing this information even though you may never need it or care to know it (or not).

Momentum Performance Driving Academy is a program developed by World Racing League LLC, a Texas Limited Liability Company.

Racing, HPDE and driving fast on a closed circuit involves inherent risk to life, limb and property. You are participating of your own volition and at your own risk. World Racing League, Momentum, and host tracks in no way makes any guarantee, promise or assurance of, or in regards to your health or safety.

Everyone entering the premises where a World Racing League/Momentum event is taking place will sign the Liability Release form before entering the property. In plain English this means that we're not responsible for anything that might happen to you during the event and you are signing a document that states that you understand the risks involved and hold the organizers, officials, track, other participants etc. harmless. At the same time, the waiver protects you in the same manner should you cause damage or harm.

World Racing League/Momentum is in no way responsible for injury or loss. You, as an individual, are responsible for providing adequate medical insurance for yourself, or in the absence of such, you are primarily responsible for any medical bills you may incur as a result of attending or participating in an event whether WRL/Momentum carries any supplemental medical insurance or not. Likewise, you and only you are responsible for property damage caused by you and/or caused to you. World Racing League/Momentum will not reimburse you for loss or damage to your car or other property, or mediate between parties. If you damage the facilities at a venue rented by World Racing League/momentum, you may receive a bill. If you wreck someone else's car, that's between the two of you.

The Rules governing Momentum are subject to change at any time to address safety issues. There will invariably be times where an issue is not specifically covered by a rule. In that case, the officials will exercise their discretion and common sense in the interest of safety. The ruling of officials is final, there is no appeals process. Don't beg us, bribe us or yell at us.

World Racing League/Momentum may deny anyone entry to an event for any reason. World Racing League/Momentum may eject from the premises any car, driver, spectator, friend or relative at any time for any reason related to personal or public safety, illegal activity, or the orderly conduct of the event.

World Racing League/Momentum reserves the right to change event dates, times, schedules and formats and/or cancel events for any reason within our control or outside of our control. If we cancel, we will transfer entry fees to another event or otherwise do our best to make you whole, including issuing refunds.

All World Racing League/Momentum and WRL/Momentum logos containing "World Racing League". "WRL" and/or the WRL "Flying Coupe" image, or Momentum, Momentum Performance Driving Academy, or the Momentum logo image are trademarked material and may not be reprinted, reproduced or re-used for any purpose without the consent of World Racing League LLC.

World Racing League/Momentum reserves the right to use images, audio and video of you and/or your car, taken by anyone at any WRL/Momentum event, for the purpose of marketing, promotion, advertising, sales, magazine covers, merchandise, etc. without regard to royalties, fees or any other form of compensation.

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APPENDIX E - Standard Road Racing Flags

Flags are used to allow race officials to communicate with drivers. Every flag has a meaning, know them all! Make sure you are looking up, and looking down course while racing so that you can see and identify flags when they are displayed. Missing flags can result in a penalty or worse, a serious incident!



Green Flag - Go! Race is on. Hammer down, it's party time!



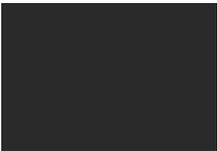
Red Flag - Stop. Bring the car to a quick but safe stop on either side of the paved surface. Wait there for directions from a worker or official, do not exit the car, do not remove your harness or helmet, etc.



Yellow Flag - Caution, something potentially dangerous lies ahead. Slow down, NO PASSING. You are under the control of the Yellow Flag station from the time you reach that flag station until the following two condition are met: (1) You pass the incident that caused the Yellow Flag, and; (2) You do not see a Yellow Flag at the next manned flag station.

There are two types of Yellow Flags, it's important to know the difference:

- 1) Standing or Stationary Yellow - Flag is displayed but not waiving. There is a potential danger ahead but it's off the racing line. Slow down to 70% of racing speed.
- 2) Waiving Yellow - Waiving denotes urgency. There is an immediate danger ahead on the racing line, or in an impact zone, etc. Slow down to 50% racing speed or less and use extreme caution.



Black Flag (opened) - You have screwed the pooch. This flag will be displayed and the offending car will be identified with a point or a number board. Safely enter Pit Road and talk philosophy with a friendly race official.

Black Flag (furled) - The Black Flag will be wrapped around the stick, and the worker will shake it at the offending car as one would shake their finger at someone while giving them the business. You've done something wrong and you probably know what it is, keep racing but knock off the shenanigans.



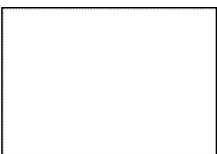
Black Flag with a Red or Orange Ball - Meatball Flag, aka Mechanical Flag. Your car has been observed with a possible or definite mechanical issue. Go to your pit or garage and make repairs before you oil down or otherwise mess up the track.



Red/Yellow Stripes - Debris Flag, aka Oil Flag, aka Surface Flag. There is something on the track ahead that you need to know about. It may cause damage to your car or cause a loss of traction. You must identify the exact debris yourself and remember where it is. Regardless of how long the issue persists, the Debris Flag will only be displayed for 2 laps.



Blue Flag with Yellow Stripe - Passing Flag aka Mirror Flag. Faster (than you) traffic is approaching from behind and will be passing you soon. Check your mirrors, be predictable and give a point-by as appropriate. A waiving passing flag indicates urgency; fast rate of closure from behind.



White Flag - Slow moving or off-pace vehicle ahead, often an Emergency Vehicle (EV). Unless accompanied by a Yellow Flag, you may maintain speed BUT pass wide and carefully. Do not race another car or cars to, and around an EV! EV's are a rolling No Passing zone.