

WORLD RACING LEAGUE

RACE INFORMATION

(updated Apr 12, 2016)

TRACKVIA GRAND PRIX

High Plains Raceway

Deer Park, CO

May 7

12 hour enduro

Online Registration closes April 23, 2016

FRIDAY May 6

7:00am – 10:00pm	Gates open
8:00pm – 5:00pm	Open Track Day (registration link on WRL Schedule page)
2:00pm – 6:00pm	Check In, Car and Gear inspection (race) <ul style="list-style-type: none">• Safety and Classing for new teams• Update annual Safety if required• Update classing for cars that have been altered• All drivers must get a current helmet sticker• Finalize entry, collect team credentials• Verify transponder number
6:30pm	Social and Drivers' Meeting

SATURDAY

6:00am – 10:00pm	Gate Open
7:30am	Workers meeting Cars on pit road
7:40am	CARS ON GRID
7:55am	Pace laps
8:00am-8:00pm	12 hour enduro



WORLD RACING LEAGUE

RACE INFORMATION

GROW THE SERIES - HELP PROMOTE WRL BEFORE, DURING AND AFTER!

You are part of WRL and have a vested interest in helping the series grow – the more participation we get, the more races we will schedule! You can reach people directly that we can't, so make sure you are sharing the news! Share our Facebook and Twitter posts. Use the promo videos on our YouTube channel. Post on forums and talk to drivers at other events. Post your own WRL race updates and pictures to your Facebook page. Everything you do reaches more people who in turn reach out to others. Your efforts will pay off with more teams and more races at more tracks!

GENERAL INFO

1. Please make sure you have read and understand the 2016 Rules available at www.racewrl.com
2. You must list all drivers and their email address when registering. This is for the new Go2Grid app we are using in 2016
3. NOTE that the DRIVERS' MEETING is Friday evening. We're different that way, it's a good time to talk about the race and socialize, and it takes some of the hurry-up stress out of Saturday mornings.
4. All cars will be issued a digital logbook at this race. If you have a 2015 WRL logbook, make sure you bring it with you.
5. If your car has not been classed, or needs to be re-classed, proceed to the scales area for the Intercomp Weigh In, and from there you will meet with a steward to go over your Disclosure and class your car
6. If your car has already been classed for 2016 with current safety inspection you may proceed directly to Check In. If your car has not been weighed this year, it must be re-weighed.
7. You can get your driver's gear checked at any time on Friday. There is no driver gear inspection on Saturday. If you can't be there Friday send it with a team mate.
8. Drivers' meeting/Social – Beverages served during the drivers' meeting Friday evening

PIT & Paddock

1. Pit assignments will be provided at Check In. Please do not unload until you know where you're going.
2. **No repairs on pit road. Pit Road is for fueling, driver or tire changes and air/oil check only**
3. **Right lane is for through traffic (entering and exiting pit road). Do not drive in the left pit road lane**
4. Cars will be safely supported on jack stands before any work underneath the car
5. No smoking in buildings or on Pit Road.
6. Speed Limits: Pit Road 30 MPH. Paddock 10 MPH
7. Stop at pit out COMPLETELY every time
8. Must have current helmet sticker to go on course
9. Restricted areas: No one under 16 permitted on pit road.
10. Pit bikes/vehicles:
11. Anyone operating a motorized vehicle of any type must have a valid driver's license. No children on bicycles in the paddock, please.
12. Leaving the track: When your race is finished, hopefully AFTER the checkered flag, please leave your pit, paddock and/or garage space free of debris, spills, parts and trash

Items team MUST have on Pit Road

Oil Dri, kitty litter, etc.
Non-spill catch pan for fuel port
WRL-legal fuel jugs, NO LEAKS
10 lb. fully charged fire bottle

Items teams should have on Pit Road

Radio or signaling system
Pop up for pit box, tie downs
Chairs
Sun block and weather gear
Water and cooler
Food/snacks
First aid kit

WORLD RACING LEAGUE

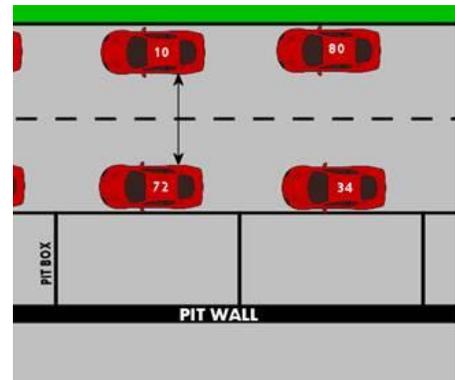
RACE INFORMATION

RACING RULES

1. Race direction will be Clockwise
2. Race clock will run continuously from Green Flag. Checkered flag will be shown to the lead car on its first lap through Start/Finish after time expires.
3. WRL Grid: Cars should be placed on pit road in a double-wide formation directly beside their pit box, leaving a lane between each pair of cars, no later than 30 minutes prior to race start. See diagram below. Cars not gridded and ready to start on time will be bypassed.
4. Start: Double-wide rolling start behind pace car. Field set by class - no qualifying
5. Driving stints: Each driver on the team must drive at least 1 hour during the race. Each driver must rest/sit out for at least 1 hour between driving stints
6. Headlights: Not required
7. Sound limit: 102 dbA, and you must have some form of muffler (see the rules)
8. **Car to car contact is not permitted. All drivers must allow each other racing room at all times, give the cars around you a lane to race in.**
 - a. **All cars involved in contact may be Black Flagged regardless of fault.**
 - b. **Multiple or subsequent contacts by the same team, regardless of driver(s) involved or contact type, will increase the severity of the penalty assessed.**
 - c. **Teams or drivers showing an inability to race safely or cleanly will be placed on probation and/or removed from the series.**
 - d. **Intentional or malicious contact will result in permanent removal from the series. No bump drafting, no retribution.**
9. Passing Rules: It is your responsibility to execute a safe, clean pass. If you are being passed, hold your line and be predictable. Can't hurt to give a point by. Note that dive-bombing does not qualify as "planning and executing a safe pass". Blocking other cars does not qualify as "holding your line and being predictable". Both are a Black Flag offense.

WRL GRID PROCEDURE

In this diagram, car# 72 and Car #10 share the same pit box, and are gridded side-by-side parallel to their assigned pit box. Leave space between cars for EVs and other vehicular traffic



WORLD RACING LEAGUE

RACE INFORMATION

PIT ROAD/FUELING

1. Do not drive in the Left Lane on Pit road. Stay Right, against the track wall unless pulling into pit box or garage
2. Cars will stop completely over (inside) the pit box boundary
3. No one in the pit box until the car is stopped in the box
4. No repairs on pit road. Pit stops are for fueling, driver/tire changes, and air/oil check only. All repairs must take place in the garages or paddock. No exceptions.
5. Pit road speed limit is 30 MPH. Violation of pit speed is a minimum 5 minute penalty at Black Flag, so there is no advantage to speeding.
6. **Fueling:**
 - a. Fuel jugs must be stored on the cold side of the pit wall. Do not store fuel in the garages
 - b. Leaking jugs are a fire hazard. Fix them before the race!
 - c. Master Power switch must be OFF
 - d. **Full fire gear** and helmet for everyone over the wall during fueling. Face shields down
 - e. Only ONE fuel bottle in the pit box at a time. No staging of fuel bottle in hot pits
 - f. 4 crew/1 driver max in the pit box per team. Fireman with 10 lb. ABC fire bottle standing ready
 - g. Fireman should be approx 10 ft. from fuel port, facing oncoming traffic
 - h. No working on car with gas cap off, no cool shirt, no tire pressure
 - i. Use drip pans, clean up spills. Over pour from the drip pan will not be thrown on the pavement
 - j. There is no minimum time on pit road. Showing up at Black Flag not ready to go on track = penalty
 - k. No fueling in garages/paddock. Pit road only

TEAM GUESTS

Non-crew may not be on the pit wall or hot pits. Please have guests stay away from pit wall and fuel jugs/fueling. There are also spectator areas accessible by foot, car or cart that can be reached once you are in the paddock.

DAMAGES TO THE PREMISES

You will be responsible for the damages you cause to the facility, including but not limited to oil spills, barriers, buildings, etc.

INFO ON WRL LICENSING

WRL uses a proprietary app to track and store you logbook information as well as your driving record. The QR code sticker on your helmet is your WRL racing license – don't remove it or damage it. No sticker, no drive. If you are black flagged and are deemed by the steward to be in violation of WRL rules, your helmet will be scanned and the infraction will be entered into your record. Drivers with a demonstrated record of reckless driving, loss of control, disregard for the rules, contact or other recurring infractions will be placed on probation, suspended, or both. Don't share your helmet unless you are okay with being held responsible for the actions of others.

WORLD RACING LEAGUE

RACE INFORMATION

RULES OF THE ROAD

As a road racer in World Racing League you are expected to know and understand the Rules of the Road. Violation of these rules may result in Black Flag penalty, probation and/or ejection from the series.

Passing: You are responsible for planning and executing a safe, clean pass. Give others Racing Room.

Being passed: Hold your line, be predictable. Give a point-by if possible. Give others Racing Room.

Racing Room: Give the other cars around you enough room on the paved surface to safely maneuver their car without coming into contact or leaving the racing surface. In other words, everyone gets a lane to race in. This means you may have to adjust your line and/or speed to navigate safely around other cars.

Passing under Yellow: There is no “giving back” an illegal pass. Pass under yellow will be penalized.

Spin: Once you lose control of your car, engage the brake and the clutch until the car comes to a complete stop. DO NOT allow your car to roll across the track.

Two- and Four-wheels off: Lift, steer straight and bring the car back onto the racing surface gently and predictably when it is safe to do so. No sudden brake or steering inputs.

Re-entry: after spinning or leaving the racing surface, you are responsible for clearing traffic before re-entering the race.

Mechanical failure: Immediately move your car off-line. If your car will not make it to pit road, make sure you do not stop on track or on the racing line, especially apexes and track out areas.

Emergency vehicles (EV): You may pass EVs safely, single-file, on the opposite side of the track. Look for hand signals from the EV. You may not pass another vehicle while also passing an EV.

Dive-bombing: Attempting to pass another car by out-braking them into the corner and taking the inside line/apex away at the last second. This is a Black Flag offense, especially if other cars have to alter their line to avoid you.

Blocking: Altering your line with the expressed intent to prevent a faster car from passing. This is a Black Flag offense.

Who owns the line? No one does. You own the space your car currently occupies. As a general rule in turns, it doesn't matter where one car's nose is in relationship to the other car's chassis, door, wheel, etc, if it has established position next to the other car at or before turn-in, both cars will give each other racing room. This applies whether the car is on the outside, inside, middle, etc.

Flags: You are responsible for knowing and heeding flags. In particular:

- Standing yellow – Approx 75% racing speed – incident off of the racing surface, beware. No passing
- Waving yellow - 50% racing speed. Incident on the racing surface. Extreme caution in this area. Slow down, no passing
- No passing under yellow from the first station displaying the yellow flag until you pass the incident AND do not see a yellow flag at the next station.
- Red flag - come to a safe, controlled stop on one side of track and await further instruction.
- Open black - report to Black Flag Station immediately. Do not send teammates to the Black Flag station, do not stop in the pits or paddock before stopping at Black Flag.
- White – EV or slow vehicle on course, pass with care, single file, wide berth

Gulf Racing Fuels

Order Gulf Racing Fuel for this race or for any other application and Gulf will deliver it to you at the track. Teams earn \$1 off a future race entry for every gallon purchased. See the order form on the website at www.racewrl.com/schedule

WORLD RACING LEAGUE

RACE INFORMATION

Track Rules

- Camping: Allowed in the campgrounds. Quiet hours 10pm-6am
- For track information: <http://www.highplainsraceway.com>

Hotels, Vendors and Local Information

- For RV, camping, hotel and lodging Information: Hotel and other info: <http://www.highplainsraceway.com/amenities-lodging.html>

**CLEAN UP BEFORE YOU LEAVE. DO NOT LEAVE CARS, CAR PARTS, SPILLS, JUGS OF OIL ETC. AT THE TRACK.
Anything that will not fit in a trash can must be packed out.**

WORLD RACING LEAGUE

RACE INFORMATION

Track Map

