



**Plasma-Tracks Trophy Run  
National Corvette Museum  
November 5-6, 2016**

# EVENT SCHEDULE

## FRIDAY Nov 4

6:00am – 10:00pm	Gates open
8:00pm – 5:00pm	Open Track hosted by NCM to be determined
3:00pm – 6:00pm	Check In, Car and Gear inspection <ul style="list-style-type: none"> <li>• Safety and Classing inspections for new teams</li> <li>• Update annual Safety if required</li> <li>• Update classing/weigh-in for cars that have been altered</li> <li>• New and annual gear check</li> </ul> All team captains must: <ul style="list-style-type: none"> <li>• Finalize entry, collect team credentials</li> <li>• Verify transponder number</li> </ul>
6:30pm – 7:30pm	Social and Drivers' Meeting

## SATURDAY

6:00am – 10:00pm	Gates Open
8:45am	Workers meeting
<b>9:00am</b>	<b>CARS ON GRID</b>
9:20am	Pace laps
9:30am-5:30pm	8 hour enduro
5:00pm	Awards for Saturday

## SUNDAY

6:00am – 7:00pm	Gates Open
7:45am	Workers meeting
<b>8:00am</b>	<b>CARS ON GRID</b>
8:20am	Pace laps
8:30am-4:30pm	8 hour enduro
5:00pm	Awards for Sunday
7:00pm	Paddock clear

## HIGHLIGHTS

1. Read the rules, they're less than 15 pages total. "I didn't know" is never an excuse
2. Everyone inside the gate must sign the waiver and wear the waiver wristband (left wrist)
3. Avoid probation - Know and follow the WRL passing rules and no-contact philosophy (below)
4. Remember you are at an endurance race. Total laps is far more important than FOD
5. Do not send a team member to Black Flag to ask why your car is being black flagged
6. Please be respectful of the track, staff, safety workers and other racers/guests.
7. When you depart, leave no evidence that you were there. Please clean up.

## TEAM CAPTAIN INFO

1. You must list all drivers and their email address when registering. This is for the new app, see “Go2Grid App” below
2. 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.
3. If you have not weighed your car in 2016 and have a 2015 WRL logbook, make sure you bring it with you.
4. If your car has not been classed in 2016, 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
5. Drivers can get their driver’s gear checked at any time on Friday afternoon. There is no driver gear inspection on Saturday. If you can’t be there Friday send it with a team mate.
6. Drivers’ meeting/Social – Beverages served during the drivers’ meeting Friday evening

## PIT & PADDOCK RULES

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. Do not drive in the pit boxes! Stay in the through lane against the track wall unless pulling into pit box
4. Pit road speed limit is 30 MPH, paddock limit is 10 MPH. Violation of pit speed is a minimum 5 minute penalty
5. Cars will stop completely inside the pit box before any crew goes over the pit wall
6. Cars will be safely supported on jack stands before any work underneath the car
7. No smoking in buildings or on Pit Road.
8. No fueling or fuel storage in the garages
9. Stop at the Black flag station at pit out COMPLETELY every time you leave pit road
10. Must have current helmet sticker to go on course
11. Restricted areas: No one under 16 permitted on pit road
12. Pit bikes/vehicles: Anyone operating a motorized vehicle of any type must have a valid driver’s license. No children on bicycles in the paddock, please.
13. 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

## RACING RULES

1. Please make sure you have read and understand the 2016 Rules available at [www.racewrl.com](http://www.racewrl.com)
2. **Race direction** will be Clockwise.
3. 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. Extensions to the end time for red flags, late starts etc. are at WRL's discretion
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. Minimum drivers = 2
7. Headlights: Not required
8. **Sound limit: 102 dbA @ 50', non-negotiable. You must have some form of muffler (see the rules)**
9. **Car to car contact: 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. Drivers causing or initiating contact may be placed on probation
  - c. Causing contact that results in any car being towed in will result in probation and a driver change
  - d. Intentional or malicious contact will result in permanent removal from the series.
  - e. No bump drafting
10. **Passing Rules: It is your responsibility to execute a safe, clean pass. WRL Passing rules in order of priority are:**
  - a. The car initiating the pass must plan and execute a safe pass.
  - b. All cars must allow each other racing room on the racing surface (a lane to race in)
  - c. The overtaking car must establish position alongside the car being passed before the turn-in
  - d. If you are being passed, hold your line and be predictable. Use hand signals as appropriate

**WARNINGS:** 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. Most avoidable contact happens in turns. If you late brake to try to take the apex away from another car so that you're on his rear corner at the very last second, and there is contact, or if you take the inside line through the corner and push out into another car because you did not adjust your speed, you may end up on probation. Don't push it.

**Remember that this is multi-class racing, it is unreasonable to expect slower cars to drive in their mirrors every second of every lap for a 2-hour stint. Show respect, allow racing room, if in doubt, back out.**

## FUEL STOPS

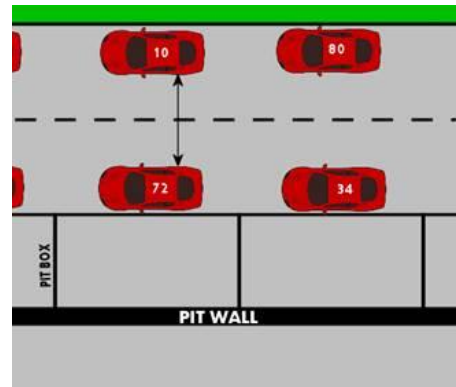
Fueling a hot race car represents a risk of bodily harm. These rules must be followed without exception.

1. No fueling in garages/paddock during the race. Fuel on Pit Road only where we can see you and call rescue if needed
2. Fuel jugs must be stored on the cold side of the pit wall. Do not store fuel in the garages
3. Leaking jugs are a fire hazard. Fix them before the race!
4. Master Power switch must be OFF before fueling
5. **Full fire gear and helmet for everyone over the wall during fueling. All face shields down. NO SNEAKERS!**
6. Only ONE fuel bottle in the pit box at a time. No staging of fuel bottle on hot pits
7. 4 crew/1 driver max in the pit box per team including the Fireman with 10 lb. ABC fire bottle standing ready
8. Fireman should be approx 10 ft. from fuel port, facing oncoming traffic if possible
9. No working on car with gas cap off, no cool shirt, no tire pressure or tire temps, no staging jacks, tires or tools
10. Use catch pans, clean up all spills. Over pour from the catch pan will be disposed of properly
11. There is no minimum time on pit road. However, showing up at Black Flag not ready to go on track = penalty

## WRL GRID PROCEDURE

Cars should be placed on pit road no later than 30 minutes prior to the scheduled start in a double-wide formation, GPX and GP1 cars in the front and GP4 in the back

In this diagram, car# 72 and Car #10 are gridded side-by-side parallel to their assigned pit box. Leave space between cars (a center lane) for EVs, officials and other vehicular traffic



## 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's GO2GRID APP

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.

Your car's information is also stored in Go2Grid. If you change anything to the car's build sheet or if your weight changes, bring it back through inspection before the race. Your car must match the build specs in your disclosure and weigh that same as it's inspection weight (less fuel weight) or you may be disqualified.

## 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](http://www.racewrl.com/schedule)

## 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 turn 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 **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 – Incident off of the racing surface, beware. Slow down as appropriate. No passing
- Waving yellow - 50% racing speed. Incident on the racing surface. Extreme caution in this area. Slow down, no passing
- Full course yellow – Reduce speed, no passing. Pits are open unless otherwise indicated by pit marshals.
- 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 manned corner station.
- Red flag - come to a safe, controlled stop on one side of track, slowly roll to the next manned corner station once you have determined it is safe to do so 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

**Pace Car:** When necessary, the Pace Car will be deployed in front of the overall leader to collect the field. Do not pass the Pace Car unless given a point by



## Track Rules AND Local Info

For track information: <http://motorsportspark.org>

**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.

## Track Map

