

General Requirements

1. Street legal car or track car in good working order
2. Intermediate or above racetracks experience, comfortable driving in traffic and a clear understanding of the flags and their meanings.
3. Car number
4. Approved Helmet
5. In-car Camera
6. Transponder (Number of rental units are available)
7. DOT approved tires

(This list a general overview of requirement, please see rule specifics in GT Race Challenge Overview and Supplementary Race Regulations documents)

GT Race Challenge Overview

Are you ready to take your lapping days and time attack events to the next level?
Are you looking for something more competitive? Are you ready for your next Challenge?

Now is the time to check out the NEW GT-RACE CHALLENGE and build your race track experience level.

The 'GT Race Challenge Series' is owned and operated by GT Race Experience Inc. and is considered a 'Private, Closed, Club Event'.

1- What is it all about?

It is all about camaraderie, safety, sportsmanship and just good fun! There will be specific passing zones on a fully marshalled track, so playing nice is mandatory!

If you are looking for no holds, full on door to door, don't give an inch racing. **This is not the place for you.**

2- Qualifying cars:

Street cars and track cars are permitted (Closed wheel cars only).

Car numbers are mandatory and must be displayed on both drivers and passenger side doors, the back windshield and the upper passenger side corner of your front windshield.

You are responsible for your own technical inspection, however, if your car is seen to be unsafe you may be removed from an event.

Vehicle Noise Limit of 95Db to be measured at 50 feet.

3- Qualifying as a Racer:

NOTE: This is a competitively timed event, not just lapping. Where we keep track of your place in the field. This is intense, with traffic, understand that before you sign up.

Do you have any of the following Experience?

- Do you have a valid road racing licence from a recognized sanctioning body?
- Have you attended the SCCBC Race Driver Training in the past (TBD) years or any other recognized race school?
- Do you have Time Attack experience? (min of (TBD) events)
- Do you have significant lapping experience (min of (TBD) events) and have a very high comfort level at the racetrack?
- Are you comfortable in a lot of fast traffic? You don't have to be fast, but you do have to be able to do your thing, while being able to pay attention to all cars around you and to point faster people by.
- New Driver to the series: A peer review will be done at your first event, likely during the practice session. Veterans will assess you on; whether or not they feel safe to drive on the track with you, if you can safely drive at speed and your ability to manage the traffic under competitive conditions. All new drivers will have a triangle on their car until the GT Race advises it can be removed

(Please share your www.motorsportreg.com event registration history with us and feel free to include any other track experience you have that is not covered in your registration history)

4- Qualifying Class times are as follows:

Laps time during the qualifying session will determine your class.

GT1 (TBD)
GT2 (TBD)
GT3 (TBD)

Class requirements may be changed or modified at the discretion of GT-Race Challenge without notice.

5- BREAK-OUTS:

- Competitive run Lap times allow for a 1-sec breakout in each class, without penalty.
- Each lap that exceeds the time cap (Class time minus 1 second or more) will add 5 seconds to your total time.
- Exceed the cap for 5+ laps in any competitive run and you will be bumped up to the next class.

6- Tires:

All competitors must use DOT approved tires with a minimum UTQG Treadwear Grade of 200. All Tires must be in good condition, having no blemishes or under tread material showing.

7- Event Schedule:

The series is planning to run 6 events in 2021 with a possibility of running practice events earlier in the season. Events will be held in the late afternoon at The Road Course Circuit at Mission Raceway Park.

Season Schedule will be announced in February 2021.

8- Fees:

Membership fee: (TBD)

Event Registration: (TBD)

9- Event Schedule/Format:

3:30 – 4:30	Registration and Sign-in. (Late registrants will be placed at the back of the pack)
4:00	Drivers move into SCCBC Pit area.
4:40	MANDATORY DRIVERS MEETING
4:55	Grid
5:00	Green Flag – Practice
5:15	Checkered Flag
5:25	Grid
5:30	Green Flag – Qualifying
5:45	Checkered Flag
5:55	Grid
6:09	FALSE GRID IS CLOSED – (Late arrivals start from the back of the grid)
6:10	Pace Lap
6:15	Green flag – Competitive Session (35 min)
6:50	Checkered Flag
7:10	Trophies

10- Race Start/Restart:

- Rolling Start. Green flag will be given from the Start/Finish Tower.
- Pole Position Is always on the right side of the grid.
- After the display of the Green Flag and before the first corner, the car on the LEFT side of the grid falls in behind the car to their right. NO PASSING until turn 6.
- Should a track session be stopped due to a Red Flag and can be restarted, cars will be re-gridded in the order in which the cars passed the Start/Finish line behind the Leader's last completed lap.

11- Passing:

- All passing will be point-by passing only. The signal must be obvious and clearly visible to the following driver.
- The Lead car will move to the right-hand side of the track and point the passing car by on the left. The passing car will only pass on the lead cars left hand side.

- If someone is on your tail for 3 corners you **MUST** point them by.
- When the point-by signal is given by the lead car, only one car can conduct the passing maneuver. Additional cars looking to pass must wait for their individual point-by from the leading car.
- Passing is only to occur on the designated straights. The start and ending of the passing zones will be indicated by Green cones. No passing should occur between corner entry and corner exit.
- It is the responsibility of the lead car to clearly point the passing car by, to give room and to allow the pass to easily occur. This may require lifting off of the accelerator.
- It is the responsibility of both cars to conduct a safe pass and ensure it is completed before the next corner entry and the end of the passing zone. Marked by the Green cones. If at any time you are unsure of the point-by, or you are too close to a corner, **DO NOT TAKE THE PASS.**
- If someone is on your tail for 3 corners, you **MUST** point them by. If you then remain on their tail for 3 corners, they must let you back by.
- If you have a line of cars behind you, you are the slower car, start pointing them by one at a time as soon as possible.
- When the marshals see a car or line of cars following you closely for longer than 3 corners, you are not doing your job. You will be blue-flagged, signalling you to allow the car(s) behind you to pass.
- Should you be blue flagged three times for the same incident, you will be black-flagged and brought in to speak with a race steward.
- Should you continuously require a blue flag to advise when a pass should occur, you will be black-flagged and brought in to speak with the event steward.
- Black Flags may be thrown at any time during your time on track if you are deemed unsafe or acting un-sportsmanlike.

Passing Procedure: Lead car will initiate the pass by moving to the **right** side of the track, followed by the point-by signal, pointing to the **left** side of the track. The passing car will only initiate the passing maneuver once they have seen the point-by hand signal. The car being passed will stay to the right side of the track. Allowing the passing car to fully complete their pass before leaving the left line of the track. Both cars are to work together to complete the pass before the next corner entry and the end of the passing zone (Marked with green cones).

12- Passing Zones:

Passing Zones:

- Between Turn 2 and 3
- Between Turn 6 and 7a
- Between Turn 9 and 1

13- Vehicle contact on track:

ZERO TOLERANCE FOR ANY FORM OF CONTACT BETWEEN CARS!

AVOIDABLE CONTACT – Any Driver who, in the sole opinion of the Steward initiates ‘Avoidable Contact’ with another competitor will be **EXCLUDED** from the series. Final decision will be made by the Steward and is not subject to Protest or Appeal.

UNJUSTIFIABLE RISK- Any Participant who, in the sole opinion of the Steward, engages in any behaviour deemed to represent an unjustifiable risk or reckless endangerment will be **EXCLUDED** from the remainder of the event and/or the series. Final decision will be made by the Steward and is not subject to Protest or Appeal.

14- In-Car Camera:

All competitors are required to be equipped with an in-car dash-mounted forward-facing camera system that has the capability of being reviewed at the track and not require any special software to view. (E.g. Go-Pro) All video footage must be released to race Steward upon request. Raw video must be compatible and playable using the free video player (VLC Media Player). Suction cup mounted cameras must be tethered with cable or rope or string to a secure point inside the car.

15- Series Safety Requirements:

Clothing – Full-length cotton pants and shirts with long sleeves are the minimum requirements. Natural fibre clothing, such as cotton and wool are highly recommended – avoid synthetic fabrics. Drivers with driving suits are encouraged to wear them.

Footwear - Full shoes are required. Open-toe shoes, sandals and heeled shoes are prohibited.

Helmet - Each competitor will be required to have a certified helmet.

- a) Snell SA 2010/2015
- b) Snell SAH 2010
- c) SFI 31.1
- d) SFI 31.1A
- e) SFI 32.2A
- f) BS6658-85 type A/FR
- g) Helmets meeting the FIA standards list for helmets for circuit racing shall be accepted.

Balaclava and Gloves - Balaclava and driving gloves are recommended for all.

16- Other Items:

1. Each car may have up to 2 drivers. The car will be registered as a team car and the car will score points rather than the drivers. **MAXIMUM of 2 Drivers.**