

# GT Race CHALLENGE GT - GENERAL COMPETITION RULES

## General Rules

## GT Specific

### 2026 RULES + REGULATIONS – ‘General Rules’

Bridging the gap between **lapping days and full-fledged racing**, the **GT Challenge** provides a competitive yet structured environment for drivers looking to test their skills in real race conditions. With point-by-point racing, this series is perfect for those stepping into competitive driving for the first time.

- The ‘Series’ is owned and operated by GT Race Experience and is considered a ‘Closed Restricted Club Event’.
- On the day of the event, each Driver (including shared rides) **MUST SIGN-IN** at the GT Race Registration Garage during the hours listed on the Event Schedule. Failure to check in during schedule times will result in starting at the back of the pack for the race.
- The Series reserves the right to refuse the entry of any competitor for non-compliance to these or any other applicable rules or regulations and further reserves the right to refuse an entry for any reason without explanation.
- Drivers **MUST** attend the Mandatory Driver Meetings. Non-attendance could result in refusal of entry to the event.
- As a condition of participation in the Series, all competitors specifically disclaim any rights to file any Protests or Appeals, other than as provided in these Rules. The Rules set forth herein are designed to provide for the orderly and safe conduct of the racing events and to establish minimum acceptable requirements for such events. All participants, by completing the entry forms and/or waivers, agree to comply with these Rules – which are a guide only and in no way guarantee against injury or death to participants, spectators, workers or others.
- Prior to an event, interpretation of these Rules in case of doubt or ambiguity shall be determined by the Series and/or the Series Chief Steward. At, and during, an event interpretation of these Rules in case of doubt or ambiguity shall be determined by the Chief and/or Event Steward.
- The investigation and review of any issues and/or concerns at an event involving an entered car and/or its driver shall be exclusively between the Race Officials and the Driver. No other persons shall be included unless specifically requested by the Race Officials.
- Any Driver operating his/her vehicle in an unsafe or unsportsmanlike manner during an event will be subject to sanctions at the discretion of the Stewards including, but not limited to **EXCLUSION** from the Event. Such decisions are not subject to Protest or Appeal.

### DRIVER QUALIFICATIONS

- The Eligibility of a Driver to compete will be decided solely by the Series using whatever means it determines as appropriate.

### CONDUCT OF DRIVERS, CREW, GUESTS AND OFFICIALS

- Drivers are responsible for their actions and the actions of their crew and guests at all times during the event. Drivers may be subject to sanctions at the discretion of the Stewards for any infraction including, but not limited to **EXCLUSION** from the event. Such decisions are not subject to protest or appeal.

### ALCOHOLIC BEVERAGES, NARCOTICS AND DRUGS

- Consumption of alcohol; the use of any narcotic or illegal substance, as defined in law; or the improper use of a legal substance by any participant before, and during the performance of their duties at the race track, is prohibited during all competition activities. Specifically – the use of cannabis products before, and during, all competition activities is expressly prohibited. The Event Chief Steward may prohibit participation if it is suspected that any alcohol, or any described substance, has been consumed. Any action taken, or penalty applied, by the Event Chief Steward in this regard is not subject to protest or appeal.

## **CAR ELIGIBILITY AND REQUIREMENTS**

- THE RESPONSIBILITY FOR THE COMPLIANCE, MECHANICAL SAFETY AND INTEGRITY OF THE CAR AND THE DRIVER'S SAFETY EQUIPMENT RESTS JOINTLY WITH THE ENTRANT AND THE DRIVER. THE SERIES ASSUMES NO RESPONSIBILITY FOR THE COMPLIANCE, MECHANICAL SAFETY AND INTEGRITY OF THE CAR AND DRIVER'S SAFETY EQUIPMENT.
- Car must be fitted with a functional in-car video system that includes a removable memory card or the ability to download video at the track. Video must be made available to the Series or the Stewards immediately upon request and may be retained by them as necessary for review purposes. Refusal, or inability to provide the video images upon request, will result in penalties.
- Any car equipped with in-car timing shall use for the purpose of driver development only.
- Provisions for, and fitting of, a personal or track-provided AMB transponder are mandatory with its number provided at the time of registration.

## **COMPETITOR SELF-SUFFICIENCY POLICY**

GT Race Challenge GT Competitor Self-Sufficiency Policy requires all competitors without exception to adhere to the following:

- All competitors must arrive at GT Race events with sufficient support personnel (pit crew, personal assistants, or otherwise) to independently manage all aspects of their participation, including vehicle loading/unloading, mechanical servicing, tire changes, and the donning of required safety equipment.
- GT Race event staff, marshals, and officials are not available to perform personal pit crew duties or personal assistance tasks for any competitor.

## **FLAGS, PITS AND PADDOCK**

- Drivers must ensure that they are familiar with the 2025 CASC OR Road Race Regulations
- <[www.casc.on.ca/roadracing rules](http://www.casc.on.ca/roadracing_rules)> for Flagging (Appendix 'H') and Pits and Paddock (Appendix 'G') and demonstrate that knowledge upon request by a Steward.
- The exception is that passing is not allowed between the Yellow Flag Station displaying it and the incident – passing is allowed after the incident and before the Green Flag being displayed at the next Flag Station.

## **QUALIFYING**

- The lap times recorded in the Practice/Qualifying session will determine the starting grid position of the car. If it is a shared drive and the Driver who qualified the car is not the starting driver, the car will be placed on the grid behind the last car in its class for the race start.
- The Drivers in shared rides MUST inform Race Control at the beginning of the event which driver is driving in each session. Changing drivers during a session is not permitted unless specifically approved by the Event Chief Steward. Non-compliance will result in Exclusion from the results. If it is a shared drive and the Driver who qualified the car is not the starting driver, the car will be placed on the grid behind the last car in its class for the race start.

## **GRIDDING**

- The False Grid closing time will be shown on the schedule - cars presenting after that time will be gridded at the rear of their class in the order of their arrival as time permits.
- All cars will be gridded in order of their Qualifying time or as otherwise determined by the Race Officials.
- Any car that has not qualified shall be placed at the back of the grid or
- If the grid has been released to the splitter, any late arrivals will be held at Pit Out and released behind the pack at the start.
- Cars will be gridded in, and released from, the False Grid in single file and, once released, a driver may not alter or attempt to improve their grid position. A Race Official may be 'splitting', or pointing, the cars to either the right or left for the start.

## **STARTS, RESTARTS AND RACE STOPPAGES**

- All starts will be rolling starts.
- The full track will be used for the Pace Lap when the race is run in that configuration.
- The Pace Car (PC) will typically be dispatched by Race Control at 30 kph until the full field is behind and then accelerate to 85 kph between Turn 3 and Turn 4. It will maintain that speed except in Turn 4, 7, 8, 9 taken at 60

kph and turn 10 taken at 40 kph. The PC will turn out its 4 way flashing lights at Turn 11 and will reduce speed to 40 kph at Turn 12 to allow the field to be packed and paired up as the PC enters Pit Lane at Turn 13.

- All cars will maintain Pace Car speed with no passing or acceleration until the display of the Green Flag by the Starter.
- A waved White Flag or 'Last Lap' board may be displayed - from the Start Stand only - to show the last lap.
- The Race will end when the Checkered Flag is displayed regardless of the actual time run or laps completed.
- Should a race 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.
- Should an emergency race stoppage be required, a red flag will be shown at all corners. Drivers are to slow to pace car speed and return to pit lane to await instructions.

### **FULL COURSE YELLOW**

- When a 'Full Course Yellow' is called by Race Control during a Race, the Starter and all corners will display Steady Double Yellow Flags. All cars will reduce their speed to Pace Car speed (approximately 85 kph) and maintain their relative positions to each other.

- The Pace Car may then be dispatched and attempt to pick up the Leader – cars behind the Leader will catch up to the pack when it is safe to do so and as directed by the Corner Flaggers through hand signals.

- When the condition calls for a return to racing, Race Control will advise the corners to drop to a single Steady Yellow Flag, the Pace Car 4 way flashing lights will be extinguished and it will enter Pit Lane. The Leader will maintain Pace Car speed until the Starter displays a Waved Green Flag indicating that racing around the circuit has commenced and that normal passing procedures are in effect.

All flags will be dropped upon the display of the Green Flag by the Starter.

### **SCORING**

- The Start/Finish Line applies to the race track and the pit lane.
- Finishing positions will be determined according to the number of laps completed regardless of whether the car is running at the finish. Cars completing the same number of laps will be ranked according to the order in which they cross the finish line after the checkered flag is displayed. Cars must complete 60% of their class winner's completed laps to be classed as a finisher in each race and overall.

### **ON TRACK PROTOCOL**

- NO CONTACT is permitted. ALL Drivers involved in an incident that results in car to car contact will result in severe sanctions including, EXCLUSION unless the Driver is determined not to have any responsibility in the incident. In addition, the Stewards may apply further sanctions up to and including EXCLUSION from future Series events. In any case, a Driver involved in any incident involving car to car contact at a subsequent event within a 13 calendar month period after the first incident, may result in further sanctions including an up to ONE YEAR SUSPENSION from participation in any GT Race Challenge Events.
- BLOCKING is not permitted and is defined as: 'Taking an abnormal or unusual line to inhibit or prevent passing'. It also includes 'Moving in Reaction'.
- UNJUSTIFIABLE RISK: Any participant at an event who, in the sole opinion of the Event Steward, engages in any behaviour deemed to represent an unjustifiable risk or reckless endangerment may be warned or penalized and any action or decision taken by the Steward in this regard is not subject to protest or appeal. Subsequent action after the event may be taken by the Series Chief Steward up to and including EXCLUSION from further participation in GT Race Challenge Events.
- Failure to observe On Track Protocols, including Flags, Full Course Yellow, Race Start and Stoppages will result in sanctioning after the event.

### **FLAG STATIONS - TYPICAL**

- Long Track Configuration: Start/Finish, Pit Out, T6, T10, T11, T13,
- Checkered Flags at Start/Finish.
- Blue Flags may be at: Start/Finish, Pit Out, T6, T10, T11, T13
- Black + Meatball (Mechanical) Flag with number board at: Start/Finish,

## **APPENDIX A – GT Challenge rules**

### **BREAKOUT TIMES**

- GT1: 1:59:000 to 2:03:999. GT2: 2:04:000 to 2:08:999. GT3: over 2:09:000. (
- A car and driver that breaks out of GT1 class (i.e. completes a lap faster than 1:59 on the long track) must make modifications and/or adjustments to increase lap time (slow down) or that vehicle and driver combination will be excluded from the GT Race Challenge Event.
- Class Breakout: If a driver breaks out of their class in Qualification, they will be gridded at the back of their class for the race. If a driver breaks out of their class in the race, they will be reclassified into that new class for that race and moving forward unless they make verifiable changes to increase their lap time (slow their car down).
- Race results allow for a 1 sec breakout in each class

### **CAR ELIGIBILITY AND REQUIREMENTS**

- Each car must have four minimum 8" high numbers displayed on a contrasting background that are clearly visible from each side plus the back and front of the car. A Class Marking showing GT 1,2 or 3 must be in the top right corner of the windshield.
- Cars with non-compliant numbers will not be allowed to participate.
- Convertible vehicles must meet CASC-OR Solosport Lapping Regulation requirements

[https://www.casc.on.ca/sites/default/files/Documents/asn-autoslalom-regulations\\_2014.pdf](https://www.casc.on.ca/sites/default/files/Documents/asn-autoslalom-regulations_2014.pdf)

### **DRIVER SAFETY REQUIREMENTS**

- Helmet – Minimum Snell SA 2015, SFI 31.1, 31.1A, 32.2A

### **GRIDDING**

- Pole position is always on Driver's right.

### **STARTS, RESTARTS AND RACE STOPPAGES**

- 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.
- LONG TRACK – No passing until after Turn 4;

### **ON TRACK PROTOCOL**

- POINT BY PASSING: Passing may take place at any point on the Racetrack.
  - i. only when a 'Point By' is given by the lead car;
  - ii. only one car at a time; and
  - iii. only to the side pointed to.

If unsure of the Point By, or if too close to a corner, DO NOT MAKE THE PASS.

Example - if Car A is behind Car B car for two corners, it must be pointed by. If Car B is then behind Car A for two corners, then it must be pointed by and the two cars may then race for position until the end of the race. If a car is being followed by two or more cars, it must start letting them pass as soon as practical.

Blue Flags will be displayed signaling the requirement to allow following car(s) to pass. Ignoring the display of a Blue Flag – including if it is displayed three times for the same situation – will result in a Black Flag to report to the Steward in Pit Lane on that lap.

Failure to adhere to the 'Point By' rules may result in a Black Flag, EXCLUSION from the event, or possible EXCLUSION from future events. Such decisions are final and are not subject to Protest or Appeal.