



## **Drivers Briefing Notes**

**These Notes are to be read by all competitors prior to the Event.**

Motorsport is dangerous and competitors should exercise safety at all times.

Motorsport Australia event OH&S policies will apply.

The Event start/finish times and other Event details are listed in the Supplementary Regulations

All vehicles will be assigned a competition number which will be applied during the event Check-In, which will be carried out on the entry road into the circuit.

All vehicles must display their Motorsport sticker on the top driver's side of their windscreen.

Competition numbers will be applied in liquid chalk to the top left of each windscreen and rearmost side windows on both sides.

Vehicles are to be road registered and in a sound roadworthy condition.

Only genuine build plated HSV and HDT vehicles permitted to enter this event.

Maximum noise limit is 95 dba at 30 metres. A noise meter will be monitoring all vehicles. One chance will be given to rectify before exclusion from the event.

Similarly, if the car is leaking fluids, it will have one chance to rectify before being excluded from the event.

All loose items must be removed from the vehicle and battery solidly mounted. Any suction mounted devices must have a secondary tether.

A speed limit of 10 km/h applies in the paddock area & when proceeding between tests.

All Drivers lined up to commence competition are to be attired in non-flammable clothing, including cover from throat to wrists to ankles. Apparel/footwear of Nylon or similar material is forbidden. Socks must be worn and ankles cannot be bare.

No spectators are allowed in the staging areas and must remain behind the perimeter barriers at all times, except during the lunch break; and before and after competition commences.

Smoking is only permitted outside of the complex.

Refuelling must not be done on site but can be carried out at the nearby Service Station.



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No alcohol may be consumed at any time during the event.

### Starting Procedure and Timing

All tests will use a "Christmas Tree" timing system for each start as shown on the right. The timing will start immediately the green light comes on (pictured), and the competitor's reaction time is included in the total time for the track sprints and the 1/8th mile drags. The Go to Whoa is an elimination which will also be started using the Christmas Tree, but that test will not be timed. Total Time = Reaction Time + Run Time.



### Starting Procedure for all tests

1. Approach the Starting line and watch the 4 staging lights on the top bar of the Christmas Tree. Two of the staging lights will come on to show that you are nearly staged.
2. Continue until the second set of staging lights comes on to show that you are fully staged. Do not proceed any further until the green starting light comes on.
3. If you drive too far forward the staging lights will go out. You will have to reverse back right out of the staging area and stage again.
4. Once you are staged, the three yellow lights will display simultaneously which indicates that you have 0.4 second before the green starting light comes on.
5. Leave on the green light. If you leave before the green light, the red light will come on and you will not record a time, or if you are running in the eliminations, you will be eliminated!
6. Your results for the two timed tests will include your Reaction Time, your Run Time and your Total Time. Results will be based on Total Time.

### Session 1 – Timed Sprints

Vehicles are to assemble in groups for the exercises based on the first digit of their competition number. Eg number 41 will be the first car in Group 4

Competitors are to line up in their respective Groups and will be let out onto the track in competition number sequence. The initial group does not need to be formed in number sequence as that will be organised by officials when commencing each Group's first test

The sprint will be timed from when the vehicle leaves from a standing start (refer yellow line in the below diagram) to when the vehicle comes to a complete stop within the confines of a "garage" marked by cones.





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Cars will start one group at a time from the “Morning staging” area per the diagram below. Drivers in the next Group out are to be in their cars, ready to compete with their helmets on so that there is no delay between Groups competing

Drivers are not permitted to leave their vehicles during competition, until they have returned to the staging area and have re-joined their assigned Group.

If a driver leaves the track during their run, they are to re-join the track safely OFF the racing line and not in a manner that leaves avoidable debris on the competition surface, such as is created by wheelspin.

If a driver's car is immobilised and cannot complete its session, they must remain in their vehicle until the Rescue service arrives to remove them vehicle to safety

If a driver's car starts blowing smoke or if there is a fluid leak, they must get off the track and wait for their vehicle to be recovered. Leaving fluids or oil on the track will necessitate a clean-up which will severely eat into the track time available for everyone

### **Session 2 – Motorkhana Eliminations**

After lunch, all vehicles will be relocated by driving around the track and forming a queue at the control line at the end of the track, facing the Motorkhana Eliminations course entry, where it shows “Afternoon staging” on the diagram above

There are two separate test areas for this event, and they are positioned side by side with significant spatial separation. Refer to the “Afternoon Motorkhana” area in the diagram above

Vehicles will be called to pre-staging, then into each of the 2 staging areas before moving to the two start lines

Upon the drop of the starters arms both cars are to accelerate to their respective “garages” (marked by cones) at the end of the course

The first car to come to a complete halt entirely within their garage is the winner of that round and will then proceed to the next round by turning left, and staging with the other round winners alongside of the concrete wall on the other side of the competition course

Each car that has been eliminated is to turn right and proceed around the track and join the queue for the next Elimination session

Cars will be disqualified for starting before the starter's arms (not body) start to move

Dead heats will be re-run and the Judges decisions will be final

Once every car has had a run, the winners of the previous elimination will compete against each other in the same manner until only one car remains and that car will be the winner of that round.

### **Session 3 – 1/8<sup>th</sup> Mile Drags**

After the Motorkhana Eliminations have been run, a single vehicle 1/8th mile drag strip will be set up using the Christmas Tree starting system. This is a simple test, just go as quick as you can on the green light until you pass



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through the timing system at the finish, then brake for the left hand bend that will take you around the track to join the rear of the stationary queue for your next run.

The start line will be at the beginning of the main straight near the entrance gate to the circuit. The finish line is 1/8<sup>th</sup> mile away, just past the start line for the Motorkhana.

Once each vehicle has completed their run, they may line up again in the starting queue by continuing around the track at no more than 80 kph until they reach the end of the stationary queue.

There will be two queues, a moving queue and a stationary queue, with one queue being called up to the start at a time. Once a queue starts to move, drivers who have just completed their run are to join the stationary queue – not the moving queue – to await their turn.

Drivers in the moving queue are to remain in their vehicles so that this queue can keep moving forward.

Drivers in the stationary queue are to remain alert and near their vehicles as their queue will become the moving queue once all vehicles in the other queue have moved to the start.

### Motorsport Program

7:30am Leave for the Wodonga Motorsport Complex Upon arrival form a queue at the gates to the competition area for Event Check in. Stay in your car to have its competition numbers applied. Also, have your completed Motorsport Australia 1 Day Licence Application ready to hand in if you do not already have a Motorsport Australia Speed licence.

7:50-8:45 am Event check in, Competition Number application and staging of cars into Groups.

8:45-9:00 am Drivers Briefing and Photo Shoot

9:00-1:00 pm Timed Single Vehicle Track Tests

1:00-1:15 pm Motorkhana Eliminations course set up.

1:15-2:15 pm Motorkhana Eliminations (4 runs)

2:15-2:30 pm Fastest Female Motorkhana Eliminations (1 run)

2:30-2:45 pm 1/8th mile drag course timing set up.

2:45-3:45 pm 1/8th mile timed drags

3:45-4:00 pm Everyone helps with the venue clean-up

4:00 pm event closed, return to accommodation.