



Hello Drivers, ARE Y'ALL EXCITED? CUZ WE ARE!

By now you should think about getting your tech inspection done. If you have not, the required form is attached here. Please read this whole email! A lot has changed!!!

2 things you will need at registration.

1. You will need your helmet, SA2010 or higher.

2. Your Tech Sheet. If you show up without one... well... just don't, this process must be completed before you arrive at the track. Your tech sheet must be completed by a qualified technician at a qualified shop. Don't know where to go? Just ask... We know a guy...

Important INFO

1. **Passing** - Passing is with a point by only in all groups. Passing zones for each group are covered farther down. Please make your point-by's very clear and easy to see, whole arm outside the car for either direction. If you have a car that has permanent windows, please contact AJ Schramm for an alternate solution. Please get your point-by's done as early as possible in your allowed passing zones. Your hand should be out the window on the exit of the turn. Watch your mirrors and if you see someone behind you that wasn't there 1 or 2 turns ago, consider giving him a point by at the next opportunity. If they have been there for longer than that... DEFINITELY give them a point by at the next opportunity. Watch their line as they fade into the distance and see what they're doing differently than you. If you see a blue flag, assume it is, in fact, for you and point the driver behind you by. As you point the car by, lift off the throttle some (NOT BRAKE) until the other car is clear of you. If the car behind you is a miata, LIFT A LOT (still no brake...).

2.. **Numbers** – Please put a number (the same number) on both sides of your car. Doesn't really matter what number you choose, this is for identification, not scoring.

Discovery Parts will be there with just about anything you might need for safety gear. They even rent helmets if you don't have your own.

Schedule

TIME	ON TRACK	IN CLASSROOM
6:30 AM	GATES OPEN	
6:50 – 7:30 AM	REGISTRATION OPEN AT TECH SHED	
7:40 AM	DRIVERS MEETING AT	

	TECH SHED	
8:30 AM	YELLOW	GREEN (with instructor)
8:50 AM	RED	BLUE (with instructor)
9:10 AM	BLUE	
9:30 AM	GREEN	
9:50 AM	YELLOW	GREEN (with instructor)
10:10 AM	RED	BLUE (with instructor)
10:30 AM	BLUE	
10:50 AM	GREEN	
11:10 AM	YELLOW	
11:30 AM	RED	
11:50 AM	BLUE	
12:10 PM	GREEN	
12:30 PM	LUNCH	
1:30 PM	YELLOW	GREEN (with instructor)
1:50 PM	RED	BLUE (with instructor)
2:10 PM	BLUE	
2:30 PM	GREEN	
2:50 PM	YELLOW	
3:10 PM	RED	
3:30 PM	BLUE	
3:50 PM	GREEN	
4:10 PM	RED/YELLOW COMBINED	
4:35 PM	BLUE/GREEN COMBINED	
5:00	COLD TRACK	

RULES

All Participants must wear a SNELL SA2010 Helmet or newer! No Motorcycle helmets allowed.

1. Safety is our primary concern. Please note that anyone driving in an unsafe manner will be expelled from the event without refund. Hopefully through the instruction provided, you will expand your capabilities to match those of your car.

2. No racing is allowed. This is not a racing event. This is a driver education event. There are no cash prizes, trophies or awards.

3. Convertibles – convertible vehicles with factory rollover protection may run with the top down but arm restraints are strongly suggested. Vehicles without factory rollover protection must have a rollbar installed or have a properly fitted and designed hardtop.

4. Passing Rules are defined by run group. Green Blue and Yellow groups may pass on the three straights, from T12 to T1, from T5 to T6, and from T7 to T10. All passes must be complete before turn-in. Red

group may pass anywhere on the track. All passes must be initiated by the driver being passed giving a clear and visible point by to the passing driver. NO EXCEPTIONS! If you find yourself stuck behind a slower driver or a long line of cars, pull into pit lane and continue back on to the track. This will usually give you clear track. Aggressive driving or passing without a point by will be penalized, possibly including missed sessions or being excluded from the remainder of the event. When pointing by a driver behind you, lift off the throttle (NOT BRAKE) to allow them to complete the pass as quickly as possible.

5. FLAGS and their meanings-



1. **GREEN** – SESSION HAS STARTED AND PASSING IS ALLOWED.



2. **YELLOW, STANDING** – SOMETHING HAS HAPPENED AHEAD OF YOU, BUT THE INCIDENT IS OFF THE TRACK SURFACE. ABSOLUTELY NO PASSING UNTIL THE NEXT CLEAR CORNER STATION. A YELLOW FLAG MAY BE DISPLAYED FOR THE FIRST TWO LAPS OF A SESSION TO ALLOW ALL CARS (AND DRIVERS) TO WARM UP AND TO NOTE THE LOCATION OF MANNED FLAG STATIONS.



3. **YELLOW, WAVING** – SOMETHING HAS HAPPENED AHEAD OF YOU AND IS BLOCKING AT LEAST SOME OF THE TRACK SURFACE. SLOW DOWN AND BE PREPARED TO TAKE EVASIVE ACTION OR STOP. ABSOLUTELY NO PASSING UNTIL THE NEXT CLEAR FLAG STATION.



4. **RED & YELLOW, STRIPED** – SURFACE CONDITION FLAG, INFORMATION ONLY. PASSING IS ALLOWED. THERE IS DEBRIS ON THE TRACK AHEAD, POSSIBLY OIL, COOLANT, DIRT, AN ERRANT ANIMAL AND/OR PARTS OF A FELLOW DRIVER'S CAR. USE CAUTION AND BE PREPARED TO RESPOND ACCORDINGLY.



5. **RED** – STOP AS QUICKLY AND AS SAFELY AS POSSIBLE WITHIN SIGHT OF A MANNED CORNER STATION, PULL TO THE RIGHT SIDE OF THE TRACK UNLESS YOU ARE IN THE IMMEDIATE VICINITY OF THE INCIDENT IN WHICH CASE PULL TO THE OPPOSITE SIDE OF THE TRACK TO ALLOW MAXIMUM ROOM FOR EMERGENCY VEHICLES, STAY IN YOUR CAR AND AWAIT INSTRUCTIONS/SIGNALS FROM A CORNER WORKER. UPON WAVING BLACK OR YELLOW FLAGS, PROCEED CAREFULLY TO PIT LANE.



6. **BLUE / YELLOW STRIPE** – TRAFFIC FLAG. A FASTER CAR IS BEHIND YOU. ALLOW IT TO PASS AT THE NEXT PASSING ZONE. ACKNOWLEDGE THE BLUE FLAG WITH A SMALL WAVE TO BOTH THE WORKER AND THE FOLLOWING CAR. THIS COURTESY PREVENTS TAILGATING, MIRROR DRIVING, AND PROMOTES SAFETY.



7. **BLACK** – ENTER THE PITS AT THE NEXT OPPORTUNITY TO CONSULT WITH THE CHIEF INSTRUCTOR. IF YOU IGNORE THIS FLAG, YOU MAY BE ASSESSED PENALTIES.



8. **BLACK WITH RED/ORANGE CENTER (“MEATBALL”)** – THERE IS SOMETHING MECHANICALLY WRONG WITH YOUR CAR. PROCEED CAREFULLY TO THE PITS, AVOIDING THE RACING LINE WHENEVER POSSIBLE.



9. CHECKERED - THE SESSION IS OVER. BEGIN A COOL-DOWN LAP BY GRADUALLY SLOWING TO APPROXIMATELY 60%-70% RACE SPEED, USING HIGHER THAN NORMAL GEARS/LOWER REVS, AND USING THE BRAKES AS LITTLE AS IS SAFE. ALLOW YOUR CAR AND YOURSELF TO COOL DOWN AND RELAX. PROCEED TO PIT LANE AND ATTEMPT TO WIPE THAT SILLY GRIN OFF YOUR FACE.

6. **Hand Signals** - When exiting the track, the driver should raise the left arm out the window and up, with a closed fist. This is the signal that you are entering the pits. Use this anytime you are leaving the track, regardless of whether or not the session is over.
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8. **Attire** – All drivers and passengers must wear long pants, closed toed shoes, and a shirt with sleeves (at a minimum, a short sleeve shirt, long sleeves recommended. no tank tops).
9. **Windows** – Both the passenger and driver side front windows must be lowered completely. If you drive a car that has fixed windows, contact AJ Schramm for approval. Do not ask about a broken window regulator...
10. **Off Track Incidents** – If you go four wheels off track, proceed immediately to pit lane to have your car checked. You could have picked up something extra or left something behind. Driver's that do not proceed immediately to pit lane will be black flagged.
11. **Damage to Track Property** – Drivers are responsible for any damage caused to the facility. This includes walls, armco and landscaping.

If you have any questions, please don't hesitate to ask. We are looking forward to seeing y'all at Road Atlanta!