

**RALEIGH MOTORSPORTS ASSOCIATION
RALLYCROSS FURTHER SUPPLEMENTARY REGULATIONS TO BE READ IN CONJUNCTION
WITH
CAMS STANDING REGULATIONS FOR RALLYCROSS 1 AND 2**

Rallycross 1 & 2

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RALEIGH MOTORSPORTS ASSOCIATION Inc

RALLYCROSS FURTHER SUPPLEMENTARY REGULATIONS TO BE READ IN CONJUNCTION WITH CAMS STANDING REGULATIONS FOR RALLYCROSS 1 & 2 Rallycross 1 & 2

PREAMBLE

Rallycross is a type of speed competition, but is not a race, involving one to two automobile simultaneously and conducted on a track with a combination of sealed and unsealed surfaces and/or obstacles. This event will be a Club Day

Level of Competition

Type 1 Autocross Automobiles (grid of 1 to 2) Rear Wheel Drive/Front Wheel Drive/4WD

Type 2 Rallycross Automobiles (grid of 1 to 4) Rear Wheel Drive/Front Wheel Drive/4WD

Automobiles shall be classified as follows:

Category: Autocross & Rallycross

Terms used in these Standing Regulations:

Meeting: Defines the whole activity

Competitor: Owner of an automobile entered in the meeting

Driver: Driver of an automobile in the meeting

Venue: Raleigh International Raceway

Track: The course of the Rallycross

Event: Club Day

2. THE TRACK

2.1 TRACK CONFIGURATION

(i) A CAMS track licence, valid for Rallycross, has been issued

(ii) Track General Characteristics

The length of the circuit shall be 1100 metres – Clockwise Direction

The track comprises two different surfaces, 50% being tarmac and the remainder gravel.

(iii) Joker Lap

The track is equipped with two routes, the main route, and the joker lap route, an extra section of track, which each driver must only take once per heat. The joker lap will be in use.

This route typically changes the length of the track significantly, forcing a driver to make a choice of when to take it. Taking it on the first lap completes the requirement: however waiting until the end of the race can allow a driver to gain positions before the finish.

2.2 TRACK MARKERS

The track markers shall be defined by red cones & yellow corner markers

2.5 TRACK MEDICAL RESPONSE

St John Ambulance service will be in attendance

3. ENTRIES

3.4 MANDATORY COMPETITION NUMBER ON AUTOMOBILE

(i) A competition number will be allocated by Raleigh Motorsports Association

(ii) It is the Drivers responsibility to purchase their own numbers and place on the Vehicle

(iii) Side window numbers will be required – to be purchased by Drivers and placed on Vehicle (iv) Top of Quarter pane numbers will be required, to be in Fluro numbers – to be purchased by Drivers and placed on Vehicle

3.10 MULTIPLE ENTRY OF AUTOMOBILE

Replacement Vehicles: At the sole discretion of the Clerk of the Course, a Driver whose vehicle has broken down, may use a replacement vehicle. The replacement vehicle must have been scrutineered, and preferably be in the same class and type as the original vehicle. Where the original vehicle has recorded a time and the scrutineered replacement is not in the same class and type as the original vehicle, the replacement vehicle will not be eligible for prizes and/or trophies.

Maximum two (2) drivers per car

3.11 CAMS LICENCE

Rallycross 1

Drivers must hold a minimum of a CAMS Level 2S Speed licence and must be able to demonstrate previous competition in at least one autocross, sprint or supersprint event held on a closed circuit (eg: not a straight line sprint)

A Driver will be able to purchase a Level 2 Licence for any of the Rounds or Club Days at a cost of \$80.00 If not holding a full CAMS Speed Licence

Juniors

Drivers must hold a CAMS Level 2SJ – Ages 14 years and up to and including 17 years

Juniors may only drive a restricted class vehicle (see Technical Regulations)

Junior Licence holders who obtain their CAMS Licence at beginning of year prior to turning 18 years, may compete as a Junior for that year if entered in a Series.

Rallycross 2

Drivers will be required to hold one of the following:-

- CAMS Licences and (if not competing with a Licence eligible for racing) must have passed the CAMS On-line Licence Lecture or to have attended a face-to-face lecture:
- Circuit (NC,PC,CC,PCC), OR
- Rally (NR<CR), or
- Off Road (NO,NOS, or
- A licence of superior status, or
- An equivalent status licence issued by a FIA affiliated ASN

3.13 DRIVERS BRIEFING

A drivers' briefing shall be conducted prior to the Event practice commencing, at 8.00 am on the Grid. It is compulsory for all drivers to be present at this briefing, unless arrangements are made otherwise with the Clerk of Course.

Note: A driver sign-on sheet must be completed by all drivers as proof of attendance.

Failure to sign will deem the driver ineligible to race.

PRACTICE

6.1 EVENT SCHEDULE

PROVISIONAL TIMETABLE				
Note: Times are estimates only and may vary. Whilst all efforts will be made to advise drivers of changes, it is the drivers responsibility to check & keep informed				
Scrutineering Signon Transponder Collection	7.00 am TO 8.00 am	Transponder to be in car at Scrutineering		
ENTRIES CLOSE	8.00 AM			
Cars to Grid Area	8.00 am	Rallyx 1 – To be advised at check-in	Rallyx 2 – To be advised at check-in	
Drivers Briefing	8.15 am to 8.30 am			
Reconnaissance Run	8.30 am			
Practice	8.45 am to 9.30 am	4 Cars at a time Staggered Start	3 Laps	Including 1 Joker Lap
Qualifying	9.30 am to 10.00 am	4 Cars at a time Staggered Start	2 Laps Including 1 Joker Lap	Qualifying Time = total time for 2 laps
4 Heats of Competition	10.00 am to 4.30 pm	<u>RallyX 1 Classes</u> 4 Cars at a time Staggered Start <u>RallyX 2 Classes</u> 4 Cars On Grid	4 Laps per heat	Including 1 Joker Lap

6.4 PRACTICE

There will be a 3 lap practice session to include 1 joker lap

6.5 QUALIFYING

Two laps of qualifying including one (1) Joker Lap - Total time for two laps will be qualifying time for Grid positions

7. COMPETITION

7.1 HEATS

Automobiles from different categories and type in Rallycross 1, will run separately in the heats, placings allocated after each heat has been run and drivers will be allocated points. Total of points over 4 heats will determine placings on the day.

Automobiles that have left the track may only return to the track when it is safe to do so, taking into account the presence of other automobiles.

Drivers who deliberately shorten the course to gain an advantage shall incur a time penalty of 30 seconds per offence.

Rallycross 1 and Rallycross 2

The competition will consist of heats only and the general classification shall be based on the total number of points over the 4 heats, plus penalties, if any.

The winner will be the driver with the highest aggregate points score from all 4 heats

Where drivers have equal points at the end of the 4 heats the higher place will be awarded to the driver who has the fastest time in heat 4

Joker Route

In each heat one of the laps must include the Joker Route. The penalty for a driver who does not take the Joker Route once will be 30 seconds.

The penalty for a driver taking the Joker Route more than once in a heat will be 30 seconds

Judges of fact will be appointed to record which automobiles pass through the Joker Route, and how many times

7.3 GRID

No work may be carried out on automobiles on the grid, except on the grounds of safety, and only with the approval of the Chief Scrutineer.

Rallycross 1

The grid shall consist of Four automobiles, with left and right sides of the grid alternated as necessary in the heats, staggered start 2 x 2

- (i) **Front Wheel Drive, Rear Wheel Drive, 4WD**

Heat 1	Heat 2	Heat 3	Heat 4
1 2	3 1	1 4	2 1
3 4	4 2	2 3	4 3

If there is a non-starter/s the starting position/s on the grid remains vacant.

Position 1 is determined by Fastest Time in Qualifying 2 Laps, Position 2 is the second fastest time from qualifying and so on

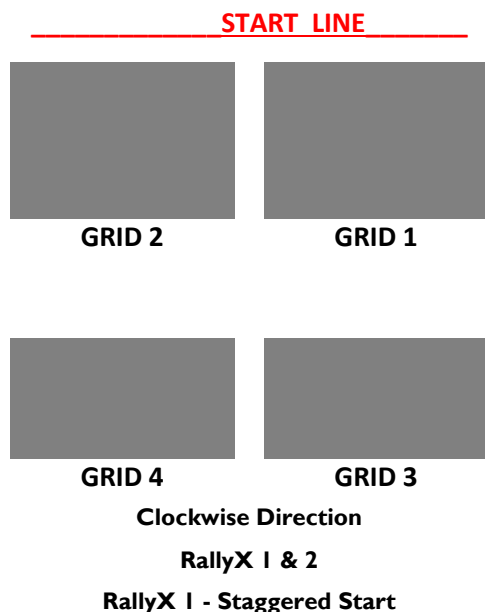
Rallycross 2

The Grid shall consist of four automobiles, with left and right sides of the grid alternated as necessary In heats

- (i) **Rallycross 2 - 4WD, Front Wheel Drive, Rear Wheel Drive**

Heat 1	Heat 2	Heat 3	Heat 4
1 2	4 1	3 4	2 3
3 4	3 2	2 1	1 4

Grid Positions



7.4 START PROCEDURE

(i) Starting Orders

Each driver and automobile is considered to have come under "Starter's Orders" on arrival at the start grid. Having come under starter's orders, such driver and automobile shall be considered to have started.

Failure to proceed to the allocated start line on the grid when directed to do so may involve forfeiture of the run.

(ii) Starting Procedure

Automobiles will start two at a time for Rallycross 1 and four at a time for Rallycross 2 from a standing start, with engines running. The minimum requirement after the starter is satisfied that all is in order shall be:

- 10 seconds prior to lights, display a 10 second board
- 5 seconds prior to starting lights being illuminated: White light with No 5 will be shown
- 0 seconds red lights go on: after red lights illuminated they shall be extinguished between 2- 5 seconds later
Indicating Start

(iii) Jumping the Start

A driver starting when red lights are illuminated, or before the start flag is raised, shall be penalised 30 seconds, which is added to the drivers time for the event

The stewards shall have the power to increase any specified penalty and/or to apply other penalties.

7.9 TIMING

Timing will:

- Be carried out to an accuracy of 0.1 second;
- Commence concurrently for all automobiles in an event
- AMBTransX2 Decoder system will be used as official timing – My Laps software incorporating AMB Transponder Loop system
- Transponders will be in the upright position utilising a transponder bracket (\$15 one of purchase) within maximum distance off the road as per transponder specifications – Refer To Scrutineer
- Timing equipment in use for Race Meetings will be the only official times for Results – No third party equipment will be recognised to determine results

Should the transponder fail on a vehicle whilst competing the Driver will be given a Black Flag with Orange Disc and Car # to indicate to return to pits and change transponder, after transponder change the Driver will form at the back of the field for his class and do a bye run/runs depending at what point the transponder failed.

Transponders to be in upright position in vehicle. Change transponders according to driver before practice runs and heats, All transponders to be in correct bracket (available at office - \$15.00).

7.12 AWARDS

Awards will be given if 5 or more entries are received in each class

1st, 2nd, 3rd place will be awarded

Under 5 entries 1st and 2nd place only

Championship Trophies

Over 5 Entries – 1st, 2nd, 3rd will be awarded

Under 5 Entries – 1st & 2nd place only

7.13 POINTSCORES

All Classes:-

All the heats (4) will be timed and the fastest driver in each heat will be awarded 50 points, the second fastest 45 points, the third fastest 42 points, the fourth fastest 40 points, the fifth fastest 39 points, the sixth fastest 38 points, the seventh fastest 37 points, and so on. Those drivers who did not complete a heat “DNF” will be credited with a total of points equal to the number of points that the slowest driver would be given, less one point.

Supposing that all the starters in the Competition were classified, those drivers who did not start the Heat “DNS” and those drivers who were excluded “EXC” from the heat will not be credited with any points.

If a race is restarted, a Driver who started in the first or subsequent starts, but was not able to start in the race that was completed, will be shown as “DNF” instead of “DNS” and will be credited with the appropriate number of points

Known non-starters will be omitted from the published grid sheet.

After the first race in a heat has started, a non-starter in a later race will only be replaced if his absence means that the race has fewer than three starters.

After the heats, there will be an intermediate classification according to each driver’s total points scored in the Four heats.

In the event of tied positions in the intermediate classification, precedence will be given to the drivers(s) who were the fastest in the 4th heat. To appear in this intermediate classification, a Driver must have crossed the finish line and been duly classified in at least two heats

Club Day Pointscore

	Placing/Per Heat	Points
1	Fastest Time	50
2	Second Fastest	45
3	Third Fastest	42
4	Fourth Fastest	40
5	Fifth Fastest	39
6	Sixth Fastest	38
7	Seventh Fastest	37
8	Eight Fastest	36
9	Ninth Fastest	35
10	Tenth Fastest	34
	And so on	
	DNF	Slowest Driver Points Less 1 point

Championship Pointscore for Series Rounds (4)

Placing	Points	Placing	Points
1 st	16	2 nd	15
3 rd	14	4 th	13
5 th	12	6 th	11
7 th	10	8 th	9
9 th	8	10 th	7
11 th	6	12 th	5
13 th	4	14 th	3
15 th	2	16 th	1

8. PENALTIES

8.1 NOTIFICATION OF TIME PENALTIES

Not applicable

8.2 PENALTIES

Penalties shall be incurred for:

Art/No.	Infringement	Penalty
3.12	Non-attendance, no signature on attendance document, or late attendance, at documentation/scrutiny	\$100 fine at discretion of the Clerk of Course
6.3 (i)	Failure to Practice	Exclusion from meeting
6.3 (ii)	Driving considered to be unsatisfactory	Exclusion from meeting
7.1	Not taking Joker Route in Heats	30 Seconds
7.1 (ii)	Taking Joker Route more than once	30 Seconds
7.2 (i)	Exceeding speed limit in Paddock	Reported to the Steward/s
7.3	Jumping start before red lights are extinguished	30 Seconds
7.6	Incidents on Track	Decision of the Steward/s
7.11	Failure to respect flag signals	Reported to the Stewards
7.13	Striking a Penalty Marker	5 seconds per marker
7.12	Short Course Penalty to take advantage	Discretion of Clerk of Course
7.15	Starting before red lights are on	Exclusion from Event
7.16	Late arrival at assembling area	Forfeiture of Run
7.17	Wrong Circuit Taken	5 Second Penalty