

Club Practice Day including NSW / Victoria Interstate Challenge - Wakefield Park Sunday 2th June 2019

Please read before the day.

WHAT TO EXPECT ON THE DAY:

Arrival at the Track

Gates open at **7:00am**.

Please arrive in plenty of time to register, prepare your car and yourself and go through scrutineering before the drivers' briefing. This particularly applies to First Timers.

Scrutineers Briefing	(Scrutineering Office)	7:10 – 7:20am
Registrations	(Scrutineering Office)	7:15 – 8:30am
Scrutineering	(Scrutineering Bays)	7:30 – 8:30am
Drivers Briefing-All (incl Driver Trainers)	(The Café)	8:30 – 8:50am
Lunch Break (if time allows)	Café open	approx 12:30 – 1:00pm
Timed Laps		9:00am – 4:00pm

What You Need:

A helmet that complies with AS/NZ 1698, European ECE 022 with 04 or 05 amendments, or other acceptable standards as allowed in Appendix 4 of the AASA driver apparel requirements: (<http://aasa.com.au/wp-content/uploads/2017/05/AASA-Apparel-Requirements-V0.2.pdf>) and must carry markings to that effect. Helmets must be in good condition and must not have any perforations to the outer surface.

- Non-synthetic clothing – neck-wrist-ankle
- Non-synthetic footwear, which completely cover the feet, made entirely of leather or other flame resistant materials. Shoes that contain any synthetic materials such as nylon are forbidden
- Sunscreen
- AASA Club license or CAMS Level 2 Speed (L2S) license, or better. A license is no longer available from the office at Wakefield Park. A one day license can be obtained from the AASA here <https://aasa.com.au/licences/day-licence-application/>

Garages:

There are only 60 carports available supplied "free of charge" by Wakefield Park. Entrants arriving late for registration may find themselves either sharing, hiring a garage at their cost, or going without cover.

Your Car:

Cars are to be completely emptied, this includes the spare tyre. Remove all items from the cabin, glove box, console, boot. This is a safety precaution.

Petrol: We suggest half tank of fuel per driver. The closest petrol station is at Goulburn.

If you require 'Premium' fuel

- Mobil at the traffic lights just over the bridge coming into Goulburn from the north
- BP opposite the showgrounds, on the left, coming into Goulburn from the south.
- Shell – south side of town between Shopping Centre and Big Merino.

Familiarisation (First Timers Only)

Experienced driver to take first-time driver out on the track for 3 un-timed laps in the first-timers car. First-timer then does a further 3 un-timed laps under instruction from the experienced driver.

Flags/Lights

Yellow Flag / Lights

If a yellow flag is shown this means that there is a hazard on or near the track. For example, a car has come off at some point or there is debris on the track. Slow down and proceed with caution. Once past the affected area you may resume competition speed.

Red Flag / Lights

If a red flag is shown there is an accident or incident somewhere on the track. Slow right down and exit the track at the usual exit point. **Do not continue around the track.**

Chequered Flag

Your timed laps have been completed. Proceed at competition speed until you pass the timing marker. The position of the timing marker will be clearly outlined in the drivers briefing.

Black Flag

If the black is shown there is a serious problem with your car or you have disobeyed the rules of the course. You must immediately proceed to the track exit and exit straight away and contact the Clerk of the Course.

Drivers Briefing

There will be a compulsory Drivers Briefing prior to the event. All drivers, passengers, volunteers, guests (that's everyone) to attend the Drivers' Briefing, after which drivers will be required to sign an acknowledgment of attendance to the effect: "I have attended and understood the briefing and agree to abide by the MX-5 Club's rules".

Overtaking

If someone should catch up to you on the track and you can see that they are clearly faster than you, signal them by pointing your finger in the direction that you wish them to overtake.

Unintentionally Leaving the Track

If at any time you feel that you are about to lose control of your car and are heading towards the grass, try to avoid coming off the track sideways as this is the easiest way to roll your car. Once on the grass, let the car settle itself and gently apply the brakes. Remember that the grass may be wet so there will be a greater chance of the car digging in. If you are able to resume competition, proceed back onto the track when safe to do so. Should you not be able to resume competition, stay inside the vehicle with seatbelts still fastened and all safety gear still on (ie helmet) as this is the safest place. If you are in a dangerous position the session will be red flagged and you will be recovered straight away.

Should you be in a safe place you will be recovered on the completion of the timed session.

Getting back on the Track

Once you are ready to come back on to the track and you have made sure that it is safe to do so please take as much care as possible to ensure that no loose dirt is brought back on to the track. The rule is the person who puts the debris on the track sweeps the track. However, this takes some time and can hold up the day's proceedings.

Accidents/Incidents

If anyone is involved in a major accident/incident turn the car off. Get out of the car and move away when safe to do so. Leave your helmet on and wait for the medical/recovery crew to arrive. Should the car catch on fire and another driver wishes to help, the other driver should ensure that they exit the track on the same side as the stranded vehicle. Do not park on the racing line and do not run on/across the track at any time.

General

On completion of your timed session you are given a full lap cool down. If your car is still hot you are permitted to drive around the pit area at a safe speed (10kmh). When parking your car after your timed session DO NOT apply the handbrake as this may warp your disks. Leave your car in first gear and turn off the engine.

Speed in pit area

The maximum speed in pit area and pit lane is 10kmh and no burnouts or reckless driving is allowed. Only one warning will be given which will come from the Clerk of the Course. Should you re-offend then you will be asked to leave.

Groups

Drivers are grouped with drivers of similar times, with a maximum of up to 16 cars in any one group, fastest first. If you feel uncomfortable in your group, please check with the Clerk of the Course to be moved to another group for your next run.

Laps

Each group is on the track for 6 minutes plus a 1 lap warm-up and a 1 lap cool-down. Cars are sent out at 5 second intervals to reduce overtaking.

Lap Timing

Timing services are provided by Eldee Timing, using a small timing transponder on each car. These transponders are provided to drivers during the registration process, along with a cable tie. The transponder should be attached to the exterior of the car, below knee height. The front grill or number plate area is recommended. Drivers of dual-entered cars will be provided with 2 transponders and a pouch they can attach to their car, allowing the transponders to be swapped. Only the transponder allocated to the driver should be on the car when that driver is on track.

Timing results will be shown live on the TV screen just inside the entrance to the control tower, and also uploaded live to Natsoft (www.natsoft.com.au).

At the end of each session, times will be printed and posted outside the control tower. Full meeting results will be posted on the club's website.

Driver Categories

First Timer - First Timers, very limited experience or never driven on a track before.

Experienced - Attended previous Club track day or other competitive track event.

Club Trophies

The Club Competition Year runs from July 2018 to December 2019. Only MX-5 Club members are eligible for trophies.

Class

trophies will be awarded for fastest time recorded during the year and a point score for the total year. See Supp. Regs. for details.

A driver can only be eligible for one category, i.e. Experienced or Novice and must compete at least twice to be eligible for the fastest time award.

A minimum of 3 drivers must compete in a class. If there are insufficient starters in a class then the competitors will be elevated to the next class.

Further information

Circuit Map – www.wakefieldpark.com.au under 'quick links'.

Lap of Wakefield – <http://nsw.mx5.com.au/motorsport/the-tracks/wakefield-park>