

2019 RULES + REGULATIONS – 'The Rules'

- The 'Series' is owned and operated by Calabogie Motorsports Park and is considered a 'Closed Restricted Club Event'.
- Drivers must become members of the 'Calabogie Challenge Club' by paying a non-refundable annual fee of \$50.00. Temporary complimentary membership is available for a participant's first race event only.
- On the day of the event, each Driver (including shared rides) **MUST SIGN-IN** at the Calabogie Motorsports Park's Registration Office during the hours listed on the Event Schedule.
- 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 either 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**.
- 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.
- Drivers who have not raced at CMP in the 'Series' must identify themselves at Registration and to the Steward prior to the Driver's Meeting.

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.
- No Official, Driver, Crew Member or Worker shall consume or be under the influence of alcohol or any narcotic while participating in an event.

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.**
- Each car must have four black or white minimum 8" high numbers displayed on a contrasting background that are clearly visible from each side plus the back and front of car. Cars with non-compliant numbers will not be allowed to participate.

LIBRE CHALLENGE ONLY

- Cars must conform to the 2019 Road Race Regulations and requirements of CASC; ASQ; ASN Canada FIA; SCCA; or ChumpCar
- **Driver Restraint System** – Minimum 5 point safety harness PER CASC/OR Road Racing Regulations Appendix P5.2 and Appendix L

OTHER REQUIREMENTS**LIBRE AND GT CHALLENGE:**

- 1 - 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 to provide the video upon request will result in sanctions that could include EXCLUSION from the Series.
- 2 - Provisions for, and fitting of, a personal or track-provided AMB transponder are mandatory with its number provided at the time of registration.

GT CHALLENGE ONLY:

- 1 - You and your car's lap time must be slower than 2:20 around the Long Track in order to be eligible.
- 2 - A Class Marking showing 'GT' must be in the top right corner of the windshield
- 3 - Convertible vehicles must meet ASN Solosport Lapping Regulations requirements - <http://www.asncanada.com/solosport/>

DRIVER SAFETY REQUIREMENTS**Libre and GT Challenge**

- **Helmet** – Minimum Snell SA 2010, SAH 2010, SFI 31.1, 31.1A, 32.2A; BS6658-85 Type A/FR
- **Firesuit** – Minimum 2 layer - SFI 3.2A/1(with Nomex/CarbonX underwear),3 or 5 certified;
- **Gloves** - SFI 3.3/5 Certified. A limited number of SFI 3.2A/5 – 3 Layer Suits and SFI 3.3/5 certified gloves will be available for rent from the track.

Libre Challenge Only

- **Frontal Head Restraint** – Must be FIA Standard 8858 or SFI Specification 38.1
- **Shoes** – Must be leather or an approved fire resistant material. **Socks** and **Balaclava** – Must be an approved fire resistant material.
- **Definition of fire resistant material** – As approved by ASN Canada FIA, FIA, SCCA or SFI.

FLAGS, PITS AND PADDOCK

- Drivers must ensure that they are familiar with the 2019 CASC OR Road Race Regulations <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.
- Pit Lane speed is 60 kph; Speed in the paddock is 15 kph

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.

GRIDDING

- The False Grid closing time will be shown on the schedule - cars presenting after that time will be gridded at the rear of the grid in the order of their arrival
- Cars will be gridded in, and released from, the False Grid in single file with an official at Pit Exit 'splitting', or pointing, the cars to either the right or left for the start.
- **Pole Position** is always on **Driver's Right**.

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 95 kph between Turn 2 and Turn 3. It will maintain that speed except in Turn 8 and Turn 12 taken at 55 kph. The PC will turn out its lights at Turn 15 and will reduce speed to 40 kph at Turn 16 to allow the field to be packed and paired up as the PC enters Pit Lane.
- All cars will maintain Pace Car speed with no passing or acceleration until the display of the Green Flag by the Starter.
- 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 Turn 4; **SHORT TRACK** – No passing until Turn 9A
- 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.

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 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 course and the pit lane.
- Finishing positions shall be determined according to the number of laps completed regardless of whether or not the car is running at the finish. However, all cars must be running at the end of the race to be counted as an Official Finisher. Cars must complete 60% of the winner's completed laps to be classed as a finisher in each race and overall.

ON TRACK PROTOCOL

- **POINT BY PASSING:** Passing is permitted – **i)** only when a 'Point By' is given by the lead car; **ii)** only in a designated passing zone; 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**. For 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 the Series. Such decisions are final and are not subject to Protest or Appeal**
- **POINT BY PASSING: LIBRE CHALLENGE - No passing from the 'Turn In' until the 'Exit' of the turn.**
- **POINT BY PASSING: GT CHALLENGE – Passing may take place at any point on the Race Track.**
- * **NO CONTACT** is permitted. **ALL** Drivers involved in an incident that results in car to car contact will be excluded from the event. 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 Calabogie Challenge Series Events.
- * **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 the **Series**.

FLAG STATIONS - TYPICAL

- Long Track Configuration: Start/Finish** –Pit Out–T3–T5–T7–T8A–T10–T12a–T13-T15-T16–T17 = 11 Flaggers
- Green and Checkered Flags at: **Start/Finish**
- Blue Flags may be at: **Start/Finish** - Pit Out-T3–T5 - T7 – T10 – T15
- Black + Meatball (Mechanical) Flag **with number board** at: **Start/Finish** – T5 – T10 - T15
- Short Track Configuration: Start/Finish** - Pit Out - T8B – T9 – T10 – T12 – T14 – T15 - T16 – T17 = 9 Flaggers
- Green and Checkered Flags at **Start/Finish**
- Blue Flags may be at **Start/Finish** - T9 - T10 - T15 - Pit Out
- Black + Meatball (Mechanical) Flag **with number board** at: **Start/Finish** – T5 – T10 - T15