



## 2020 Birkett Six Hour Relay – Team Managers & Drivers' Briefing

Silverstone GP 24/10/20

**These notes should be read in conjunction with the Final Instructions**

### QUALIFYING

Qualifying sessions will run continuously in sessions by car letter designation (i.e. all 'A' cars together). Qualifying DOES NOT SET THE GRID so there is no need to attempt a quick time - ensure all team drivers do a minimum of three laps. Note that any cars/driver letter can start the race and cars can go out in any order during the race itself – (it does not need to be A,B,C etc).

### ASSEMBLY

The assembly area is on the Copse runway – see the Final Instructions for location - and ensure you arrive promptly in advance of your qualifying session.

Each team's chosen starting car/driver for the race should head to the assembly area IN GOOD TIME and absolutely no later than 11.20am.

### START PROCEDURE

The race will start behind the Safety Car. See Final Instructions, and note this is **NOT** a 'rolling start' by definition. Follow the Safety Car in single file in grid order. The race starts when the Safety Car is flagged away from the start line.

Towards the end of the lap the Safety Car will turn its flashing beacons off and then enter the pit lane. Cars **MUST NOT OVERTAKE** until they pass the green flag at the start line.

### DRIVING STANDARDS

This is a six-hour race so no first corner heroics are required; you cannot win on the first corner, but you can lose.

There is a wide range of performance – both straight line and cornering - in the Birkett and all drivers need to be fully aware of the challenges this brings, specifically with regards to closing speeds.

The race has an excellent safety record, and we intend to maintain this by ensuring driving standards remain high throughout. Drivers can expect penalties if they transgress in this area.

Drivers of faster cars should not crowd slower cars - all drivers have the same right to race and remember that smaller cars may be difficult to see when alongside.

Drivers of slower cars should avoid confusing indications or indecision in braking area when being overtaken by a faster car – stick to the racing line and faster cars will find their own way past.

DO NOT rely on blue flags as marshals will not know race order.

Do not fight quicker cars when being lapped.

## **PIT LANE**

The pit lane speed limit is 60kph & starts at the line positioned at the start of the pit lane.

Refuelling must take place outside and around the back of the garages only, with the driver out of the car and an extinguisher on hand.

The Stop/Go penalty box position is on the right at the start of the main pit area and will be indicated by a board. Note that a Stop/Go penalty **CANNOT** be served in conjunction with a Pit Stop/Driver Change.

Be aware of the restricted number of team personnel in pit lane and ensure all personnel are correctly attired in tabards.

**All personnel in the garages, pit lane and pit wall MUST wear face coverings at ALL TIME. This is in line with current Motorsport UK rules.**

Team Managers must remember that they are responsible for the behaviour of all team members and penalties can apply to the team if any team member infringes pit and pit lane regulations.

Communication with Team Managers will be via SMS. Please ensure Race Admin have the correct mobile phone number for your Team Manager, and keep the phone switched on and with you at all times.

## **SIGNALS**

Black flag and penalty boards (with car number) will be shown from start line position. Ensure you are aware of penalties (especially for exceeding track limits) which are shown in the matrix in the finals. Note that in race penalties cannot be appealed (C2.1.6).

### **RESPECT YELLOW FLAGS**

Always, i.e. slow down, no overtaking until you pass a green flag.

### **SAFETY CAR**

The Safety Car will attempt to pick up the race leader. Form a crocodile behind the Safety Car ASAP with a gap of no more than five car lengths between each car. Cars may be waved past until the leader is immediately behind the Safety Car.

Whilst the Safety Car will remain at steady pace, be very alert to possible fluctuations of speed and sudden slowing further back in the crocodile due to the number of cars.

The pit lane will remain open but will be closed whilst the crocodile passes. Once you are released from the end of the pit lane, attempt to safely catch the crocodile asap whilst respecting yellow flag conditions.

NOTE: Once the Safety Car period ends a green flag will be shown on the start finish line, and OVERTAKING IS NOT PERMITTED until the start line is crossed.

THE SAFETY CAR MAY GO THROUGH THE PIT LANE IF THE INCIDENT IS ON THE PIT STRAIGHT.

Deployment of the Safety Car indicates there is a serious incident. Rescue units or other vehicles may be on circuit and marshals or other staff may be on track adjacent to the incident. Extra care and vigilance is therefore required.

Full details of the Safety Car procedures are in the finals and in the 'Blue Book' - ensure you have read and understood them.

### **END OF RACE**

Once the race ends cars will be directed back to the paddock from the pit lane.