

First Time at Circuit Briefing Notes



Locations

Make sure that you know where the following are located before you need them, at the current time ensure that you are using the correct PPE and observe Social Distancing as appropriate to the area before entering

- Race Admin
- Race Control
- Scrutineering
- Assembly – including Noise Testing
- Parc Ferme
- Med Centre

Practice

Assembly area – get there in plenty of time as your car will need to be noise tested and there will be more than just you waiting to be tested. The session start will not wait for you.

If you are re-joining the circuit after being in the Pit Lane pay attention to the blend line and do not cross it.

Note the location of flag points / lights, these are Race Controls method of communication with you whilst you are on track.

Learn from others and make sure that you get in 3 laps, if not speak to the Clerks as soon as possible after Practice finishes.

Track limits – the white lines define the edge of the circuit; without good reason no wheels should cross these; repeated excursions across the white line may lead to penalties being applied.

If you leave the circuit (i.e. spin out) ensure that you take a moment to become aware of what is around, you.

It is your responsibility to re-join the circuit safely without impeding other competitors. If you are unable to restart, then your car will be approached by marshals it is vital that you respond to them with a “THUMBS UP” if you are OK. Failure to do so may be taken as a sign that you need external i.e. medical assistance which could result in a Safety Car or Red Flag so that the appropriate assistance can be deployed.

IMPORTANT At the end of the session you may be directed to leave the circuit at a gate on the right-hand side of the track after TURN 3, PALMERS. You will then be directed to Parc Ferme by marshals. Slowdown in good time to leave the track safely at this point. Do not go on to complete the lap.

Pit lane speed limit – observe this at all time as it is a live working area.

Race

Get to the Assembly area in plenty of time, marshals will help you get into the correct position before you join the circuit to compete.

Be aware of if there is a Green Flag Lap, or not, as per Final Instructions.

Start Procedures as per Final Instructions.

Safety Car – ensure that you are aware of Safety Car operating procedures – especially as and when a Safety Car period ends.

When racing watch out for speed differentials when coming up behind another competing car, or if another car is coming up behind you to lap you.

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The same point regarding Track Limits and/or leaving the circuit is made.

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Post Session

Post Session – be it Practice or Race if you are advised to go to Race Control please ensure that you do so as promptly as possible and if your car has a camera fitted please ensure that you bring it and its SD card with you.

Flags – RESPECT THEM and ensure that you know what they (and the others) mean

Blue – another competitor is behind you

Single Waved Yellow – danger, slow down, have full control of your car and no overtaking

Double Waved Yellow – great danger, slow down considerably, have full control of your car, be prepared to stop, and/or take evasive action and no overtaking

Green – all clear

Red – depending on if the session is Practice or Race.

Follow the directions of the marshals.

Practice – return to Pit Lane.

Race – stay on track unless directed to do otherwise. Depending on the amount of time already spent racing it could be a restart with the original or new grid or if more than 75% of the race has been run a Chequered Flag.

At all times Do not stamp on brakes as we do not want you to become a secondary incident to the one, we are already dealing with.

For all other flags refer to section Q 15.1 in the current yearbook.

General

After event stay at least 30 minutes from the time the results are published.

Please always follow the directions of Officials and marshals.

Snetterton Specific Notes

No race engines before 08.30 or after 18.45

Joining the circuit to start practice – you will be directed up and released from the pit lane

Joining the circuit to race – you will be directed to the grid which is only a short distance from the Assembly Area
Grid is on uphill slope

Flags are some distance from the track at some points, make sure you know where they are. There are also lights but not all flag points have lights

High kerbs Brundle & Nelsons

If you need to re-join the circuit after a straight on at Brundle, use escape road to exit of Nelsons.

Green flag lap, if your championship has one – the 300 circuit is a long circuit, be brisk, a Green Flag Lap time of over 4 minutes may result in race time being reduced

IMPORTANT: After your track session ends you will leave the circuit by a gate on the right-hand side of the track after TURN 3 PALMERS. This applies both at the end of qualifying and the end of your race. By exiting the track here, you will save valuable time.

End of session PARC FERME (no access direct to garages)

Brisk lap after chequer to save time

Live snatch

ETL sensors are used and operated by Judges of Fact

At the end of your races, please wave to thank all the marshals; remember that they (we) are all volunteers and give up their time freely and without remuneration.