

BRANDS HATCH – 116 TROPHY BULLETIN

Access / Sign-On:

Access time to the garages will be any time after 6.00pm on Friday the 26th of August. Signing On needs to be done electronically in advance of the meeting, please refer to the event Final Instructions for full details on completing the signing on process. Note: If you arrive on Saturday after 8.30am, unless your tow vehicle is very small it is unlikely that you will be able to get access to the garages via the vehicle tunnel, so would need to setup in the outer paddock.

<u>Drivers must check the Race Programme on Friday to ensure that their team drivers and number are listed correctly, and report to Race Admin at the earliest opportunity on Friday/Saturday (before qualifying) if not correct.</u>

Paddock / Garages:

116 Trophy have been allocated the Garages 11 to 32 as per the garage plan at the end of this document, note, this has been revised since publication of the Final Instructions. Please share three cars per pair of garages and be considerate with trailers & support vehicles.

Scrutineering:

This will be done via a pre-event declaration, please refer to the event Final Instructions for full details on completing the process.

Qualifying:

116 Trophy Qualifying will be at 12.10pm. This will be a 25-minute session, for teams with multiple drivers, all drivers (including those in three-driver teams) must complete three laps during this session.

Briefing:

There will be a physical drivers briefing at 3.00pm in the Briefing Room next to Garage #1 additionally please read this Bulletin document carefully and any other relevant briefing notes that are placed on the online event noticeboard at the link below:

https://www.750mc.co.uk/briefing-notes/brands-hatch-indy-2nd-3rd-july-2022.htm

Race Start:

The race will be a rolling start with a green flag lap (see below.)

Cars will be pre-gridded in the Assembly Area then released to the grid, where there will be a countdown followed by the start of the Pace Lap. Cars should remain in their correct grid positions throughout the lap and avoid unnecessary weaving. At the completion of the Pace Lap, if the Clerk of the Course instructs the Pace Car to switch off its lights and enter the pit lane then the pole position car will assume the role of Pace Car until the gantry lights are switched out. This will signify the start of the race. Any cars accelerating or holding back before the start may be penalised for being out of position at the start. Whilst on the Pace Lap

only, the Clerk of the Course may decide that the formation is not satisfactory and may then abort the start by not extinguishing the gantry lights. The Clerk of the Course will then instruct the Pace Car to do a further lap. If after that lap the Clerk of the Course is still not satisfied, the cars must return to the start line behind the Pace Car which will still have its roof lights on. A decision will then be made as to when to attempt a further re-run of the start. The race duration counts down from the time of the first attempted start. Any aborted starts will therefore reduce race duration.

Pitstops:

After 15 minutes a "PIT OPEN" board will be displayed at the start finish line, this will be shown for three laps.

After this teams will be permitted to make their mandatory stops and driver changes (if required.)



After 75 minutes a "PIT CLOSED" board will be displayed.

ALL TEAMS must make TWO mandatory 60 second pitstops during the pitstop window (see above).

DUE TO THE TIGHT NATURE OF THE PITLANE AND THE NUMBER OF ENTRIES ALL CARS MUST PARK AT A 45 DEGREE ANGLE. THIS APPLIES TO ALL PIT STOPS, ONCE A STOP IS COMPLETE THE CAR MUST BE PUSHED BACK BY TEAM MEMBERS EXCERCISING AN APPROPRIATE LEVEL OF CAUTION. DURING THE RACE FAILURE TO ADHERE TO THIS WILL RESULT IN A 1 MINUTE STOP & GO PENALTY FOR EACH OFFENCE.

Timing of the stop will commence when the car is stationary. Any car being released before the 60 second duration has elapsed will incur a stop-go penalty equal to the time the pitstop was short multiplied by 2, for example a 50 second pitstop will incur a stop and go penalty of 20 seconds.

Teams taking pitstops outside of the pit window will receive a one lap penalty.

Additional stops such as those for minor maintenance etc, need NOT be 60 seconds in duration.

Teams may NOT make EITHER of their two mandatory pitstops under safety car conditions. For the avoidance of doubt the race will be considered to be under safety car conditions once SC boards and flags are displayed around the circuit. Making a mandatory pitstop under safety car conditions is prohibited and will result in a two-lap penalty (per pitstop) being applied after the race.

Refuelling is PROHIBITED at any point in the race. Engines may remain on during the pitstop.

It is not permitted for any car to reverse in the pitlane under its own power. Reversing a car under its own power is considered dangerous and penalties will reflect this. During the race please feel free to use the full length of the pitlane.

The pitlane speed limit will be 60 km/h (38mph) - we do have the ability to check pitlane speed. The penalty for excessive speed will be a "stop and go" penalty equal to two seconds per km/h over speed limit

Time Penalties:

The following teams must serve an additional success-based time penalty at their first mandatory pitstop:

#87 L. Woodward + 30 seconds #75 L. Tindall + 20 seconds

Additional Penalties:

Offence	Qualifying	Race		
Excess speed in pitlane	Black Flag	Stop & Go, 2 seconds for each kph over the limit		
Overtaking under a yellow flag	Black Flag	Stop & Go for 1 minute		
Overtaking under Safety Car conditions	Black Flag	Stop & Go for 1 minute		
False start		Stop & Go		
Failure to respect starting positions		Stop & Go		
Wrong direction in pitlane	Disqualiication of Driver	Disqualification of Driver		
More than 3 laps under black flag without stopping	Disqualiication of Driver	Disqualification of Driver, 2 lap deduction applied to the team at the end of the race		
Refuelling		Disqualification of Team		
Not stopping in the pits at 45 degrees and being pushed back when the stop is complete	Black Flag	Stop & Go for 1 minute		
Exceeding track limits	Black Flag after third report	Second report: Black & white warning flag Next Report: Five second time penalty Next report: Ten second time penalty Next Report: Drive Through Penalty Next Report: Black Flag (Disqualification of Driver which may attract licence points)		

Pit to Car Radio:

For cars using pit to car radio, licences must be available for checks by scrutineers as per MOTORSPORT UK regulation Q8.1.10.

Awards:

Trophies will be awarded to 1st, 2nd & 3rd, there will be a prize giving immediately after the 90 minute race at the Podium in the pitlane.

Garage Allocation:

Please share three cars per pair of garages (see diagram on next page.) During the race to ease congestion in the pitlane, teams are able to use the remainder of the pitlane.

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