

Briefing Notes

Snetterton 200



Please ensure that you read all of these Briefing Notes, even if you have raced at the venue before. They are split into two sections; firstly, notes specific to the circuit and the venue, and secondly general notes that apply to all events. These notes supplement the 2020 Motorsport UK Yearbook (Blue Book) and Championship Regulations. Any regulations quoted from the Motorsport UK Year Book are shown in [square brackets].

SPECIFIC CIRCUIT NOTES

This race meeting will be held at Snetterton 200 circuit; 2.0 miles in length.

Unless actually on the circuit, a speed limit of 10 mph applies at the venue [Q14.1]. Internal or service roads may not be used to test race cars.

Prior to qualifying, get to the Assembly Area at the end of the pits in good time for noise testing; take care driving through the paddock.

Leaving the circuit - after seeing the chequered flag, continue for one full lap then exit the circuit into the pit lane and into the parc fermé which is toward the end of the pit garages toward scrutineering bay. Passing the chequered flag more than once may result in a penalty, and wastes valuable track time.

Prior to racing, cars will be released straight onto the grid from the assembly area in grid order. Countdown will begin at 1 minute, before the signal to start the green flag lap.

Green Flag Lap - Note that during green flag laps, practice starts [Q12.14] and excessive weaving (more than 50% circuit width) is specifically forbidden. Snetterton is equipped with light panels (green, yellow, red) which support and have the same meaning as flags. On green flag lap if you stall or spin off and fall behind all other competing cars, you must remain behind those cars and start the race from the rear of the grid. Unnecessarily slow green flag laps may result in the race duration being reduced.

Start Lights - these are located on a gantry above the grid. Once the 5 second board has been shown, the red lights will come on; the signal to start racing is the lights going out. In the case of light failure, the Union flag will be used instead. No team personnel are allowed on the pit wall for the start of the race. The grid / start at Snetterton is on an uphill gradient so take note for Starts.

Live Recoveries – may be used at Snetterton which means that if a stranded car needs to be recovered it can be done under yellow flags / lights - negating the need for a Safety Car period. Note that if your car is recovered by mechanical means (i.e. a tractor), you may not re-join the session.

Track Limits are monitored by Judges of Fact and camera systems at Snetterton. See overleaf for detail about on exceeding track limits. Please pay particular care at Brundle; if you do overshoot do not turn back and re-join but continue down escape road and turn left, to re-join circuit between Nelson and Bomb Hole. Remember to check circuit is clear before entering.

Pit Lane Speed Limit - The speed limit in the pit lane is 60 kph.

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GENERAL NOTES

Motor sport is a non-contact sport. All reports of contact will be investigated, using video evidence if necessary. Any driver involved in any incident may not leave the circuit without the consent of the Clerk of the Course.

Track behaviour - reports of abnormal direction changes (weaving) and any other manoeuvres likely to hinder other drivers will also be investigated; [Q14.4.1].

Track limits regulations [Q14.4.2, Q12.6.1] summarised:

(a) In qualifying, running beyond track limits is likely to result in the loss of that particular lap time (note that a black & white flag signal need not be shown). This will occur on each occasion.

(b) In racing, running beyond track limits is likely to result in the following penalties: 2nd occurrence: Black & white warning flag shown; 3rd occurrence: 5 sec time penalty added; 4th occurrence: 10 sec time penalty added; 5th occurrence: Drive-through penalty; 6th occurrence: Black flag & race disqualification.

Yellow Flags / Lights - Yellow flags / lights are used to warn you of a hazard or danger ahead, and are there primarily for the protection of my marshals. Overtaking is strictly forbidden between the first yellow flag and the green flag - even if you are lapping a slower car [Q15.1, Q15.1.1].

Red Flags / Lights - As soon as these are displayed, reduce speed and stop racing. In qualifying return to the pits; in races return to the grid unless indicated otherwise. Again overtaking is forbidden [Q15.1.j].

Pay attention as emergency (blue light) vehicles may join circuit.

Blue Flag signals - With the speed differential of some cars please respect the blue flags, and give other competitors room. Slower cars are both entitled and encouraged to take the racing line at all times, so as to be as predictable as possible.

Safety Car - the procedures are detailed in [Q App 2]; please ensure that you understand this fully before competing. In particular ensure that you bunch up as rapidly as possible, giving marshals time to sort out any on-track problems. Also note that during the restart, overtaking is prohibited until the start/finish line is crossed - this is very easy to check.

Parc Fermé - after qualifying and/or racing, competing cars may be directed into the parc fermé (including retired cars). Whilst in parc fermé, the following applies:

(a) No work on the car may take place of any kind, including reviewing camera footage

(b) No team personnel, except the currently competing driver, may enter the area

Only footage from in car cameras requested by the Clerk of Course will be viewed. Drivers wishing to protest other competitor's actions must do so officially in accordance with [C5.1].

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

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Map Key	
Parking	Circuit Office
Toilets	Tyrrell's Restaurant
Refreshments	Hospitality
First Aid	Pit Garages
Fuel	Race Control
Information	Scrutineering
Footpaths	Timekeeper's Centre
Raised Viewing Banks	Adventure Playground