

# **WATERFEST AUTOCROSS:**

## **General rules and information.**

- 1) 10 mph speed limit when not on course. Violators will be ejected.
- 2) Never leave anything on the ground in the grid (keep stuff in paddock area)
- 3) Don't run over anyone's stuff.
- 4) No riding on hoods, trunks, etc.
- 5) The Drivers meeting is mandatory.
- 6) No switching cars during competition. In the event of a breakdown where you have access to another car to finish your runs in, only the set of times in the car you finish with will be counted. An Event Chair must be contacted before you are allowed to drive a different car.
- 7) It is the driver's responsibility to change numbers on the vehicle on multiple-driver cars.
- 8) Instructors will not be provided for this event but if you REALLY need help, ask.

## **Techistration**

When you arrive at the autocross area your car will be inspected for safety and classed appropriately. Racers are encouraged to have classed their cars before arrival using the system below.

The following basic prep work must be done before you race:

- 1) Remove hubcaps and/or wheel trim.
- 2) Be sure there are no fluid leaks.
- 3) Make sure your battery is securely attached.
- 4) Empty interior and trunk of all loose items - floor mats, change, radar detectors, jack, spare tire, paperwork, etc., please be thorough.
- 5) No excessive wheel/bearing play,
- 6) Check that all your lug nuts are tight.
- 7) Check for good tire pressure and tread depth.
- 8) Have a Snell 90 or later helmet, (loaners are available for \$3).
- 9) Securely mount video cameras and have an auxiliary safety strap.
- 10) Clearly display your number and class on both sides of your vehicle. Tape and shoe polish are both available and acceptable. Numbers must be a minimum of 10 inches high.

When on the course

- 1) Open front windows fully.
- 2) Come to a full stop after every run in the place designated at the drivers' meeting.
- 3) If red flagged: Stop your car, wait to be told to proceed, finish your lap at half speed and, unless you were the problem, get a re-run.
- 4) Downed/misplaced cone: Stop & point at the cone, finish your lap at half speed and get a re-run.
- 5) Cone penalties:
  - Knocked down = 2 seconds
  - Out of box (up or down) = 2 seconds
  - Standing and touching box = no penalty.

Failure to abide by our rules may result in a DNF. If a car is deemed to be in the wrong class, we reserve the right to adjust accordingly.

## **Timing & scoring**

Event winners will be determined by the single fastest lap times. Prizes will be awarded for First, Second and Third in each Class.