



# **Jack Canfield Memorial 3 hour Endurance Race**

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**Atlantic Motorsport Park**

**October 13, 2013**

## **ATLANTIC REGION MOTOR SPORTS SUPPLEMENTARY RULES AND REGULATIONS**

This race will be sanctioned by and held under the rules set forth by Atlantic Region Motor Sports (ARMS) including any addendums. A copy of these rules can be found at <http://www.armsinc.ca/race/race-rules.html>

**Co Organized by:** Atlantic Region Motor Sports and Atlantic Formula Racing Association, for more information contact [race@armsinc.ca](mailto:race@armsinc.ca)

**INSURANCE:**

ASN Canada/FIA Race Insurance

**Regional Race Director:** Debbie Miller

**Organizer:** James Whitman

**Chief Steward:** Taylor MacArthur

**Clerk of the course:** Jim MacArthur

**Timing and Scoring:** Bluenose Autosport Club

**Registration:** Daphne Sleigh

**REGISTRATION:**

Entry Fee: \$100.00 per car with as many drivers as desired.

**PLEASE PRE-REGISTER ON-LINE, ENTRY FEES CAN BE PAID AT THE TRACK:**

\*\*\* [http://www.jackcanfieldmemorial.com/?page\\_id=36](http://www.jackcanfieldmemorial.com/?page_id=36) \*\*\*

Make cheques payable A.R.M.S.

All drivers, entrants, and crew are required to sign the official waiver form, located at the registration building, on entrance to the track. Plus wear the official wrist band, on the wrist.

**TRACK DESCRIPTION:**

Racing will take place at Atlantic Motorsport Park, Shubenacadie, Nova Scotia.

**RACE HEADQUARTERS:**

The Guthrie Building will be considered as Race Headquarters for the event. An official bulletin board will be maintained inside.

**RACE EXCLUSIONS:**

The race organizers reserve the right to exclude from racing all those who fail to comply to the rules of the ARMS handbook and these supplementary regulations.

**RACE CARS:**

All Sedan and Spec Miata classes will be combined for this event.

No race car will be allowed on the track until passed by the Technical Inspector.

**\*\*\*ALL CARS ARE REQUIRED TO PASS TECH INSPECTION ON EVERY RACE DAY\*\*\***

**Schedule:**

7:00	Gate opens
8:00	Registration opens, Scrutineering
9:00	Driver's Meeting
9:15 – 10:15	Legends practice
10:15 – 11:00	Sedan practice
11:00 – 11:30	10 lap qualifier race for Legends
11:30	Registration closes
11:30 – 12:30	Lunch
12:30 – 1:00	Legends feature race
1:00 to 4:00	Three hour Enduro

Please note: this schedule is subject to change; times are approximate only and may be adjusted as required.

## **ADDITIONAL REQUIREMENTS/REGULATIONS:**

### **Drivers Meeting:**

Mandatory attendance is required.

### **Practice:**

Sedan practice will take place from 10:15 am.

### **Starting Grid:**

The starting grid shall be determined by the marshals with possible thought given to the speed of your car, what colour it is and any other arbitrary bit of information they deem appropriate.

### **The Start:**

The start shall be a rolling start behind a pace car. The car on Pole Position, when the pace car has entered the pit lane, shall determine the starting pace until the green flag is displayed from the starter's bridge indicating the start of the race.

### **The Race:**

The race will be a three hour endurance race for sedans. The car with the most laps completed after three hours of racing will be declared the winner.

### **Pit Stops:**

Each car will be required to complete one pit stop during the race. The pit stop will be required to be for a minimum of five minutes from the time the car stops in the pits to the time the car leaves the pits. Max pit speed 60 km per hour will be enforced. Penalties will be applied for carelessness.

Driver changes may take place during a pit stop. The car shall be switched off before the driver exits the vehicle. The next driver shall be properly belted in prior to restarting the car. If refueling is to be done, the car must be switched off, the driver out of the car and a team member standing by with a fire extinguisher while a suited and helmeted crew member fuels the vehicle. No other work can be performed on the car while it is being fueled.

### **Flags:**

The usual flags will be used by the marshals to control the race. If there is an incident, a yellow flag will be shown at the marshal stand before the incident. Immediately before the incident a waved yellow flag will be shown. No passing shall take place under yellow flags. Racing and passing may only take place after the racer passes the stand displaying the green flag after the incident. If there is an incident that cannot be controlled by a local yellow flag, a "Full Course Yellow" shall be instigated with steady yellow flags all around the track and waved yellow flag immediately prior to the incident.

In addition, a sign with "SC" shall be displayed at all marshal stands and the start finish line. The Safety Car (hereafter referred to as SC) will be utilized in such a circumstance where race traffic is to be controlled. These circumstances could range from incidents that require use of a recovery vehicle, excessive/dangerous debris or extreme wet weather. The decision to deploy the SC will be reached from information received by Corner Marshals on course, upon which the Clerk of the Course will reach a decision.

### **Safety Car Procedure:**

If an incident has occurred on course that satisfies the Clerk of the Course's requirements for deployment of the SC; certain procedures will happen immediately and during the course of the SC period to ensure

the safety of marshals, other track workers and competitors. For ease of use, a SC period is divided into two sections, the **Recovery phase** followed by the **Race Ordering phase**.

**Recovery Phase:**

**Once the decision has been made to deploy the SC, the following events will occur.**

- All corners confirm SC boards and STEADY YELLOW flag is displayed. At this time, Pit Lane is CLOSED for entry. Upon confirmation, SC will deploy from Pit Exit onto the surface at the earliest safe moment to do so. The race order of the first car behind the SC will not be considered at this time. SC maintains 60km/h.
- Recovery vehicles proceed on track to incident and perform recovery. Upon all recovery vehicles clear, the Recovery Phase ends.

**Notes: Pit Lane is closed for entry during this period. If a competitor is in Pit Lane, they may rejoin at the end of the line behind the Safety Car at the discretion of the Pit Exit marshal.**

**Race Ordering Phase:**

Upon recovery vehicles confirmed clear of the racing surface, co-ordination will now take place to ensure the leader of the race is the first car following the SC, and to ensure the rest of the field is within a reasonable distance from the leader for the restart of the race.

**The following events will occur upon recovery vehicles confirmed clear.**

- All corners will remove STEADY YELLOW and maintain display of SC boards. At this time, Pit Lane is OPEN for entry.
- On the NEXT pass of the Start/Finish Strait, the SC will maneuver to the RIGHT hand side of the race surface and indicate which cars are to overtake. (Ex. If the race leader is 3 vehicles behind the SC, the 2 vehicles in front of the race leader will overtake the SC)
- If the leader is significantly behind the SC in the field, this procedure will be repeated as many times as Race Control determines necessary.
- Vehicles that have been released are to proceed as quickly as possible to catch the back of the field. Passing is NOT permitted.
- Upon the two conditions being met; the race leader being the first car behind the SC and the field being an acceptable distance behind the SC, Race Control will inform the SC to switch the lights off the next time past Start/Finish.
- Start/Finish will display the SC IN Flag (Light Blue with diagonal White stripe) at that time to indicate the SC is exiting the racetrack at the end of that lap. All corners will remove SC board.
- SC will enter Pit Lane and the race will resume. All corners displaying WAVED GREEN for one lap.

**Notes: ALL RESTARTS WILL BE SINGLE FILE RESTARTS**

A black flag will be shown with the car's number at corner 9 if there is a situation or issue with the designated car. Situations such as rough driving, passing under yellow, poor sportsmanship or mechanical issues may generate the black flag. The car shown the black flag must enter the pits within one lap to have his or her digression explained by a steward before being allowed back into the race. In the case of a mechanical black flag, the situation that caused the flag must be repaired and approved by a steward prior to the granting of permission to re-enter the race. Sometimes the blue flag will be shown to a slower car being overtaken by a faster car. This flag is for information only. The debris flag (red and yellow stripes) denotes debris on the track and the driver shall take note. It may also be shown to make the driver aware of small animals who have wandered onto the racing surface.

**RED FLAG PROCEDURE:**

**A WAVED RED FLAG WILL REQUIRE ALL COMPETITORS TO REDUCE SPEED IN A SAFE AND CONTROLLED MANNER AND PROCEED TO AND STOP AT THE ENTRANCE TO PIT LANE TO AWAIT INSTRUCTION TO EITHER PROCEED TO PIT LANE OR PIT STRAIGHT.**

Any ATV type vehicle must be clearly identifiable to a driver/entrant (by car # affixed to the vehicle) and must be used in a safe manner by an adult only. No sitting or riding on the exterior of a moving vehicle.

Paddock area speed is 10kmph.

Please use drums provided for all waste fluids.

NO alcoholic beverages may be consumed in the paddock/pit area before the end of the race day program. No driver may consume alcohol 8 hours before competing. Drivers may be asked to submit to a breathalyzer test.

**Pit lane:** no open-toed shoes, or shorts allowed. Only pit crew and drivers are allowed on pit lane.

**Common Sense:**

While this is a race, the drivers are requested to use common sense when confronted with a situation that may lead to an accident or damage to a car. Rough driving will be penalized.

**Thank you to all our workers and marshals without who this event would not happen!**

For more info check out <http://www.jackcanfieldmemorial.com> and <http://www.armsinc.ca>