

GINGERMAN RACEWAY OPEN TRACK DAY

Friday, JULY 10, 2009

SCCA MEMBERS ONLY

Pre-Registration Required

Online at www.gingermanraceway.com 'REGISTRATION' tab. By phone: 269-253-4445 or email: trackmanagement@gingermanraceway.com

SESSIONS:

A	9:00 a.m. - 5:00 p.m.	\$150.00	Day Practice
B	5:30 p.m. - 8:30 p.m.	\$60.00	Evening Practice
C	1:00 p.m. - 8:30 p.m.	\$150.00	Afternoon Practice
D	9:00 a.m. - 8:30 p.m.	\$200.00	FULL DAY Practice

9:00am – 12:00pm Groups 1-3 20 minute sessions

12:00pm – 1:00pm Lunch Gingerman Concession NOW OPEN

1:00pm – 5:00pm Groups 1-3 20 minute sessions

5:30-8:30pm Groups 1-3 20 minute sessions

Hello and thank you for visiting GingerMan Raceway! This manual will help you understand the rules applying to our open track driving sessions. In essence, open track is available to all those that want to enjoy driving a sport car in a controlled environment. **There is strictly NO RACING** in an open track event, other major organizations exist for such purposes. We expect that you understand and can follow our rules in order to conform to a safe and fun environment.

General Rules & Requirements

Waiver must be signed by each individual entering the track premises.

Pre-registration is required.

There are no half-day passes available for open track events. Open track hours are 9:00 a.m. - 5:00 p.m.

Appropriate wristband must be worn at all times while on track premises.

Absolutely NO PASSENGERS are allowed on the track unless approved by track manager.

All drivers/riders must attend drivers meeting prior to start of event.

Helmets must be wearing a helmet at all times while driving/riding on the track.

Helmet must be SNELL 2000 or newer for cars and DOT for bikes (bike helmets are not permitted for car drivers).

Helmet must have a chin strap.

Each helmet will be inspected at time of registration.

Vehicle must have factory seat belts or race harnesses in place for all occupants.

Convertible vehicles must have roll protection in place. Pop-ups are not permitted.

Previous track driving experience is required.

Long sleeve shirt and pants required.

If you suspect anything wrong with your vehicle while driving on the track, GET OFF immediately or drive off into the grass.

Helmets must be on and strapped at pre-grid.

Drifting is not allowed on the track.

No reversing on the track.

Keep hands in vehicle at all times.

Trucks, large sedans and karts are not permitted on track unless approved by management.

Extra Notes for Riders:

Motorcycles are allowed only on specified dates. See website for details or call our office.

Riders must wear a full leather suit and gloves or two-piece zip-up.

Motorcycle helmets must be DOT approved.

Driving Experience

There will be up to three different groups; each will have the same amount of track time. A novice group will usually be followed by the advanced and finally the formula/sport racers. Novice group is the home to drivers with lesser experience or development, it does not regard to the capabilities of the vehicle. Advanced group assumes drivers with previous racing experience. In other words, you will be expected to fit in with your group or you will be advised to move down to novice.

Novice Group

Read this manual

Understand the meaning of the flags

When your group is called, proceed to the starting line

Make sure you are properly restrained and your helmet strap is secure

Wait to receive further instructions

The controller lets cars out on the track one car at a time, please be patient at this time

The first lap is run under yellow, NO PASSING

Be aware of the corner stations

The session begins and ends with the use of the flags

PASSING RULES:

Passing or overtaking another vehicle is only allowed on the straight-aways between turns 10-11 and 11-1.

Do not attempt to pass at any other section of the track

If you see a car closing up on you or waiting to pass you, please maintain a safe line and 'point-to-pass,' let the driver behind you know that you are aware with a point as to which side he/she should attempt a pass

Do not wait until the end of the straight-aways to make a pass or let somebody pass you. Give yourself a good braking zone, otherwise wait until the next straight-away to attempt a pass

If you fail to let cars pass you because you are not aware of them nor the flags being displayed, you will be black flagged in order to help you

Advance Group

Read this manual

Understand the meaning of the flags

Read the novice group section to advise you on the level that might be a better starting point for you if you don't feel confident about your abilities

PASSING RULES:

The responsibility of passing or attempting to overtake another vehicle rests solely with the overtaking passing driver

The overtaken driver has the responsibility to be aware that he/she is being overtaken

The overtaken driver shall not block or impede a clean, seamless pass

'Point-to-pass' is not necessary, but all drivers are encouraged to communicate if necessary

Drivers who appear to be blocking or impeding a safe pass will be blacked flagged

Vehicle contact is illegal.