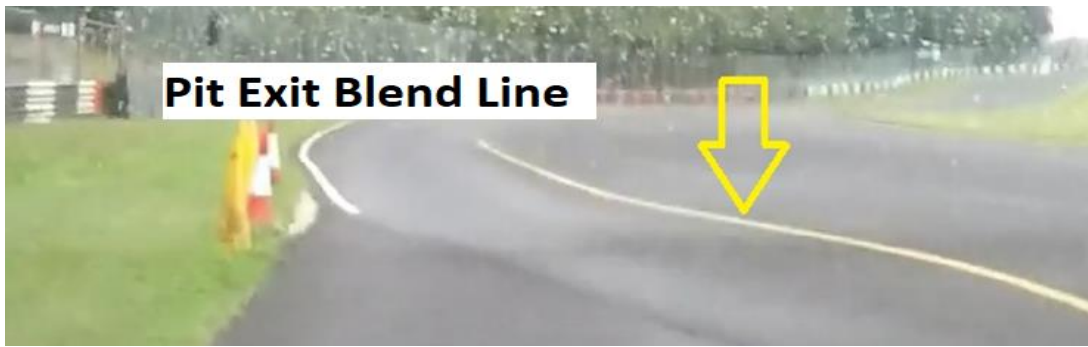


Castle Combe Circuit New Driver / New to Circuit Briefing 2024 (R1)

1. Welcome
 - Clerk introduction.
 - Co-ordinator / Race Admin contact as applicable.
 - If this is anyone's first ever race, advise the Clerk ASAP for additional briefing / queries as needed.
2. Driver Prep
 - Have you signed on?
 - Have you got all your kit?
 - Do you know where everything is (Race Control, Race Admin, Scrutineering, Assembly Area, etc.)?
3. Car Prep
 - Stickers as necessary - championship/series, novice cross, cut offs, extinguisher, disabled driver.
 - Numbers – front and both sides of car (make sure you know what your race number is!).
 - Scrutineering – location, process, what to take.
 - Wheel nuts – done up?
 - Fuel – in?
4. Session Prep
 - Listen out for paddock announcements.
 - For qualifying, arrive ready to be noise checked at entry to Assembly Area. Depending on weather conditions, you may also be asked to check your lights are working. Make sure you know how to operate them!
 - Check your pin is **OUT** of extinguisher.
 - Check your pins are **IN** bonnet, boot, etc.
 - Be dressed ready – overalls, helmet, gloves, HANS, etc.
5. Qualifying
 - Released into pit lane. **NOTE** – tight 180-degree turn under the bridge! Marshals there to assist.
 - DO NOT drive through red light at end of pit lane

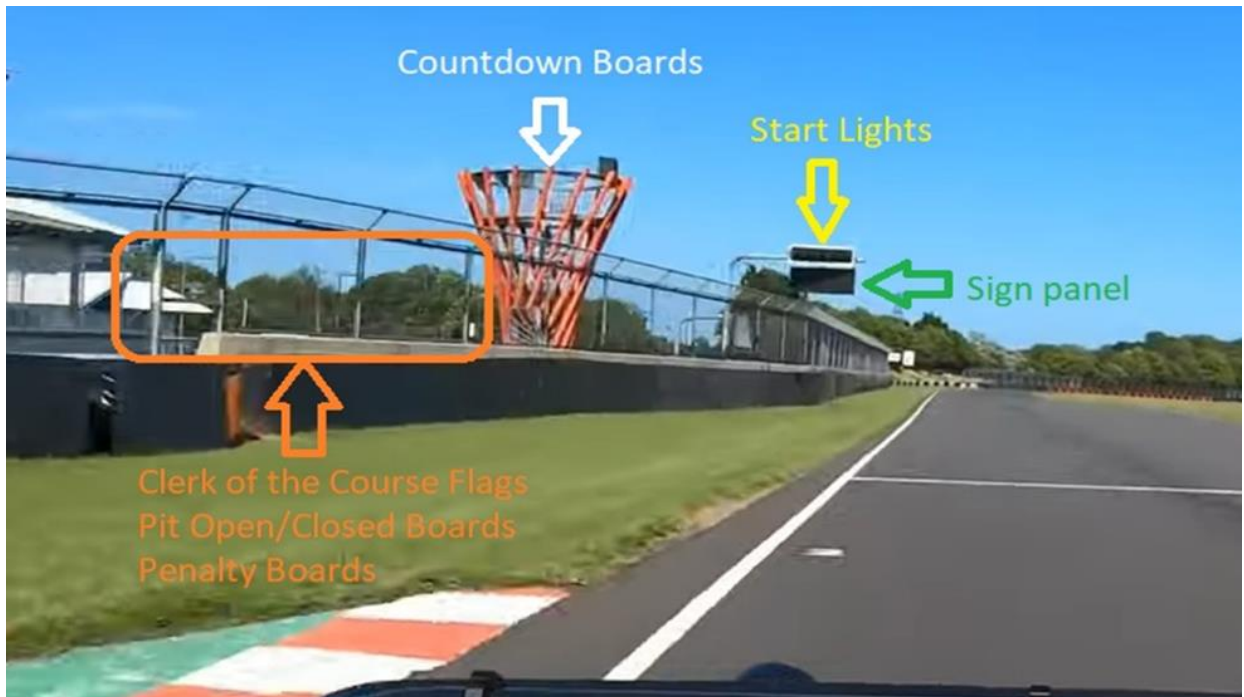


- DO NOT cross blend line at pit exit. It exists for your safety and that of your fellow competitors



- Complete a minimum of three timed laps – if you don't achieve this, come and see the Clerks.
 - End of session, chequered flag then slow down and return to pits/paddock.
6. Race start procedure - **STANDING**
- From assembly to grid – if you're near the rear, you may be directed wrong direction up pit lane.
 - Rostrum will show a 1 minute and then a 30 second board, accompanied by audible signal, then a green flag will be waved to signify the formation lap commencement.
 - There will be a lead car at the front, to take you round. This will pull over to driver's right prior to Camp (the final) corner. This is the Safety Car standby position for the race start.
 - If you spin on green flag lap and all other cars pass you, you must join the back of the grid for the start – do not take up original grid position (unless Championship/Series regs say otherwise).
 - Once the grid is formed – five second board displayed on Rostrum then 5 red lights will come on one by one, then between 4 and 7 seconds later, will go off, as per a Grand Prix sequence.
7. Race start procedure - **ROLLING**
- From assembly to grid – if you're near the rear, you may be directed wrong direction up pit lane.
 - Rostrum will show a 1 minute and then a 30 second board, accompanied by audible signal, then a green flag will be waved to signify the pace lap commencement.
 - If you spin on pace flag lap and all other cars pass you, you must join the back of the grid for the start – do not take up original grid position (unless Championship/Series regs say otherwise).
 - If OK for a start, the pace car will turn its roof lights off around Tower/Bobbies corners and then pull into the pit lane. The front row then maintains the pace until the red start lights go out.
 - **ABORTED** Start – The red lights will remain on. Cars to maintain pace for a further lap and stop on grid, following marshal instructions (unless Championship/Series regs say otherwise).
8. In sessions
- Build up – don't try and break the lap record on your first lap!
 - Braking for Quarry – Pick your braking point carefully. It's on a rise... your car may go light and snap left.
 - Esses and Bobbies – if you overshoot, continue at low speed through the tyres to re-join when safe to do so. **DO NOT** U turn and face oncoming traffic.
 - Yellow flags and red flags mean slow down – they don't mean slam your brakes on.
 - There are **NO** light panels at Castle Combe, only flags – make sure you look out for them!
 - No overtaking during Safety Car periods.
 - At the end of a Safety Car period, you are not allowed to overlap or overtake anyone until you pass the green flag at the start line.

- Clerk of the Course flags will be shown on startline, on driver's left.



- Watch out for blue flags but don't rely on them – use your mirrors.
- Red traffic signal type lights are in head on positions – and have the same meaning as red flags.
- RACE STOP - you may be stopped between Bobbies and Camp corners by marshals – be prepared to do so.



- Mechanical issues – pull off ASAP, preferably near a marshal post, but definitely in a 'safe' position. Give thumbs up to marshals as soon as possible and get out of the car to a place of safety.
- Accident – If you're OK, give thumbs up to marshals as soon as possible and get out of the car to a place of safety.
- If no thumbs up given/returned to marshal, we will assume you need medical assistance and will stop the session.
- The medical policy is that if you are involved in any contact – however minor – you **MUST** report to Med Centre and be cleared by medics before you are permitted to take any further part in the meeting.
- 'F' symbols at marshals' posts and elsewhere denote location of fire extinguishers.



- If entering the pit lane, make it obvious – indicate as best you can – as pit entry lane is also on racing line for Camp corner. It's also very narrow, blind and on a bend.



- Pit lane speed limit 37mph/60kph (from by Bridge) and is monitored.
- Delta time at 60kph is 16.3 seconds.



9. Questions?

Any issues, talk to your Co-ordinator, Race Admin or the Clerks in Race Control.

