



## ARCR RACING GUIDELINES

The following is a list of what is expected when racing during a club series

### RACING

- Drivers are expected to show good sportsmanship on and off the track.
- Bad Language will not be tolerated.
- Deliberate non racing contact will not be tolerated. Any “bashing” contact will result in warnings from the race director with a 3rd warning resulting in disqualification in that race.
- Any incident that results in an unfair race order change must be rectified by the infringing driver (this may also be called by the race director)
  - This mean if you take someone out in a corner or over taking unfairly you need to stop and allow that person back in front of you before resuming racing
- No arguing with the race director while racing if called. Any disputes about a call should be discussed in a calm manner after the race has concluded.
- Drivers need to be aware not to obstruct other driver’s view of the circuit on the rostrum.
- Reverse is not permitted at any time.
- Caution should be called by the driver whose car is causing the obstruction on the track (this can also be called by the race director).
- Should a driver jump the start they will be required to do a stop go penalty.
- A car deemed to be unsafe can and will be black flagged from that race or until fixed.
- Cars being lapped by faster cars are expected to show courtesy and allow the faster driver to pass without incident. This can also be communicated between drivers in a friendly manner.
  - If this is called you have 3 corners to yield and applies in heats and finals
- No cars for the next race are to be placed on the track until the previous race has completed and all cars have come to a stop.
- Drivers must not leave the drivers rostrum until all cars have completed their race.
- Drivers must step back but not leave the stand until the race has completed if their car is broken or disqualified during a race.
- After your race has finished you are required to turn off your transmitter and car, place it on the designated table and then head to a marshalling point.
- Two drivers meeting will be held one at the beginning of the day and one before the finals

## **MARSHALLING**

- All drivers are required to marshal directly after their race. Failure to do so will result in the loss of the best days result.
- If you cannot marshal due to illness you will be required to notify the race director prior to the race day commencing. A substitute marshal will be required.
- A substitute marshal will be required also if you cannot marshal due to a broken car that needs fixing. If you cannot provide one you must marshal first before fixing your car.
- Marshalls are not permitted to fix a broken car. A broken car must be placed upside and where possible on the outside of the track to allow pit mechanics to attend to the car.
- Your marshalling point is designated by your grid number so please marshal at that numbered cone
- If you are not at your marshalling point within 30 seconds you will lose your fastest heat
- Watch your marshalling area and not the race
- Use your hands to marshal the car and place it down do not flick or kick the car over
- Cars will not be marshalled if the drive wheels are still spinning under throttle
- If a car has crashed and a second car crashed into it due to the first cars error the second car should be marshalled first
- Only racing entrants are to marshal
- Do not remove your safety vest until all cars have finished racing
- Children in Novice class or any class under the age of 12 are not required to marshal but are permitted to with the supervision of a parent/guardian to assist them in correct marshalling procedure and also to take responsibility for their safety.
  - Children in novice will not marshal any finals racing.

Remember marshal how you would like to be marshalled