

How-to-dynamics





- Arrive at the event when you wish to do your run no hanging around pointlessly
- Speculating in "late run" for certain track conditions is YOUR gamble.
- Ready to race = Belts buckled, helmet & gloves on, vehicle in ready condition.
- Technical Inspector will do spot checking at any time
- Make sure to have your TIS with you, when entering the queues
- Handheld umbrellas only. No tents, tarps, pavilions etc.
- We will handle the cleanliness of the dynamic area. Don't bring brooms.
- Track Condition is declared by signs at Race Control Container

Closing Time Gong!





- End of session will be "announced" via gong
- Vehicle at entry that already received green flag is last contender allowed to run
 - Green flag must have been waved prior to the Audio signal
 - 2nd runs are not allowed afterwards
 - Reruns will be granted after audio signal if applicable

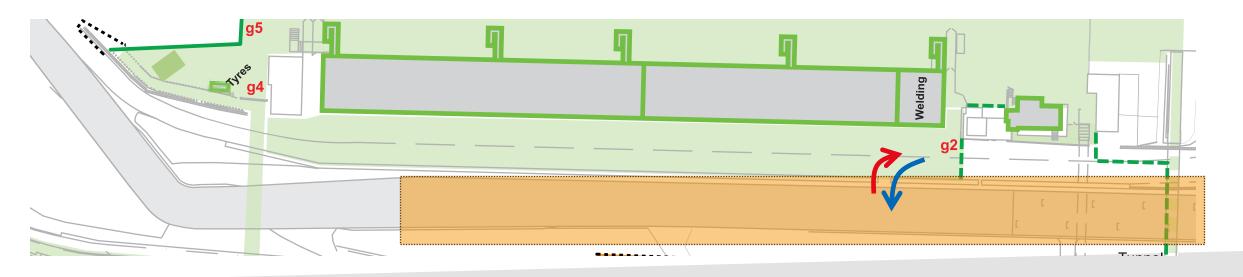
Photos on Start / Finish Line





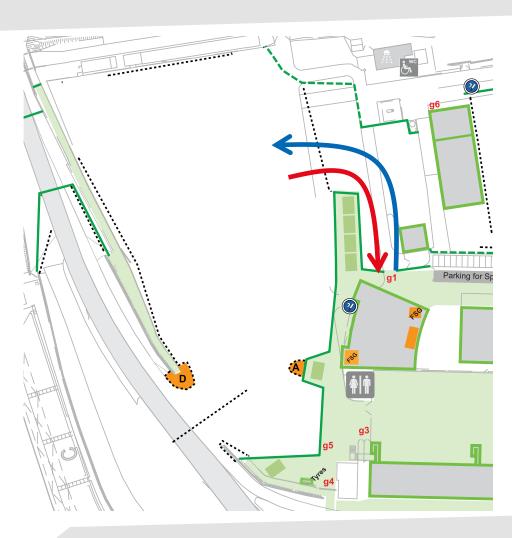
Team photos on the start & finish line

- On Saturday only you may use the start /finish line for taking team photos
- Entry and exit via the crash gate



EBS Test



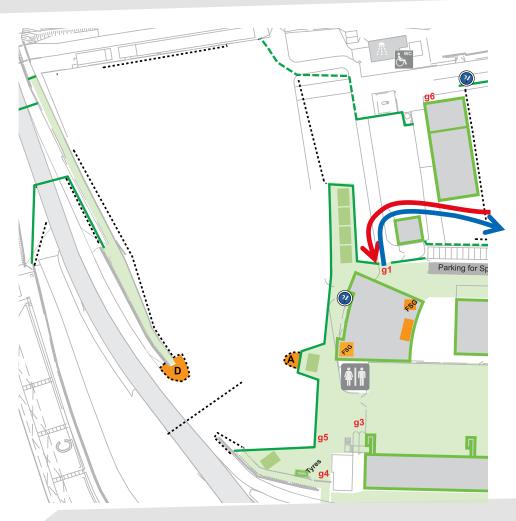




- EBS Test on request at Dynamic Area A
- Time 09:00 10:00

Dynamics – Practice Area





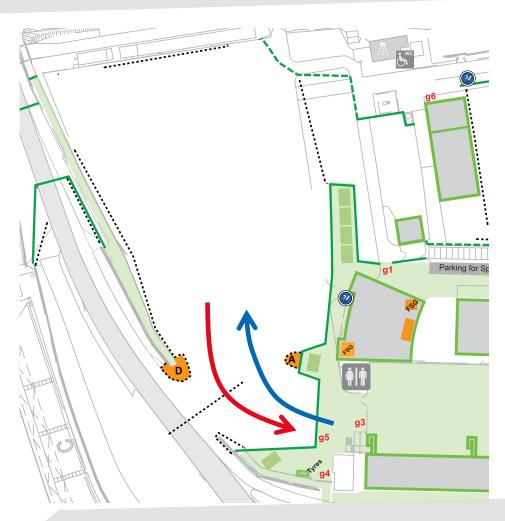


Practice Area (MV + DV)

- Test Area A: 9:00 to 13:00 & 13:45 19:00
- Entry via gate 1, exit via gate 1

Dynamics – Driverless Trackdrive







Driverless Trackdrive

• Queue opens: 8:00

• Dynamic B: 8:30 to 11:30

• Entry via gate 5, exit via gate 5

Dynamics – Driverless Trackdrive

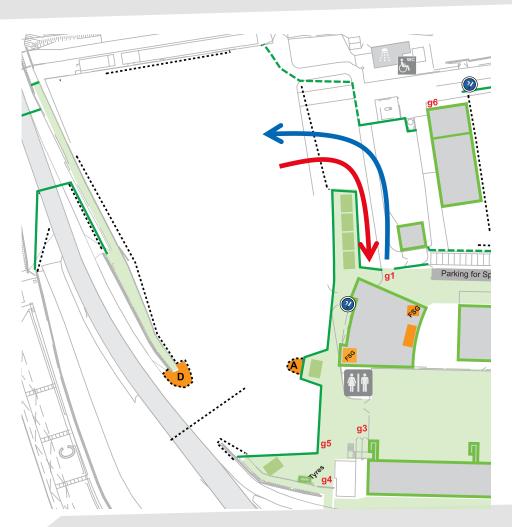


OPTO

- 1 run per team Start-up according to D 2.6, collection of cars according to D 2.8
- Track length: 341m
- ASR stays with Race Director during the mission
- Running order has been published separately
- Procedure according to DE 6.3
- Penalties
 - Cone down or out (DOO): 2 sec
 - Off course (OC): 10 sec
 - Unsafe stop (USS): -50 points

Dynamics – Manual Autocross







Manual Autocross

Course Walk: 12:45 to 13:10

• Queue open: 12:45

• Dynamic Area: 13:15 to 18:00

Entry and Exit via gate 1

Dynamics – Manual Autocross



OPTON

- 4 runs per team, 2 runs per driver
- Two lane queue one for "1st attempt" and one for "2nd to 4th attempt"
- Teams on their 1st attempt will be given priority
- Follow signs for 2nd run or exit
- Penalties
 - cone down or out (DOO): 2 sec
 - off course (OC): 10 sec

Manual Autocross Flags







Start your rur



Stop your car immediately but safe wherever you are; wait for instructions



Danger, slow down, prepare to stop, no overtaking unless directed by the track marshals, finish the lap \rightarrow a rerun will be given



Your run is over