

PORSCHE CLUBS AT SANDOWN SIX HOUR REGULARITY EVENT

FURTHER REGULATIONS

These further regulations are issued for the information of competitors, managers and crews of this event.

They carry the same authority as the Supplementary Regulations.

Managers' Briefing:

A Managers' briefing will take place on Saturday 26th February in conjunction with scrutineering at 3pm at Porsche Centre Melbourne. Manager/drivers please get your cars scrutinized first.

Scrutineering:

Scrutineering will now be conducted at Porsche Centre Melbourne on Saturday 26th February at 2pm. All drivers are to be scrutinized at this venue unless an arrangement has been made with the Clerk of Course to be scrutinized on Sunday morning. Sunday will be very tight for time and we need to keep non essential activity to a minimum.

Timing: The timing for the event will be the same as last year. The method for timing is as follows:

Team Scoring

The timers (Timetronics) are running Aroca's 1 system and will produce a TEAM result shortly after finishing.

Goal Laps For this example, each team comprises 4 competitors and each competitor nominates a lap time in whole seconds that they believe they can maintain while on the circuit. Those nominated lap times (in seconds) are averaged and divided into 6 hours to give a theoretical maximum number of laps that could be achieved by the team. This number is then doubled and rounded to the nearest whole number to take into account "Bonus Laps" to arrive at "Goal Laps" for the team.

Example:

4 drivers

Driver #1 nominates 1:28.00 = 88 seconds

Driver #2 nominates 1:33.00 = 93 seconds

Driver #3 nominates 1:35.00 = 95 seconds

Driver #4 nominates 1:34.00 = 94 seconds

Total = $370 / 6 = 61.66$

21,600 (6 hours) / 61.66

= $350.3 \times 2 = 700$ Goal Laps

Team Managers to complete Competitors Lap Time Nomination Form (included in Team Manager's Kit) and submit it to the Event Secretary by 10:35am.

*Bonus Laps

A Bonus Lap is reward for maintaining regularity and is awarded when the driver completes a lap within + 0.99 seconds of their nominated lap time. The effect is that two laps are counted for each such lap. It is shown on the print out as e.g. 1:48.48+.

*Penalty Laps

A Penalty Lap occurs when the driver completes a lap under their nominated lap time. The effect is that the actual lap is not counted. It is shown on the print out as e.g. 1:47.66.

*Changeover Laps

A Changeover Lap occurs when a driver leaves the circuit i.e. at a changeover. The in-lap of the incoming car and the out-lap of the outgoing car (a total of 2 laps, combined time exceeding 3 minutes) are not counted. The software automatically recognises a period in excess of 3 minutes and generates a Changeover Lap. It is shown on the print out as

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*Achieved Laps

Achieved Laps is the number of laps actually completed by the team, varied by the addition of Bonus Laps or subtraction of Penalty Laps.

* Regularity Factor

Regularity Factor is the difference between a driver's fastest lap time and the average of their slowest 5 lap times. Penalty Laps are included in the determination of the slowest lap time.

*Factor 1 – Win Factor

Factor 1 is Goal Laps / Achieved Laps

Example: $311 / 228 = 1.364$

The team with the lowest Win Factor is the winner.

If two teams (or more) have an identical Win Factor, then the Lowest Regularity Factor will decide the Winner

Factor 2 – Regularity Factor

Factor 2 is the average time for the slowest 5 laps, less the time for the fastest lap, divided by the nominated lap times plus 1, averaged for all drivers.

e.g.

Driver # 1 = fastest lap (87.10) and average of slowest 5 laps (92.28), factor = $1 + (92.28 - 87.10) / 88 = 1.0580$

Driver # 2 = 1.0412

Driver # 3 = 1.0287

Driver # 4 = 1.0242

These factors are added and averaged to determine the team's Factor 2, in this case = 1.038

KEY NOTE: The fastest lap time acceptable for this event will be 1 min 25 sec and the slowest lap time will be 1 min 55 sec. If during the event any car's lap time is lower than 1 min 25 sec that car will be immediately black flagged and may be excluded from further participation in the event.

PENALTIES

The Clerk of Course may exclude from further competition any driver who:

- (a) After leaving the circuit, rejoins the circuit at a speed considered dangerous to themselves, to any other competitor or to any official
- (b) Is observed driving in a manner dangerous to either themselves or other competitors
- (c) Disobeys the direction of any official
- (d) Exceeds 10 km/h in the paddock/pits area

The Clerk of Course will automatically impose a 1 lap penalty for the following infringements

- (a) Exceeds 40 km/h pit lane speed
- (b) Does not observe due care joining the circuit from Pit Lane or after an off".
- (c) Exceeding maximum number of team members on the pit lane wall.
- (d) Exceeding the maximum number of team members on the pit wall at any one time which is two.

FLAGS: It is imperative that drivers are familiar with the use of Flags to control the event. All flags may be used and failure of a driver to obey flags may result in lap penalties or exclusion from the event at the discretion of the Clerk of Course.

Particular attention is drawn to the use of the WHITE flag. As the event is Six continuous hours, it may be necessary to deliver items to flag points or to move marshals around the track. There may be slow moving vehicles on the track at any time.

Passing under the YELLOW or the RED flag WILL result in a penalty lap.

Drivers visibly braking or slowing down on the main straight to make a time will be penalised.

CORRECTIONS:

Event Procedure: Some times in the Supplementary Regulations were incorrect.

Manager's are to have at least the first driver's nominated time to the Event Secretary as soon as possible (by 10.30). All times should be with the Event Secretary by 10.35.

The first team car is to be on the Dummy Grid at the Southern end of the Paddock at 10.45 in Grid order.

THE START WILL BE BY ROLLING START IN SINGLE FILE OVER THE CONTROL LINE.

At 10.55 The Safety Car will lead cars onto the track for a sighting lap and a warm up lap. Flags around the track will show Yellow for these two laps. On passing the Control Line the event will start. Green flags will be shown for the first lap of the event.